

Introducing the Game and Learning the Chessboard

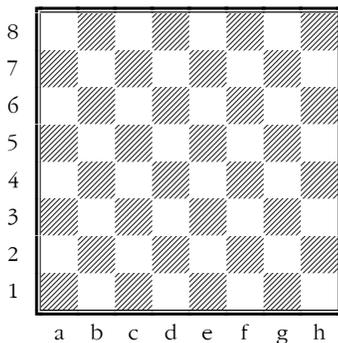
Introducing the Game of Chess, a Brief History and the Chessboard!

A short history of chess, as well as a few basics about the platform or “battlefield” on which you play...

Chess is one of the oldest games in the world! Its origins (where it came from) stem back to India over 1500 years ago. The original versions of chess were invented around 600 AD (that's a long time ago!). India began to spread the game around the world, starting with countries such as Persia. Eventually, the game spread all over Europe and East Asia.

The “*modern version*” (meaning with the rules we use today) of the game began taking shape in Southern Europe around the 15th Century, and “tournament style” chess was being played in the mid 1800s. The first ever World Championship Match was held in 1886. Many exciting games have been played, and many great champions from all parts of our world have enjoyed and grown to love the game of chess – and we hope you will too!

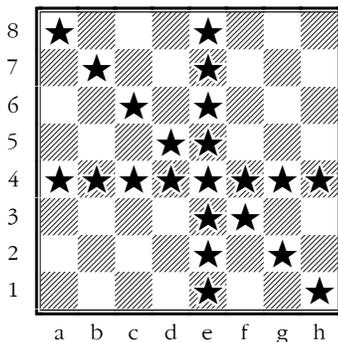
The Chessboard: 64-Squares Divided by Files, Ranks and Diagonals!



The game of chess is played on a perfectly square board. There are sixty-four squares on a chessboard, alternating light and dark (white and black).

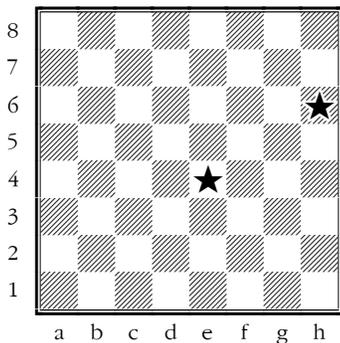
When you face a chessboard, the far right-bottom corner should always be a white/light square (from white or black's perspective). This is very important when setting up the pieces, and so we use a fun phrase to remember this:

“Before we fight, you must have white/light on the right”! Of course you are only fighting on the chessboard!



The chessboard is divided and described in three different ways. We use the term “File(s)” to describe the letters (a-h) and the squares that go up from them. Every square on the “e-file” has been highlighted to show this. We use the term “Rank(s)” to describe every square in a straight line from where the numbers (1-8) begin. Every square along the “4th-rank” has been highlighted to show this. We use the term “Diagonal(s)” to describe every square moving sideways corner-to-corner (h1-a8 is a diagonal) and every square along the h1-a8 diagonal has a star.

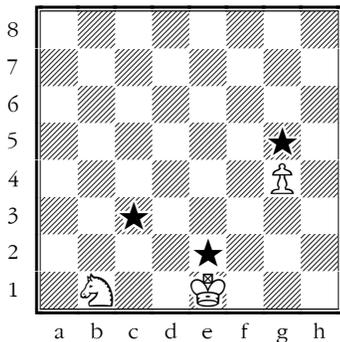
ScoreKeeping: The Basics of “Keeping Track” of a Game: Algebraic Notation!



In order to work through this curriculum, or ever play in a chess tournament, you will need to understand how to “**read**” a chessboard. There are many older forms of keeping track of the moves that are being played, but the best method we use in chess today is Algebraic Notation.

Each chess square has an “**address**” (a name that is different from every other square). If you look down from the square, you'll see a letter, and if you look to the left, a number. Each square's special “address” is that letter and number combined. When using Algebraic chess terms, we always say the letter first: There are stars on “e4” and “h6”.

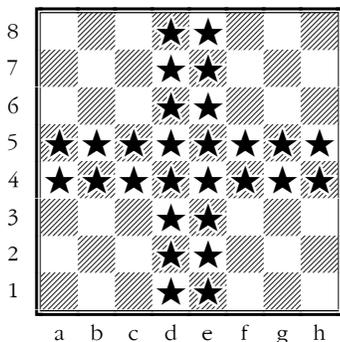
ScoreKeeping: How to Use Algebraic Notation!



We use Algebraic Notation in real games to keep a record of each move! We do this so that we can explain our games and positions to other players and coaches afterward, and so that there is proof, in the event of an argument, that the rules were followed in that chess game.

Here are some examples of how Algebraic Notation is used: **Ke2** (King moves from e1 to e2); **Nc3** (Knight moves from b1 to c3, and we use “N” for Knight); **g5** (we don't use the letter “P” when a pawn moves forward, but instead only write the square it moves to); etc. Use the upper-case, first letter, of the piece that is moving for all pieces besides the pawn (and N for Knight). When capturing a piece, write an “x” between the upper-case letter and the square: **Nxc3**.

More Chess “Terms”: Kingside, Queenside, White's Side, and Black's Side:



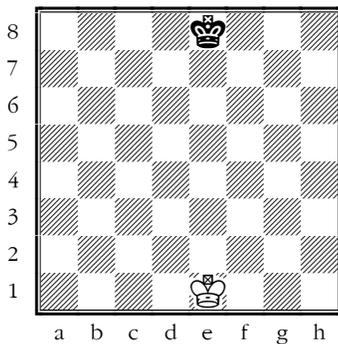
You will learn much more about how to read and use a chessboard as you read through our curriculum, but you now know the basics of “**chess terminology**” (which means the words we use while playing or describing a chess game).

The final fundamental chess terms you will need to be familiar with in order to study and learn from our curriculum are as follows: **Kingside** – this term describes every square and piece that is on the board from the e-file (the King's file) over to the h-file; **Queenside** – this references the entire board to the left of the d-file all the way to the a-file; **White's side** – the 1st to the 4th Rank; **Black's side** – the 5th to the 8th Rank. **You now speak chess!** Good job...

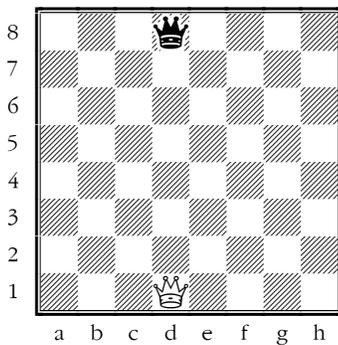
Setting Up a Chessboard & the Value of Your Chessmen

How to Set up a Chessboard and the Value of the Every Chess Piece

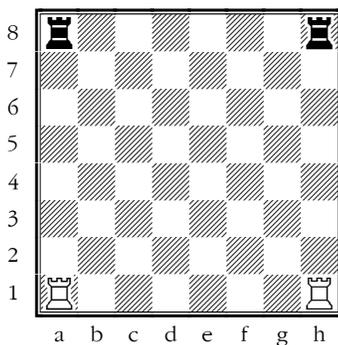
How to Set up a Chessboard from Start to Finish:



Each King is placed on its starting position: White King starts on e1 and the black King starts on e8. Note the Kings start on the **“opposite color”** square of their army (White King on black square; Black King on white square).

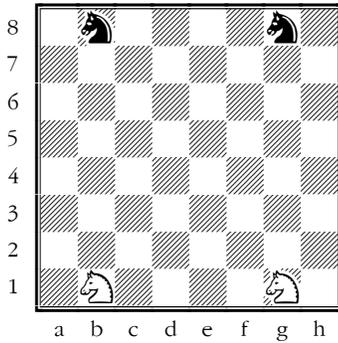


Each Queen is placed on its starting position: White Queen starts on d1 and the black Queen starts on d8. Note the Queens start the game on “their” color (Black Queen on black square; White Queen on white square).

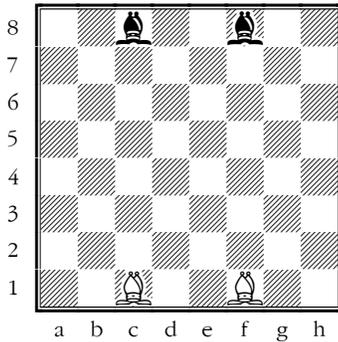


Each Rook is placed on its starting position in one of the four corners of the board: White Rooks are placed on a1 and h1 and the black Rooks placed on a8 and h8.

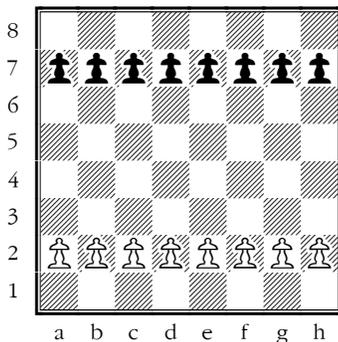
Welcome & Introduction



Each Knight is placed on its starting position: White Knights are placed on b1 and g1, and black Knights are placed on b8 and g8. The Knights start next to the Rooks.

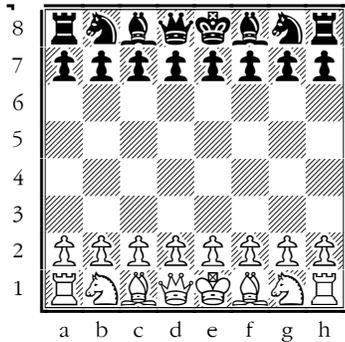


Each Bishop is placed on its starting position: White Bishops placed on c1 and f1, and the black Bishops are placed on c8 and f8.



Each player starts out with eight pawns. White's pawns are placed along the 2nd Rank from a2-h2, and black's pawns are placed along the 7th Rank from a7-h7.

The Chessboard is Complete: The Basic Rules and Introduction to the Chessmen!



Chess is a board game played between **two players**. Each player takes a turn to move, with white always moving first. The turns rotate (a player **must move** when it is his/her turn) every move after white makes the first move. The diagram you see is the **starting position** to every game of chess. White's pieces are always setup along the 1st and 2nd Ranks, with black's pieces occupying the 7th and 8th Ranks.

There are 32 chessmen! 16 chessmen for white, and 16 chessmen for black. A **chessman** is either a Piece or a Pawn. Each player starts out with one King, one Queen, two Rooks, two Knights, two Bishops, and eight Pawns.

Piece Values:

Over the years, experience has taught us that some pieces are more powerful than others. We have tried to capture that idea by assigning "**point values**" to the different chess pieces. These "points" are used to make decisions: "Should I give up my Queen for that Pawn?", as an example. Once you know and understand the point values, you will know the answer!

Point values don't always help you win the game because a game can still be won or lost by someone who is "**losing in total points**". *You win a chess game through Checkmate, not points* (see Lesson 3 for more on Checkmate)! Points are merely for making decisions. They help you choose and estimate who has more or less material in any given position.

	The Game
	9
	5
	3
	3
	1

Use your knowledge of the value of the chessmen to make good choices during a game!

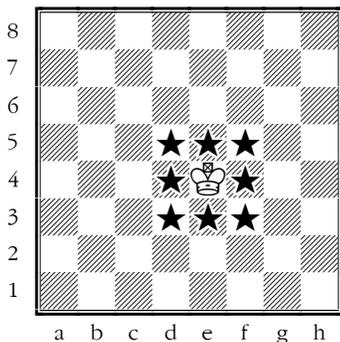
Meet the Players: King, Knight & Pawn

Part 1: Introducing the King, Knight and Pawn

Concepts:

- How to move your King ♔, Knight ♞, and Pawn ♟!

Meet the Players, Part 1: The King is Your Leader!

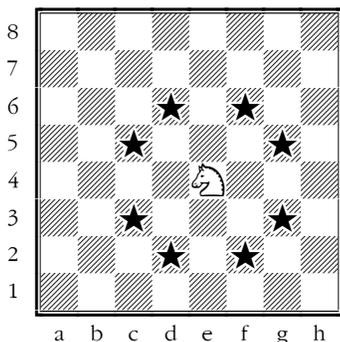


The KING moves one space in any direction.

The King is the leader of **your** chess army, and this is a very important job! In fact, the King is the most important chess piece. The King is an old man with a long white beard. He has back problems, and likes to carry around a walking stick. The King is valuable, but he isn't very fast - he is actually the slowest chess piece on the chessboard.

The King can move in any direction, but only one step at a time. Since walking is such hard work, and the King is so very important, he likes to sit back and relax behind his castle walls while the other pieces do the work of fighting his wars for him. Though he is slow, don't ever forget that if you lose your King (get checkmated) you lose the game!

Meet the Players, Part 2: The Knight is Unlike Any Other Piece: Special Moves!

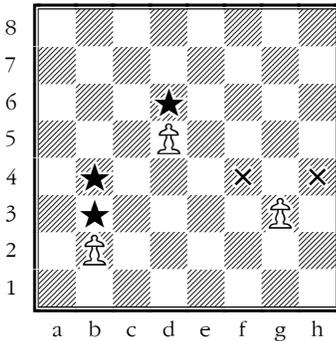


Only the KNIGHT can jump over other pieces - like an "L".

The Knight in shining armor is the trickiest chess piece around! He gallops across the kingdom atop his noble steed, who likes to show off by leaping over hedges and small streams. **The Knight moves in an "L" shape: one, two, turn the corner.** The Knight always changes color when he hops: rotating from a **light square to a dark**, or from a **dark square to a light**.

While the Knight can easily outrun a King, he too is one of the slower pieces on the chessboard. However, it is impossible to block a Knight, as he is the only piece that can jump over other pieces. Remember though, he doesn't "*capture*" or take the pieces he jumps over! **A Knight only captures a piece that is on the square it lands on...**

Meet the Players, Part 3: The Pawns! The “Little Guys” Can be Mighty!

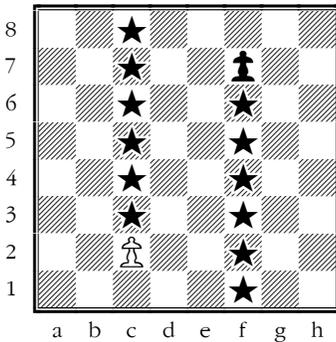


The PAWN moves forward but **only captures diagonally**.

The Pawn is the most plentiful piece! He's not a trained soldier, and can't do fancy hops like the noble Knight. Instead, he moves by stepping one square in front of him. He's been ordered by the King to keep charging forward, and never look back. Forward, march! On his first move (b2-pawn), the Pawn is so excited, he can move two steps forward instead of one, but only if he chooses to do so.

It's scary moving around in the world of powerful Kings, Queens and Knights, and so the Pawn is always a little bit nervous. He's too embarrassed to capture pieces directly in front of him, so he sneaks up on them at an angle. The Pawn captures diagonally one step forward (see g3-pawn).

Follow the Stars, and Reach the Moon

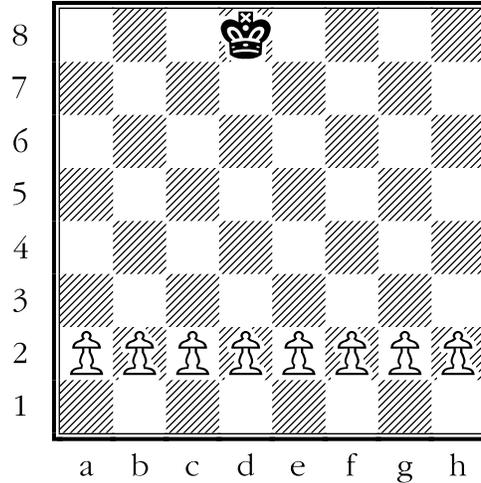


Each Pawn's “**path to promotion**” is highlighted with stars.

If a Pawn is so brave and adventurous to make it all the way across the board to the other side, the pawn can **promote** himself into a more powerful chess piece! The pawn can choose to be a Queen – even if you already have one, which means you **could** have up to nine Queens in a chess game – a Rook, a Knight or a Bishop. The “promoted Pawn” cannot become a King or remain a Pawn!

You do this by replacing the Pawn with the desired Knight, Bishop, Rook, or Queen once it reaches the edge of the board. For white, the pawns must reach the 8th Rank, while black's pawns must reach the 1st Rank. Whichever piece is chosen to relieve the pawn of his duties is placed on the “Queening square” (it is usually called a *Queening square* because the most likely choice for promotion is a Queen).

The Farmer and the Piggies!



- Level 1:** ♠ ♠ ♠ ♠ ♠ ♠ ♠ vs. ♔
- Level 2:** ♠ ♠ ♠ ♠ ♠ ♠ ♠ vs. ♘ ♘
- Level 3:** ♠ ♠ ♠ ♠ ♠ ♠ ♠ vs. ♘ ♘ ♔
- Level 4:** ♠ ♠ ♠ ♠ ♠ ♠ ♠ vs. ♖ ♖
- Level 5:** ♠ ♠ ♠ ♠ ♠ ♠ ♠ vs. ♖ ♖ ♔
- Level 6:** ♠ ♠ ♠ ♠ ♠ ♠ ♠ vs. ♖ ♖
- Level 7:** ♠ ♠ ♠ ♠ ♠ ♠ ♠ vs. ♔
- Level 8:** Design your own!

RULES/GOAL:

The piggies have escaped from their piggy pen and are running across the yard in search of food! The farmers must catch all the piggies before even one can reach the barn at the far end of the yard.

You play white starting with level 1. Advance the pawns to the other side of the board. If a pawn reaches the 8th rank, white wins.

The Farmer and the Piggies – Instructor Handout

This is a sample lesson introducing the Farmer and Piggies game. This Instructor's Guide should be used in conjunction with the Farmer and the Piggies Mini-Game.

	The Piggies	Piggies can move one square forward at a time. On their first move, piggies can choose to move one or two steps. Piggies can capture mean farmers diagonally one square.
	Mr. MacDonald	Mr. MacDonald can move one square at a time in any direction.
	Sheep Dogs: Wolfy and Rex	Sheep Dogs move in “L” shapes: one, two, turn the corner. Sheep Dogs always changes their color square on each move.
	Farm Hands: Bart and Bob	Farm Hands can move as far as they want along a diagonal. Farm Hands always stay on the same color square that they start on.
	The Tractors	Tractors can move as far as they want up, down, left, or right.
	Mrs. MacDonald	Mrs. MacDonald can move as far as she wants up, down, left, right, or diagonally.

- *Italics* – Physical gestures you make
- **Bold** – What you say
- Normal – comments/instructions

(Set up 8 white pawns on the demo board)

Old MacDonald had a farm ... ee-ii-ee-ii-ooo

and on that farm there lived...8 piggies! *(gesture to the pawns) ... ee-ii-ee-ii-ooo*

One day, the piggies escaped from their piggy pen *(gesture to the first rank)*

and started running across the yard *(move some piggies, saying "oink, oink, oink")*

toward Mr. MacDonald's barn *(gesture to the eighth rank)*

Mr. MacDonald *(place the black king on e8)* **was lying in bed**

when he looked out the window...and said *(point accusingly out the window as if you are Mr. M)*

"Ahhhh! Hey you piggies, get back here!"

And he ran out to stop them.

Now, if just one piggy can make it all the way down the board to the barn

he will eat Mr. MacDonald's corn, and Mr MacDonald won't have food for the winter.

But, if Mr. MacDonald can catch all the piggies, he will protect his corn and feed his family.

Now, how does Mr. MacDonald move around? Does anyone know?

That's right, Mr. MacDonald can move in any direction, but only one square.

Mr. MacDonald is an old man, with a long white beard and a walking stick.

He's very slow, and can only move one square at a time, and then he has to stop and take a rest. But he can move in any direction.

How do the piggies move? Does anyone know?

That's right, piggies move one square forward at a time.

Can they move backward? No. Can they move sideways? Nope.

On it's very first move, a piggy is so excited that he can move one or two squares.

Show the e-pawn and King charging each other. When the King is on e5 and the Pawn on e4, demonstrate that the King can capture the Pawn, but the Pawn cannot capture the King. Show how Pawns capture.

Have the class play a game with you, where you are Mr. MacDonald and they are the Piggies.

The King stands no chance, and the class should win. Let the students figure out how to beat you. If you foresee the class losing, then subtly suggest the idea of using pawns on opposite sides.

Tips: refer to each piggy by a name that starts with the same letter as it's file: (e.g. Amanda, Betty, Christopher, David, Egor, Freddy, Gregory, and Harry). This helps to personify them, and gets the kids to start noticing file names.

Once the children have all had a chance to play a game or two (ideally each pair will play as both the Farmer and the Piggies), then bring them back to the demo board, and continue the story.

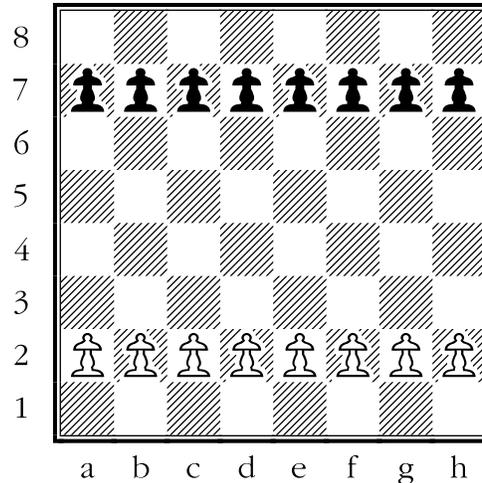
So Mr. MacDonald went running back to the house crying (*fake cry "boo hoo hoo"*)

But then he wiped his eyes (*wipes your eyes*)

and whistled for his two faithful sheepdogs: Wolfie, and Rex. (*produce the Knights*)

Show how the Knights move. Play a quick game against the kids with just one Knight versus their Piggies, so they see how it works. Continue showing each example before practicing...

Pawn Wars!



Level 1 – Diagramed position (with only Pawns).
Level 2 (Hard) – Add White King on e1 and Black King on e8.
NOTE: This Mini-Game can also be used in Lessons 14 and 15.

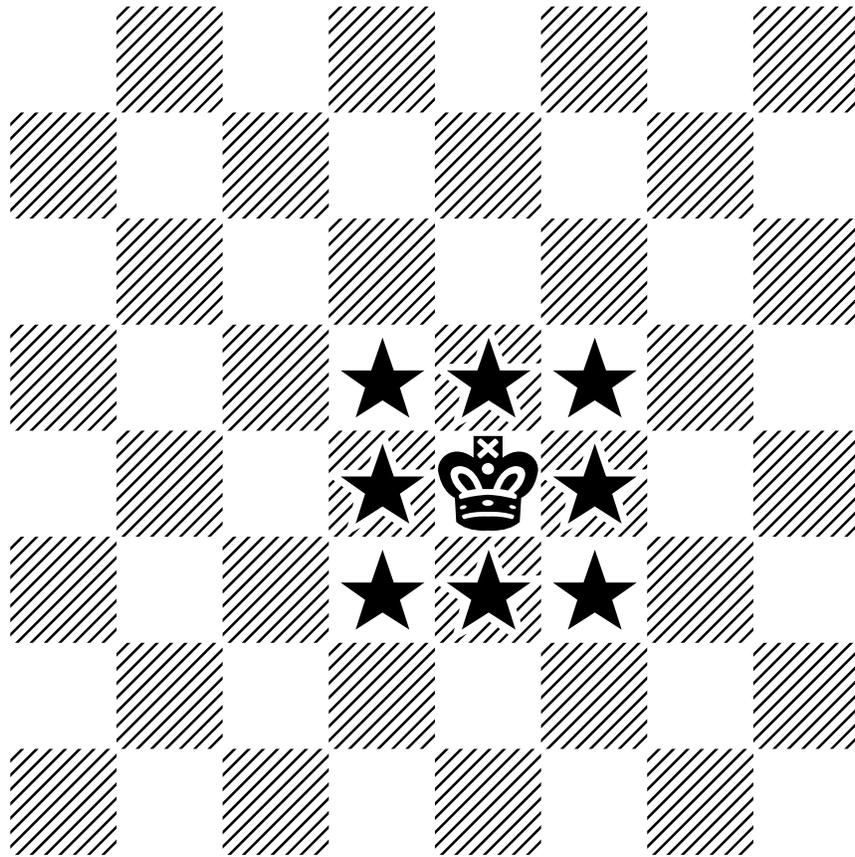
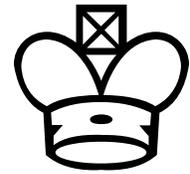
RULES/GOAL: The first player to get a pawn to the other side of the board (promote) wins!

Pawn Wars Mini-game: Tips to the Game!

- Students should practice the position, rotating colors.
- Try to get your pawn to the other side, but be aware of your opponent trying to stop you! The King's make this game extra fun and extra hard!

Lesson 1

The King

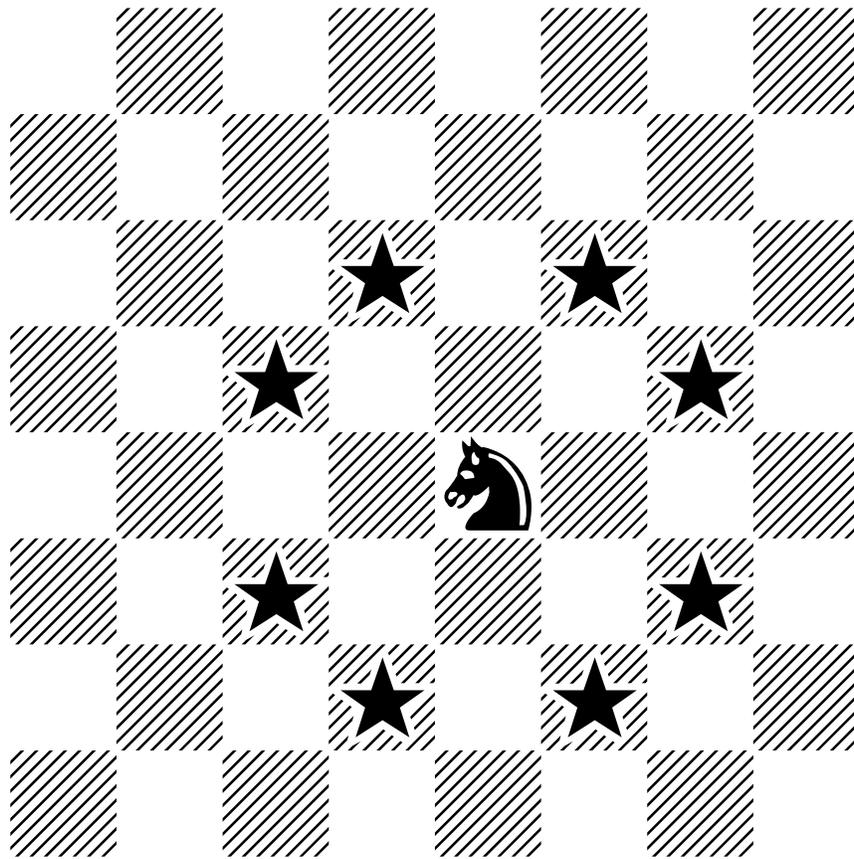


The King moves one step in any direction

Practice Moving the King!

Lesson 1

The Knight

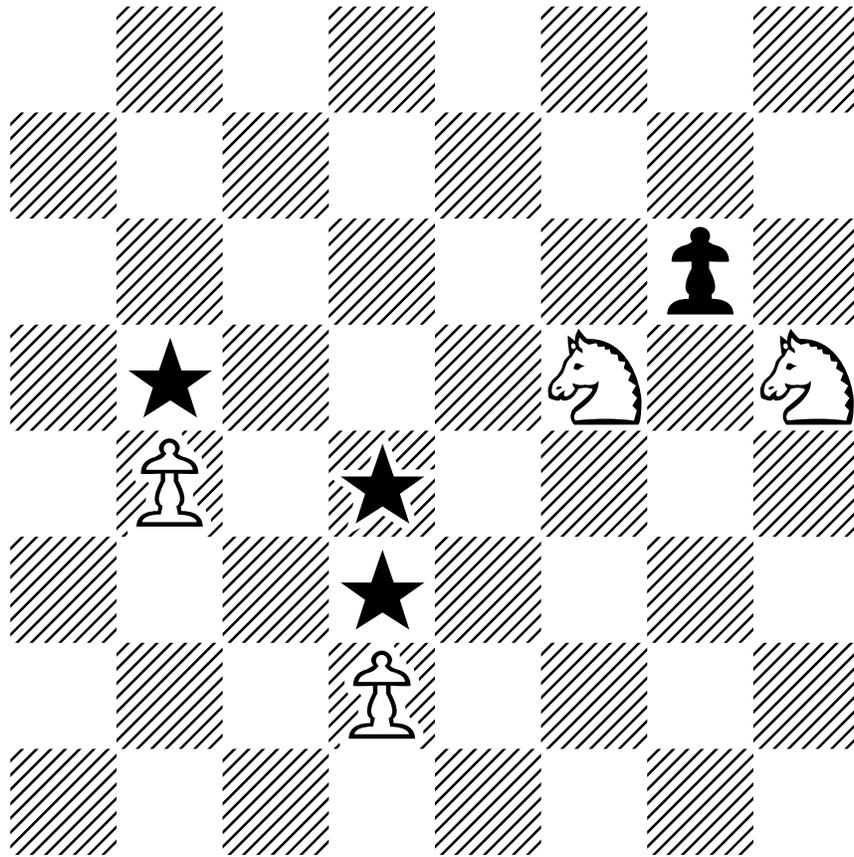
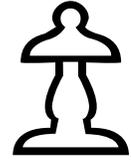


Only the Knight can jump over other pieces with his fancy “L-shaped” hop.

Practice Moving the Knight!

Lesson 1

The Pawn



The Pawn moves one step at a time, but captures pieces diagonally. On his first move, he can move one or two spaces.

Practice Moving the Pawn!

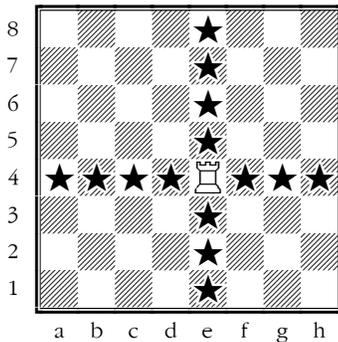
Meet the Players: Rook, Bishop & Queen

Part 2: Introducing the Rook, Bishop and Queen

Concepts:

- How to move your Rook ♖, Bishop ♗, and Queen ♕!

Meet the Players, Part 4: The Rook is Your Second Most Powerful Piece!

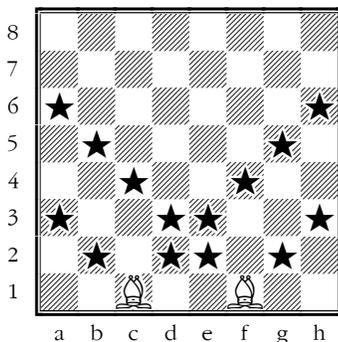


The ROOK moves as far as he likes up, down, left and right.

Your Rook, *the Tower of Power*, looms at the outer corners of the kingdom. At the start of the game, the Rook likes to sit still, biding its time. The other pieces dread the moment when it will rattle to life, for Rooks have wheels, and this powerhouse piece is one of the swiftest and **most devastating on the chessboard.**

Some people like to call the Rook a “castle”, but actually a Rook is used to build a castle for the King. At the end of the game, the Rook really shines, gobbling up pawns and creating lightning checkmates on Kings foolish enough to stay in their castle with no guards. The Rook can move as far as it needs to, in a **straight line**, in any one direction...

Meet the Players, Part 5: Bishops love to work in pairs!

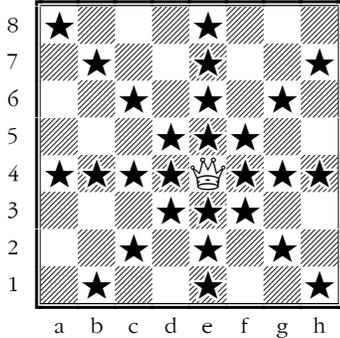


The BISHOP moves as far as he likes along slanted diagonals.

The Bishop brothers are the advisers to the royal family (the King and Queen). They sidle up on their tippy-toes, whispering advice into the ears of their masters. When they were young, the Bishop brothers loved to run on the checkered floor of the castle, **always sticking to one color.** The Bishop brothers hate it when people can't tell them apart, and so they made a deal with the King:

While they both move around **diagonally**, one brother will always stay on the light squares, while the other stays only on the dark. The Bishop is a powerful long-range piece, famous for making piercing pins (see Lesson 9 for more on “pins”), and aiming at hopeless enemies from afar.

Meet the Players, Part 6: The Queen is Your Most Powerful Piece!



The **QUEEN** can **move as far as she likes** up, down, left, right, and diagonally. She is like a Rook and Bishop combined!

The Queen is the most beautiful woman in all the land, and also the strongest. Every day she wakes up an hour before dawn, while the King gently snores, to swim in the freezing waters of the castle moat. She loves kickboxing, Tai Kwon Do, marathon running, and knits sweaters that say "I'm the Best" in her spare time.

There's only one Queen on each team (unless you promote a pawn of course), but when she moves, everyone watches to see where she is going next! The Queen is so fast that **she can move like a Rook or a like a Bishop** on any given turn: up; down; left; right; or diagonally as far as she likes. The only thing a Queen can't do is jump over pieces or move like the tricky Knight!

Meet the Players: Lessons 1 & 2

Instructor's Guide

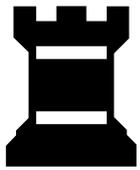
The goal of the first two lessons is to help your students learn how the pieces move in a fun kid-friendly way. Experience has shown that trying to play a complete game of chess on the first day of class can be too much for most children, especially younger ones with no previous chess experience.

We recommend that you have your student(s) play mini-games like *Farmer and the Piggies*, and *Pawn Wars* to break down the task of learning each chess piece in specific chunks. The mini-games allow the children to play something right off the bat! See the *Farmer and the Piggies Instructor Handout* for a sample lesson example of how to introduce the mini-games!

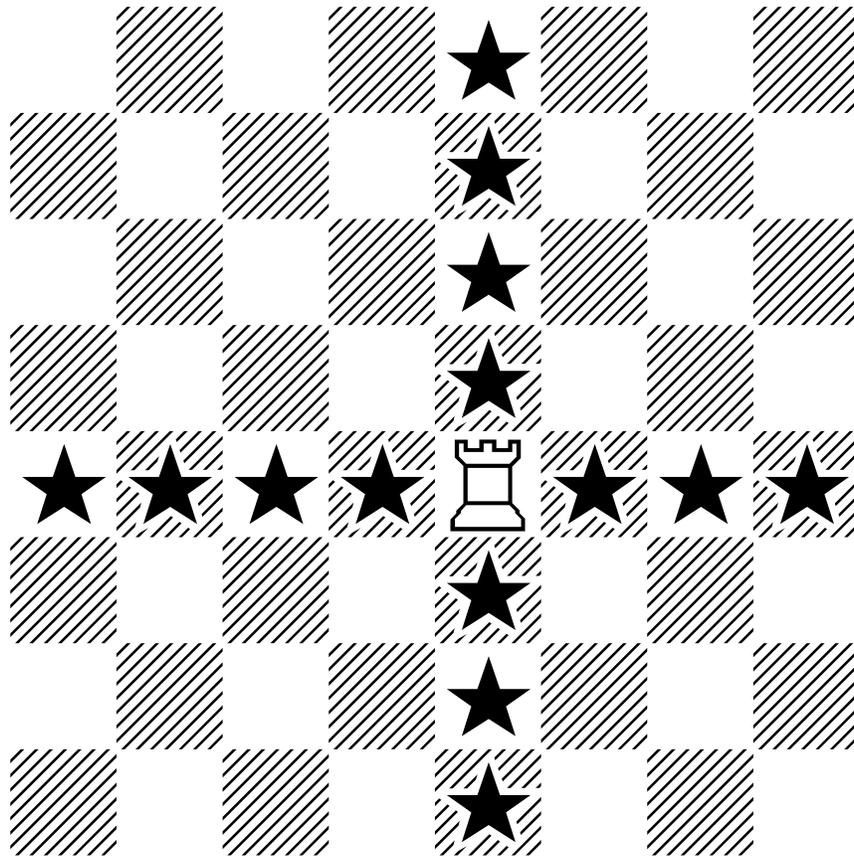
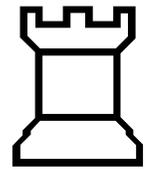
The Pawn and the Knight are typically the hardest pieces to learn, which is why we teach them first. By the end of the second lesson, your students will have the most practice playing with Pawns and Knights, and will hopefully be comfortable with their movement.

Practical Notes and Advice – Lesson 1 and 2:

- **Use the worksheets during class to allow for individual practice of each piece's specific movement.**
- **Allowing younger students (4-6 years of age) to draw lines and color the worksheets, displaying how each piece moves, is a practical way of engaging their attention.**
- **Place “enemy” pawns on all the squares that a Knight can capture to reinforce the concept that a *Knight only captures pieces* that occupy the square it lands on, and not the pieces it “jumps over” along the way.**
- **Make sure you clearly explain the rules of each mini-game to ensure that the principles and critical concepts come across.**
- **Point out that a Queen is essentially a Rook and Bishop combined. Because the Queen can move like a Rook, that gives her the ability to have the power of two Bishops (either light and dark squared) at any given time.**

Lesson 2

The Rook



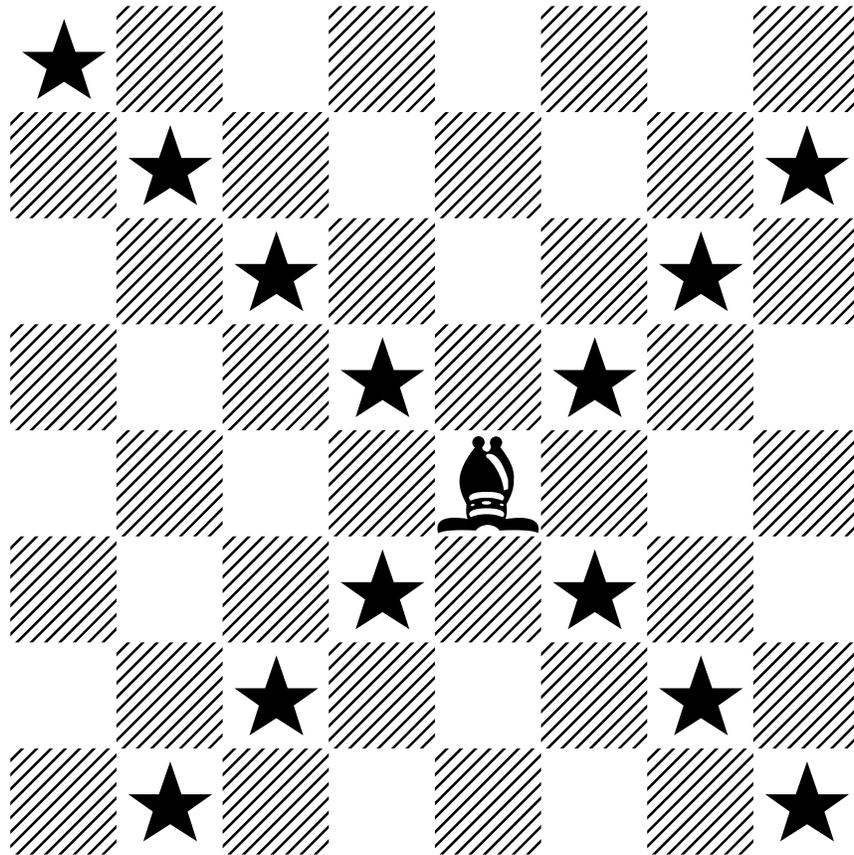
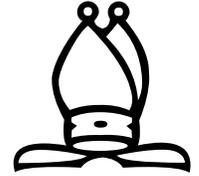
The Rook moves as far as he likes along files and ranks, up and down in any one direction.

Practice Moving the Rook!

Lesson 2



The Bishop

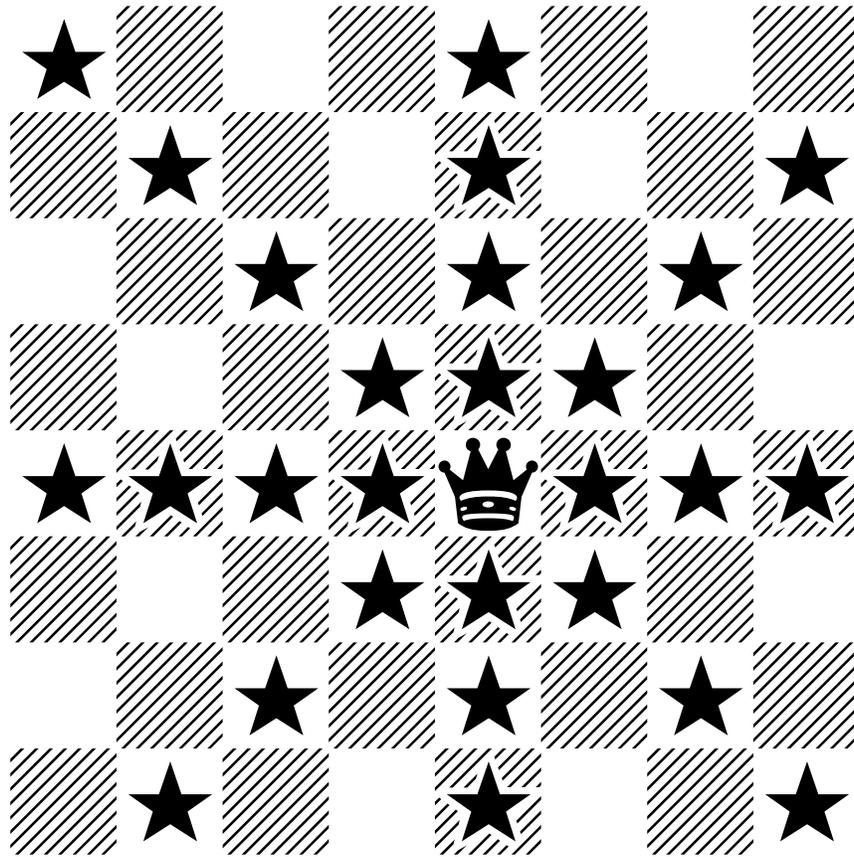


The Bishop moves as far as he likes along diagonals, and always keeps to the same color square that he starts on.

Practice Moving the Bishop!

Lesson 2

The Queen



The Queen is the most powerful piece. She can move like a Rook or a Bishop: up, down, left, right, and diagonally as far as she likes.

Practice Moving the Queen!