

Learning Process as a creation of conditions

The learning process is aimed at creating conditions that make changes in development of consciousness, self-consciousness, abilities, skills and self-esteem of a person.

**Creating a learning environment
will mean to build a student's
demand, desire and motivation
for the given material and
subject.**

Purpose, object and the subject of the study

The purpose of the study was to identify problems that may have a significant impact on the motivation of adopting a “Chess” subject by a schoolchild.

Object is the factors influencing motivation of pupils during the studying "Chess" subject.

Subject is the interconnection between the problems of teaching “ Chess” and motivational manifestations of the schoolchild.

Research Outcomes

Children are originally motivated by chess, but there are a number of problems that can play a negative role and create a negative motivation.

a/ the peculiarity of teaching, where the age of a schoolchild is less important; rendering complexity; passing from game – studying to lesson- studying; taking into account the peculiarities of a schoolchild.

Factors that directly affect the schoolchild's internal motivation

- The instructions for homework diagrams are very general, sometimes very unclear. For example, the word combination "Pay attention to the sequence of steps" is available in almost all diagrams; the question arises "What does the author mean and in which cases one can not pay attention to the sequence of steps?"
- In some part of the textbook, the correct step of solving the task should be available in order the schoolchild can check himself.
- There should also be an example by which a child can be guided, and why not even a parent.

These factors directly affect the internal motivation of the schoolchild

- The diagrams should not be overloaded with pieces that obstruct the schoolchild to focus on the results.
- lesson is generally organized by lesson- studying methodology ,often ignoring /game- studying /,
- / problematic studying /, / collaborative studying / approaches .

Tasks should be presented mostly with a complete outcome, not to get an advantage.

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EXAMPLE:

- Only in 19 diagrams out of 212 is mentioned to make mate in 1-2-3-4 steps which is a very hard psychological process for a 9-year-old child because without finishing and not getting a touchable result he does not enjoy his success, shaping "Incomplete gestalt", which causes tension, anxiety and destructive emotion of a person.

EXAMPLE:

- For example, "Try to get started and reach an advantage" "Try to get started and achieve success" "Try to get started and achieve victory" (4th grade lessons 29, in the case when the bishops are of different colours), (4th grade lesson 31).
What is the meaning of overloading diagrams with numerous pieces in homework of "Eternal checkmate" and other lessons which distracts the schoolchild's attention from the original goal.

