



LOG BOOK

CO-CURRICULUM XIANGQI (象棋)

SESSION 202409

Students' Information

		photo	photo	photo
Name & Co-cu No.	:			
Student's Reg. No	:			
I.C No	:			
Telephone No	:			
E-mail	:			
Programme	:			

Part	Marks		
I. Rules and Regulations (25 marks)			
II. Current Development and Issues (25 marks)			
III. My Personal Activity Log (30 marks)			
IV. Reflections (20 marks)			
TOTAL :			

Performance Evaluation

Throughout the practical session, the performance of all the students who enroll in the co-curriculum course will be evaluated through marks and graded. However, the grades will not contribute to the GPA and CGPA.

Games/Sports & Cultural courses are evaluated based on the following:

i. Attendance	20%
ii. Log Book	20%
iii. Involvement	10%
iv. Achievement	10%
v. Presentation & Quiz	20%
vi. Skill test & Practical	20%

Attendance

1. Students who are absent from the Co-curriculum course and present a letter/proof of the reasons stated below will be considered present with a remark:
 - a. Medical Certificate (MC)
 - b. Represent TAR UMT for external events (RC)
 - c. Death of **IMMEDIATE** family member (DC)
 - d. Leave of absence approved by Faculty
 - e. Skip letter approved by Deputy Director/Director of DSA or Branch Campus Head
2. Unacceptable reasons for absence:
 - a. Personal matters

Course Content/ Lesson Plan

Session 1	INTRODUCTION <ol style="list-style-type: none"> 1. Short history of Xiangqi 2. Xiangqi: Introduction to the Chessboard, pieces 3. Basic Movements of the pieces 4. Equipment and etiquette <p>Class game: Basic pieces movements practice</p>
Session 2	GETTING STARTED <ol style="list-style-type: none"> 1. Value of the Xiangqi pieces 2. Xiangqi Rules: Common terms and basic principles of judgement 3. How to record games: Notation <p>Class practice game with Notation</p>
Session 3	BASIC <ol style="list-style-type: none"> 1. Definition of win, lose and draw 2. How to approach-check and resolve-check 3. Application of 7 Xiang Qi pieces in checkmate method <p>Puzzle solving practice</p>
Session 4	BASIC CHECKMATE METHOD I <ol style="list-style-type: none"> 1. Face-to-face Laughing 2. Double Chariot 3. Double Cannon 4. Cannon Smothered <p>Checkmate puzzle solving practice I</p>
Session 5	BASIC CHECKMATE METHOD II <ol style="list-style-type: none"> 1. Elbow Horse 2. Pal Corner Horse 3. Angler Horse 4. Tiger Silhouette Horse <p>Checkmate puzzle solving practice II</p>
Session 6	CHECKMATE METHOD III <ol style="list-style-type: none"> 1. Iron-bolt Checkmate 2. Horse-Cannon Checkmate 3. Smothered Checkmate 4. Stalemate Checkmate <p>Checkmate puzzle solving practice III</p>

Session 7	OPENING STRATEGIES Deployment of Pieces: <ol style="list-style-type: none"> 1. Initiative advantage 2. Positional effectiveness 3. Rivalry of Opening Method Class practice game with selected strategies
Session 8	END-GAME THEORY <ol style="list-style-type: none"> 1. Pieces advantage 2. Positional effectiveness 3. Predicted formation 4. Offensive and Defensive End Game puzzle solving practice
Session 9	MID-GAME TACTICS <ol style="list-style-type: none"> 1. Capture & Fork 2. Restrict & Trapping 3. Blockade & Exchange 4. Deployment & Sacrifice Class League Game
Session 10	PRACTICAL & QUIZ <ol style="list-style-type: none"> 1. Common XQ knowledge 2. Checkmate method 3. Opening method 4. End-game process 5. Mid-game tactics Class League Game
Session 11	COMPETITION FORMAT <ol style="list-style-type: none"> 1. Co-Cu Day Tournament Rules and Regulations 2. Competition Critical Factor <ul style="list-style-type: none"> ◦ Attitude ◦ Skills ◦ Time Management 3. Tournament format <ul style="list-style-type: none"> ◦ Swiss , Knockout 4. Pairing and Ranking Class League Game
Session 12	CO-CU DAY TOURNAMENT

I. Tournament Rules and Regulations of Xiangqi (25 marks)

Elaborate the General Rules and Technical Rules in point form as below. (20 marks)

1) Xiangqi board and pieces -

2) Player's attire and etiquette -

3) Tournament Format -

4) Time Control Method -

5) Notation -

6) Touch Move Rule -

7) Technical Foul -

8) Approach check & Resolve check -

9) Definition of Win, Lose and Draw -

10) Perpetual Check -

(130 - 150 words)

Draw a diagram of a standard Xiangqi board with complete set of 32 pieces. (5 marks)

II. Current Development and Issues of Xiangqi in Malaysia (25 marks)

Choose an article on any current issue (2023-2024). Please also crop and attach the web page in appendix. Discuss and write **5 opinions** regarding the issue in not more than 300 words.

[illegible]

III. My Personal Activity Log (1) (30 marks)

Name of student: _____ Co-cu number: _____

Date	Time	Duration	Activity	Goal	Evidence
Total Duration (Hours):					

Important Note

- **Each student of the group is required to log their own learning time of not less than 28 hours (any activity related to skills and knowledge of Xiangqi)**
- **Play online Xiang Qi and puzzle solving in smart phone apps.**
- **Snap photo or screenshot during the activities as evidence.**

My Personal Activity Log (2) (30 marks)

Name of student: _____ Co-cu number: _____

Date	Time	Duration	Activity	Goal	Evidence
Total Duration (Hours):					

Important Note

- **Each student of the group is required to log their own learning time of not less than 28 hours (any activity related to skills and knowledge of Xiangqi)**
- **Play online Xiang Qi and puzzle solving in smart phone apps.**
- **Snap photo or screenshot during the activities as evidence.**

My Personal Activity Log (3) (30 marks)

Name of student: _____ Co-cu number: _____

Date	Time	Duration	Activity	Goal	Evidence
Total Duration (Hours):					

Important Note

- **Each student of the group is required to log their own learning time of not less than 28 hours (any activity related to skills and knowledge of Xiangqi)**
- **Play online Xiang Qi and puzzle solving in smart phone apps.**
- **Snap photo or screenshot during the activities as evidence.**

IV. Reflections

What did we learn from this course? (10 marks)

What should we do to further develop our soft skills and technical skills? (10 marks)

Comments : (by staff)

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Marking Rubrics

Descriptor	Competency Level				
	1 Very Poor	2 Poor	3 Average	4 Good	5 Excellent
Attendance (100%) *Must fulfill 80% class attendance	Attend 10 sessions (60)	Attend 11 sessions (70)	Attend 12 sessions (80)	Attend 13 sessions (90)	Attend all sessions (100)
Involvement (100%)	Sometimes chooses not to participate and does not complete assigned tasks (10 – 20)	Sometimes a satisfactory group member who does what is required (21 – 40)	A satisfactory group member who does most of what is required (41 – 60)	A strong group member who consistently does what is required. Other group members can count on this person (61 – 80)	A true team member who contributes a lot of effort, and encourages and supports the efforts of others in the group (81 – 100)
Achievement in Tournament – compulsory for Cu-Curriculum Day** (100%)	Present for the Co-Curriculum day (40)	Participated in competition (50)	5 th to 8 th of the competition (60)	3 rd and 4 th of the competition (70-80)	1 st and 2 nd rank of the competition (90-100)
Log Book Report (100%) For late submission, there will be a reduction of absolute marks from the mark's score submitted	The report does not refer to the purpose of the practice. Some points are not present, nor are they together or in order (10 – 20)	The report explains some of the purpose of the practice but miss key purposes. Most points are present, but they are together or in order (21 – 40)	The report explains most of the purpose of the practice. All points are present, but are either not together or in order (41 – 60)	The report explains all of the key purpose of the practice. All points are present, in order, and together (61 – 80)	The report explains all the key purpose of the practice and point out less obvious one as well. All points are present, in order, and together (81 – 100)
Practical & Quiz (100%)	Score 0%-20% of the questions	Score 21%-40% of the questions	Score 41-60% of the questions	Score 61%-80% of the questions	Score 81%-100% of the questions
Skill Test (100%)	Participated in competition and puzzle solving for 5 games. (10-20)	Participated in competition and puzzle solving for 10 games. (21 - 40)	Participated in competition and puzzle solving for 15 games. (41 - 60)	Participated in competition and puzzle solving for 20 games. (61 - 80)	Participated in competition and puzzle solving for more than 20 games. (81- 100)