According to the treaties governing the European Union, school organisation and educational programmes are the responsibility for each of its Member States. Hence, the implementation of specific programmes like Chess in School in education curricula of the Member States is outside the legal remit of the EU and is entirely in the hands of the Member States. The European Commission only takes action to encourage, support and complement the activities of the Member States in the field of education, e.g. the development of education reference materials, sharing good practices and supporting those practices through its Erasmus+ programme.

For example, in 2019, the Erasmus+-sponsored School Education Gateway elaborated on the broader topic of game-based learning. This included a Massive Open Online Course (MOOC)\(^1\), Erasmus+ project examples\(^2\), an expert article\(^3\), a webinar\(^4\), an expert interview\(^5\), teaching materials\(^6\), and a tutorial\(^7\).

In 2020, an article on School Education Gateway featured chess and its educational potential\(^8\) while in 2022 it featured a webinar on ‘The Role of Chess in Education’\(^9\) with the participation of Commissioner Mariya Gabriel, Hungarian Chess Grandmaster Judit Polgar, Bulgarian Chess Grandmaster Antoaneta Stefanova, and teachers who implemented cross-border projects on chess with their students on eTwinning\(^10,11\).

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\(^3\) Expert article, 06.05.2019, Spelling scrambles or 3D shooters? What teachers misunderstand about video games, https://www.schooleducationgateway.eu/en/pub/viewpoints/experts/spelling-scrambles-or-shooters.htm
\(^10\) Chess. The Game of the Kings, https://twinspace.etwinning.net/193086/home