



## GUIDE FOR SCHOOLS

# Your school chess club, step by step

Everything a teacher or supervisor needs: from creating the club to running a tournament within one lesson.

## 1. Creating the club

A youth club is up in minutes. You try everything free for 30 days, no payment details needed.

- 1 Sign in and go to Clubs from the dashboard. Choose Start a club and then Youth club (school).
- 2 Name the club, for example after your school, and tick the consent declaration.
- 3 Done! You land in your club area with the tabs Overview, Play, Leaderboard, Competition, Tournaments and Members.

A youth club is fully shielded: nobody outside the club can see or reach the children, and the club appears nowhere on the site.

## 2. Adding children and printing cards

Children do not need an email address. You create their accounts and print login cards.

The screenshot shows the SCHAAKCLUB.NET interface. At the top, there's a header with the logo, 'SCHAAKCLUB.NET', and navigation links like 'Installeren', 'Dashboard', and language options 'NL EN'. Below the header, a breadcrumb trail leads to '← Terug naar dashboard'. The main section is titled 'OBS De Regenboog' with a sub-header 'Jeugdclub · 9 leden · Eigenaar'. A message states 'Proefperiode: nog 22 dagen gratis proberen.' Below this is a navigation bar with tabs: 'Overzicht', 'Spelen', 'Ranglijst', 'Competitie', 'Toernooien', 'Leden' (selected), 'Klasoverzicht', and 'Beheer'. The 'LEDEN' section shows a search bar for 'Gebruikersnaam of e-mailadres' and buttons for 'Lid uitnodigen' and 'Uitnodigingslink maken'. A list of members is shown, including 'Juf Marieke' (Eigenaar). Below this is the 'KINDEREN' section with buttons for 'Groep toevoegen' and 'Kinderen toevoegen'. A specific group is selected: 'Groep 6, 2026/2027' (Archiveren). A table lists children in this group: Daan, Fien, Youssef, Noor, and Sem. Each child has a dropdown menu set to 'Groep 6, 2026/2027', a 'Nieuwe pincode' button, and a 'Verwijderen' button.

- 1 Go to Members and first create a group, for example Year 4, 2026/2027.
- 2 Click Add children and paste or type the first names, one per line. Do not use surnames.
- 3 Each child automatically gets a PIN. Print the cards right away: this is the only moment the PINs are visible.
- 4 Lost a PIN? Click New PIN next to the child and print a new card.

Keep a printed spare set of the cards yourself. Children lose them, that is part of the deal.

### 3. How the children sign in

Children sign in with their card, on a short address you write on the board.



The screenshot shows a web browser window with the URL 'SCHAA...' and a navigation bar containing 'Account maken', 'NL EN', and a sun icon. The main heading is 'Inloggen met je kaartje' (Log in with your card). Below it, a subheading says 'Pak je inlogkaartje erbij en vul de drie vakjes in.' (Pick up your login card and fill in the three boxes). The login form consists of three input fields: 'Clubcode' with the value 'REGEN7', 'Jouw naam' (Your name) with the value 'Daan', and 'Pincode' with the value '1 2 3 4 5 6'. Below these fields is a dark blue 'Inloggen' button. At the bottom of the form, there is a link: 'Ben je een gewoon lid? Log dan hier in.' (Are you a regular member? Log in here).

- 1 Have the children go to [manychess.org/class](https://manychess.org/class) (it is also printed on every card).
- 2 They fill in the club code, their name and their PIN. The club code is on the card.
- 3 After signing in they see a simple dashboard with only their club, puzzles and the chess computer.

Five wrong tries locks the account for fifteen minutes. With a new PIN the child can continue right away.

## 4. Playing and the class overview

Children challenge each other under Play in the club. You watch live on the class overview.

SCHAAKCLUB.NET

↓ Installeren Dashboard NL EN

← Terug naar dashboard

**OD OBS De Regenboog**  
Jeugdclub · 9 leden · Eigenaar

Proefperiode: nog 22 dagen gratis proberen.

Overzicht Spelen Ranglijst Competitie Toernooien Leden **Klasoverzicht** Beheer

Twee leden paren

**Bram**  
Mila  
2. [Afbreken](#)

**Lotte**  
Sem  
2. [Afbreken](#)

**Noor**  
Youssef  
2. [Afbreken](#)

**Fien**

- 1 Under Play, children pick a classmate and a time control, or accept an open challenge.
- 2 Open the Class overview tab yourself: all boards live side by side, clocks included.
- 3 With Pair two members you set two children against each other; their game starts on their screens immediately.
- 4 If something gets stuck you can abort any game without consequences for the leaderboard.

In games children can only send preset messages like Well played. Free chat does not exist in a youth club.

## 5. The chess trainer in class

Besides puzzles and games the site has a complete chess trainer with coach Caïssa. Children in your club get the full learning path, as long as your licence or trial period runs.

**SCHAAKCLUB.NET** 1/7 Weergave

**MAT MET TWEE TORENS**  
Twee torens tegen een kale koning is bijna altijd mat, en je hebt je eigen koning er niet eens bij nodig. Het idee heet de trappenladder. Een toren bestrijkt een hele rij, dus zet je hem op de rij naast de koning en die rij is dan verboden gebied. Daarna geef je met de andere toren schaak, en de koning moet een rij opschuiven.

Vraag het aan Caïssa

Verder →

**SCHAAKCLUB.NET**  
Een warme schaakclub voor elk niveau. Speel voor je plezier, vind je gelijke en groei op je eigen tempo.

**ONTDEKKEN**  
Home  
Ranglijsten  
Voor scholen  
Start een club  
Inloggen

**JURIDISCH**  
Privacybeleid  
Gebruiksvoorwaarden  
Cookiebeleid

**CONTACT**  
Support en contact  
info@manychess.org  
Feedback & verzoeken

© 2026 Schaakclub - Eén site. Vele varianten. Gemaakt voor liefhebbers van het spel.

- 1 Let the children click Chess trainer on their dashboard. They start at level 1 and can get going straight away.
- 2 Every lesson explains something on the board and then has the child play moves. Play a wrong move and Caïssa explains why it does not work.
- 3 Whoever finishes a level with the test unlocks the next level and receives a certificate in their own name.

- 4 Under the Trainer tab in your club management you see each student's level, completed lessons per topic and day streak. That is also where you print all the class certificates at once.

You do not need to play chess yourself to run this. The trainer explains, checks and tracks progress; you only see who is moving forward and who could use a nudge. Children cannot ask the AI questions; everything they see is written and verified in advance.

## 6. An ongoing competition

The club competition runs over weeks: everyone plays everyone, with a few days per move.

- 1 Under Competition, create a competition and pick the days per move.
- 2 Click Enroll all members; that saves 28 separate actions.
- 3 Click Start the competition. Round one games are ready for everyone right away.
- 4 Rounds advance automatically once all games are done; the standings update themselves.

## 7. A tournament within one lesson

The live tournament is made for a school hour: short games and you decide when each round starts.

The screenshot shows the Schaaclub.net website interface. At the top, there's a header with the logo, navigation links like 'Installeren', 'Dashboard', and language options 'NL EN'. Below the header, the user is logged in as 'OD OBS De Regenboog', a 'Jeugdclub' with 9 members. A message indicates a 'Proefperiode: nog 22 dagen gratis proberen.' A horizontal menu contains links: 'Overzicht', 'Spelen', 'Ranglijst', 'Competitie', 'Toernooien' (highlighted), 'Leden', 'Klasoverzicht', and 'Beheer'. A 'Toernooi aanmaken' button is on the right. The main content area says 'Nog geen toernooi. Maak het eerste aan!'. The footer contains four columns of links: 'SCHAAKCLUB.NET' with a description, 'ONTDEKKEN' with links like 'Home', 'Ranglijsten', 'Voor scholen', 'Start een club', and 'Inloggen'; 'JURIDISCH' with 'Privacybeleid', 'Gebruiksvoorwaarden', and 'Cookiebeleid'; and 'CONTACT' with 'Support en contact', 'info@manychess.org', and 'Feedback & verzoeken'. Copyright and creation info are at the bottom.

- 1 Create a tournament under Tournaments. For one lesson, 10+0 with 5 rounds works well.
- 2 Have the children click Join. On your screen you see who is ready.
- 3 Untick absent children and click Start round 1. Everyone is taken to their board automatically.
- 4 Once all boards are done you start the next round. After the last round the winner is at the top.

If someone does not show up, the tournament decides the game by

forfeit after a few minutes. You can also do it yourself per board.

## 8. A new school year

At the end of the school year you archive the group; the history is kept.

- 1 Go to Members and click Archive next to the group. The children can then no longer sign in.
- 2 Create a new group for the new school year and add the new children.
- 3 A child moving up? Move them to the new group; their rating comes along.

## 9. Trial period and paying

The first 30 days are free. After that a club costs 99 euro per year.

- 1 Under Manage you can see how many trial days are left.
- 2 Pay online with iDEAL or card, or choose Receive an invoice: the system emails an invoice your school administration can pay.
- 3 If the trial runs out the club becomes read only. Nothing disappears; after payment everything works again right away.



A warm chess club for every level. Play for the joy of it, find your equals, and grow at your own pace.

EXPLORE

- Home
- Leaderboards
- Chess trainer
- For schools
- Start a club
- Sign in

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