KUMON GO Lesson Content List

KUMON GO

Kumon Institute of Education Co., Ltd.

	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13
Overview	• What kind of game Go is • Equipment and basic rules	• How to connect, cut, and save stones	• Forbidden moves • Life and death of stones • How to capture stones	• Basic shapes • When to use the extension (nobi)	• When to use the one-space jump	• When to use kosumi	• When to use keima	• When to use the two-space jump, stretch/iron pillar, large keima, extra large keima, and large diagonal	• Strong stones, weak stones	• Basic opening: corner → side → center	• Basics of handicap games from 9 stones to 3 stones	• Typical openings with one-space and two-space high approaches to the star point • Attach-extend joseki from the keima approach	• Capturing race basics	• Capturing race theory and practical application	• Main komoku joseki	• Weak points of shapes (nobi, keima, etc.) and how to attack/defend them	• Practical tesuji that target the opponent's weak points	• Mokuhazushi joseki • 3-3 (san-san) joseki
1-10	What is Go ?	Review	Review	Review	Review	Review	Review	Review	Review	Review	Review	Review	Review	Review	Review	Review	Review	Review
11-20	How to capture stones 1	How to connect stones 1	Forbidden moves	Basic shapes	One-space jump 1	Kosumi 1	Keima 1	Two-space jump 1	Strong stones, weak stones 1	Opening (how to play in the corner)	How to play a handicap game (9 stones)	Joseki of the star point (one-space high approach, two-space high approach)	Capturing race (difference in number of liberties between two groups)	Capturing race (outside liberties, inside liberties)	Joseki of komoku (keima approach)	Weak point of a shape (extension, one-space jump, diagonal move, etc.)	Tesuji taking advantage of kiki (forcing moves) 1	Joseki of mokuhazushi (press down, three-space extension)
21-30	How to capture stones 2	How to connect stones 2 (solid connection, tiger's mouth)	Life and death of stones 1	Extension 1	One-space jump 2	Kosumi 2	Keima 2	Two-space jump 2	Strong stones, weak stones 2	Opening (enclosure)	How to play a handicap game (8 stones)	Joseki of the star point (keima approach; attach-extend joseki)	Capturing race (difference in number of liberties between two groups)	Capturing race (outside liberties, inside liberties)	Joseki of komoku (keima approach)	Weak point of a shape (keima, two-space jump, etc.)	Tesuji taking advantage of kiki (forcing moves) 2	Joseki of mokuhazushi (one-space pincer, two-space pincer)
31-40	How to capture stones 3	How to connect stones 3 (bamboo joint)	Life and death of stones 2	Extension 2	One-space jump 3	Kosumi 3	Keima 3	Stretch, iron pillar	Strong stones, weak stones 3	Opening (approach)	How to play a handicap game (7 stones)	Joseki of the star point (keima approach; attach-extend joseki)	Capturing race (when you cannot approach)	Capturing race (how to know who is winning the fight)	Joseki of komoku (keima approach)	Weak point of a shape (large keima, extra large keima, large diagonal)	Tesuji taking advantage of kiki (forcing moves) 3	Joseki of mokuhazushi (two-space high and low pincers)
41-50	How to capture stones 4	How to connect stones 4	Life and death of stones 3	Extension 3	One-space jump 4	Kosumi 4	Keima 4	Large keima	Strong stones, weak stones 4	Opening (how to play on the side)	How to play a handicap game (6 stones)	Joseki of the star point (attach-extend joseki)	Capturing race (when you cannot approach)	Capturing race (tesuji to get additional liberties, cut to get additional liberties)	Joseki of komoku (keima approach)	Weak point of a shape (lack of liberties, overconcentrated shape, etc.)	Tesuji taking advantage of kiki (forcing moves) 4	Joseki of mokuhazushi (taisha)
51-60	How to capture stones 5	How to cut stones (atari and escape)	Ladder	Extension 4	One-space jump 5	Kosumi 5	Keima 5	Extra large keima, large diagonal	Strong stones, weak stones 5	Opening (splitting move)	How to play a handicap game (5 stones)	Joseki of the star point (attach-extend joseki)	Capturing race (outside liberties, inside liberties)	Capturing race (tesuji to get additional liberties, cut to get additional liberties)	Joseki of komoku (one-space high approach)	Weak point of a shape (stones over the fourth line)	Tesuji taking advantage of kiki (forcing moves) 5	Joseki of mokuhazushi and sansan
61-70	How to save stones	Stones that you can save, that you cannot save	Net	Extension 5	Endgame (yose on the first line)	Endgame (yose on the second line)	Endgame (large monkey jump, small monkey jump)	Endgame (hane and connection on the second line)	Strong stones, weak stones 6	Opening (splitting move)	How to play a handicap game (4 stones, 3 stones)	Joseki of the star point (attach-extend joseki)	Capturing race (outside liberties, inside liberties)	Capturing race (Eye versus No Eye)	Joseki of komoku (one-space high approach, large keima approach)	Weak point of a shape (stones that are not perfectly connected)	Tesuji taking advantage of kiki (forcing moves) 6	Joseki of sansan (shoulder hit,approach)
71-80	How to save stones, how to count territories	How to save stones	Snapback	Life and death (Three-point nakade, Linear four-point nakade)	Ko (how to play a ko threat)	Ko (how to make a ko)	Ko (ko threat)	Life and death (five-point nakade)	Strong stones, weak stones 7	Opening (invasion)	Endgame tesuji (tsuke and extension on the second line)	Endgame tesuji (yose after attach-extend joseki)	Capturing race (outside liberties, inside liberties)	Capturing race (how to count the number of approaching moves in a nakade)	Endgame tesuji (kosumi)	Endgame tesuji (jump)	Endgame tesuji (descent)	Endgame tesuji (clamp)
81-90	Who is winning by how many points ?	How to save stones	Oiotoshi	Life and death, ko	Life and death (six dead, eight alive on the second line / four dead, six alive on the third line)	Life and death (bent four)	Life and death (four-point nakade)	Life and death (comb formation, rabbity six)	Strong stones, weak stones 8	Opening (invasion)	Life and death (how to think)	Life and death (basics)	Capturing race (outside liberties, inside liberties)	Capturing race (how to count the number of approaching moves in a nakade)	Life and death (basics)	Life and death (throw-in)	Life and death (throw-in)	Life and death (throw-in)
91-100	Who is winning by how many points ?	Let's watch a game on 5x5	Let's watch a game on 7x7	Seki - Let's watch a game on 7x7	Let's watch a game on 9x9	Let's watch a game on 9x9	Let's watch a game on 9x9	Let's watch a game on 13x13	Let's watch a game on 13x13	Let's watch a game on 13x13	Let's watch a game on 13x13	Let's watch a game on 13x13	Let's watch a game on 13x13	Let's watch a 9 stones handicap game	Let's watch an 8 stones handicap game	Let's watch a 7 stones handicap game	Let's watch a 7 stones handicap game	Let's watch a 7 stones handicap game
	Achievement Test	Achievement Test	Achievement Test	Achievement Test	Achievement Test	Achievement Test	Achievement Test	Achievement Test	Achievement Test	Achievement Test	Achievement Test	Achievement Test	Achievement Test	Achievement Test	Achievement Test	Achievement Test	Achievement Test	Achievement Test