**Go Skills Guide D: Lessons D01-D12**

**D01: Life and death puzzles, level 2**

It is good in any case to look at Life and Death puzzles fairly often in lessons as it helps to develop reading skills and being able to look at least one or two moves ahead without putting the stones on the board.

There are some puzzle sets in this curriculum but there are many more puzzles in the Kano series of books, the Korean 1612 book, the Go Magic skill tree and other places.

**D02: Whole board puzzles**

This curriculum has a set of 9x9 whole board puzzles, to develop the skill of looking round the whole board to find the most important place to play.

It’s good practice first to try to understand the position (which are the strong and weak groups, who is leading and by how much, are there any key weaknesses) before looking for the best move to play.

**D03: L, L+1, L+2 Groups**

These are particularly important groups to study in the corner, not only because they occur fairly often in games, but also because they give a good idea of how big a corner group has to be to be alive.

There is good teaching material and some puzzles in the Elementary Go Series book Life and Death.

**D04: Life on the second line**

On the side, 8 live and 6 die; with 7 it depends who goes first. In the corner it is different. The Elementary Go Series book Life and Death has a very good chapter that can be used to teach and practise this.

**D05: Basic fuseki ideas**

At the moment we just want to look at the first few moves played in the corners and then moving to the sides.

For the best advice on corner moves, a great place to look is Andrew Simons’ article::

* <https://senseis.xmp.net/?LeelaZerosOpeningGospel>

The easiest fuseki puzzles in the GoMagic skills tree are great for practising where to play in the first few moves of the game.

For a more in depth study of the opening, it’s good to use the book Opening Theory Made Easy.

**D06: Some basic joseki patterns**

Look at just a few patterns that appear often in games. An important example is the most common joseki when there is a high approach to the 4-3 point, followed by the attach underneath and then hane.

This youtube video from the New York Institute of Go is a good introduction to 10 very common simple joseki: https://www.youtube.com/watch?v=UvmLORM3-zI

**D07: Some basic tesuji**

There are examples in the Elementary Go Series book Tesuji or other books such as Go Tactics and Techniques. The method used in the Elementary Go Series book of introducing a basic shape and then having a few problems to illustrate it is a good way to study.

**D08: Tripod group**

This is not a difficult group, and often occurs in games. The chapter in the Elementary Go Series book Life And Death is good.

**D09: Play with a clock, record the game**

It is important to understand the idea of playing with a clock, especially for any players who might take part in a tournament. Children often need to learn to play more slowly rather than hurrying because of the time limit.

It’s good for everyone to see how a game can be recorded on a kifu sheet. Stronger players should be able to remember most of the moves of a game they have played and even less experienced players can benefit from trying to remember at least a few moves of a game.

**D10: Life and Death puzzles, level 3**

More advanced Life & Death puzzles

**D11: Under The Stones**

These situations don’t appear so often in games but it’s good to have seen an example and children often find these puzzles particularly interesting

**D12: Play Online and look at an AI game analysis**

It’s very useful to have the experience of playing at least one game on a relatively child-friendly server like OGS or playstrategy.org - these may be used for children’s online leagues or tournaments. OGS has built-in AI analysis, at least for site supporters. AI Sensei is a good site for uploading a game and getting a reasonable online analysis free, it shows the size of mistakes so it’s possible to filter out all but the most important errors.

Children may find it easier to look at an AI analysis with a strong player to help, because it is not always easy to interpret the analysis. For example, the AI may criticise slack moves which in practice are good safe moves to play if the player is comfortably winning.