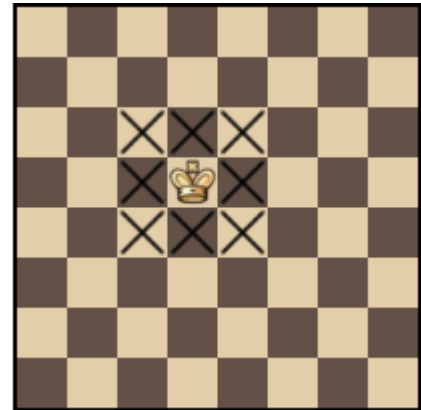


First let's put all the pieces together...

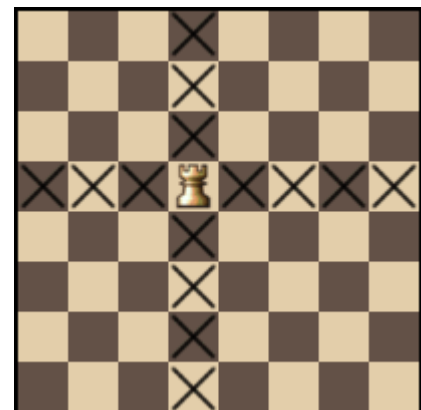
The King

- The King can move one square in any direction.
- The diagram (picture) on the right shows all the possible positions he can move into.
- If any of the marked squares are occupied by another white piece, the King cannot move into it.
- Remember - the King is one of the weakest pieces on the board.
- **The King must be captured to win – when this happens it is called _____.**



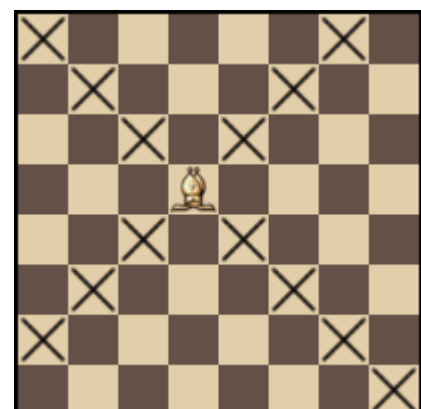
The Rook

- The Rook can move any number of squares in the **horizontal** or **vertical** direction.
- It is moved by sliding it along the board in the chosen direction.
- The Rook may move into any of the marked squares, however, a Rook cannot jump over another piece.
- **The Rook has a value of ____ points.**



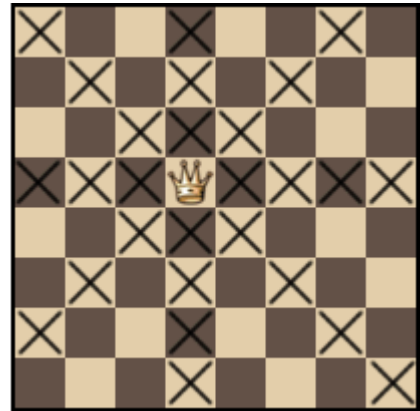
The Bishop

- The Bishop may move any number of squares **diagonally** in any direction.
- We can think of the Bishop as a Rook tilted at 45 degrees...
- The Bishop must always remain on the same colour – one stays on white and one stays on black
- **The Bishop has a value of ____ points.**



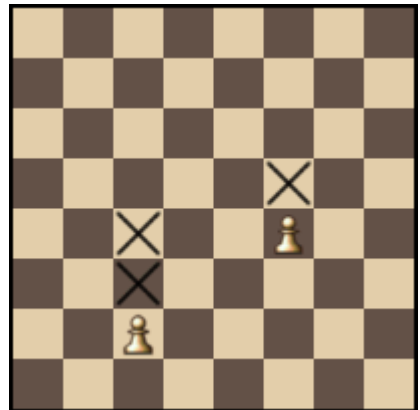
The Queen

- The Queen can move any number of squares she wants and in any direction - **horizontally**, **vertically**, or **diagonally**.
- But, the Queen **cannot** jump.
- It is easy to see that the Queen is very special and one of the most prized pieces.
- Try to keep your Queen safe, as she is often needed to defend her husband, the King.
- The Queen is very powerful but do not put her in danger too much.
- The Queen has a value of ____ points.



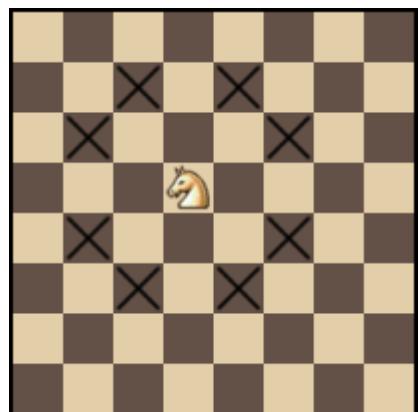
The Pawn

- The Pawn can only move one square forward at a time.
- However, to speed up **the opening game**, pawns are allowed to move two forward squares on their very first move.
- Pawns cannot jump another piece however during this move or at any other time.
- The Pawn has a value of ____ points
- What does *en passant* mean for a pawn?



The Knight

- The Knight is the only piece that can jump.
- It cannot move in straight lines.
- A Knight must move in an **L-pattern**.
- Remember - a Knight must land on a different coloured square.
- Try to **memorize** the picture to the right.
- The Knight has a value of ____ points.



Active or passive? What does this mean?

Remember, a **completely passive** piece is **unable to move to any square**. A **completely active** piece is **able to move to the maximum number of squares** for its type.

So... the more squares I can move into with a piece, the more active it is!

Put one piece at a time in the centre of the board and you will notice that:

1. The queen can control 27 squares
2. The rook can control 14 squares
3. The bishop can control 13 squares at most
4. The knight can only control 8 squares.

Before you move a piece, ask yourself: How active is it? Hmmmmm....

So this is Chess...erm...so...what do I need to do?

1. **Protect my King.**

He is the key to the game. Remember - if I get put in check, I will probably have to make a move I didn't want to make because I will have to get out of check.

2. **Advance my pieces.**

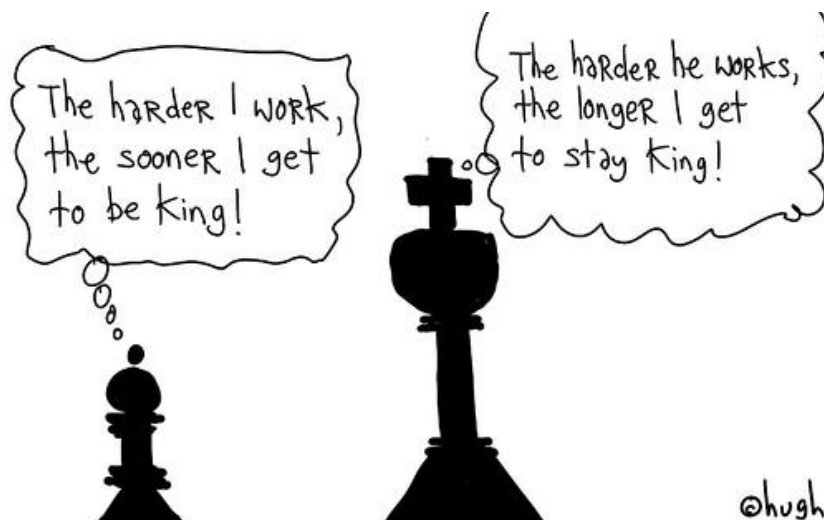
Every move I make I should think about putting a piece in a better **attacking position**. If I attack, attack, attack, my opponent is forced to defend, defend, defend!

3. **Own the centre.**

If I can place some of my pieces into the middle of the board, and then defend them with my other pieces, this will give me **control** of the centre. My opponent will have to use the sides, and this will make his attacking pieces less useful.

4. **Sacrifice if I need to.**

This sounds a bit weird! But sometimes I might need to let one of my pieces get taken. I can do this to get an opponent's piece out into the open. Then I might be able to capture it and get an **advantage**.



Each game of Chess is like a good story!

A battle between one kingdom and another...

Every good story has a **beginning (or opening)**, a **middle** and an **end**.

For Chess, in **the opening** we concentrate on **developing our position** as fast as possible and try to have good teamwork between our pieces. We must also try to stop our opponent developing his position.

In **the middle game** we see the two sides fighting over **the centre** of the chess board. Trying to get control of that area is important. Both sides will look for **weaknesses** in their opponent's position and must also **protect their own position**.

The end game is not usually a happy ending for both sides because we normally have to have a winner and a loser! There will be just a small number of pieces on the board. Because of the small number of pieces we have to be careful because sometimes even the smallest move can **create an advantage** which could win the game.

Try and write your own definitions for the terms below:

| |
|--------------------------------|
| the opening |
| the middle game |
| The end game |
| developing our position |
| the centre |
| Weaknesses |
| Protect |
| create an advantage |

About the opening

Once upon a time on some black and white squares...

The **opening** is the first part of the game where both chess players **develop** their pieces and engage them in battle.

“CHAAAAARGE!” said the King to his men...

Now let’s think of a play in a theatre...if all the actors work well together at the beginning, the audience – the people watching – will enjoy the performance. They will like the characters of the play and will want to stay and watch the rest of it. This is because the actors are working **in harmony** with each other. It is good teamwork because they are working together and **supporting** one another.

Think of your chess pieces like these actors. **Developing** your pieces **in harmony** in this part of the game (the opening) will lead to a good game for you later on.

What does **develop** mean?

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What does **harmony** mean?

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What do we mean by **developing pieces in harmony**?

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Ten simple things to remember

So in our openings we must try to **develop our pieces *in harmony*** and do this **as quickly as possible**.

And at the same we must time try to **stop our opponent *developing* his pieces** as much as possible.

Here are the Top Ten rules to think about when ***developing* our pieces**:

1. **CONTROL THE CENTRE OF THE BOARD**

One of the most important things is to the control of the centre of the board using the pawns and the other pieces.

2. **PUT YOUR PAWNS IN GOOD POSITIONS**

When moving the **pawns** you should have in mind a **good structure** for them. This is very important as the **pawns decide where your strongest squares are** (Remember: the squares that are under the control of the pawns are your strongest ones).

3. **DON'T MOVE THE SAME PIECE MORE THAN ONCE IN THE OPENING**

Only do this if it's really necessary. This way you can focus on moving and developing your other pieces.

4. **DON'T GET TOO EXCITED WITH THE QUEEN**

– remember how important she is, so don't put her in too much danger too early.

5. **START WITH THE RIGHT PIECES**

Activate the **KNIGHTS** first and then the **BISHOPS (get them out and ready for action!)**

6. **GET TO THE POINT WITH EACH MOVE**

Choose the best square for a piece and send it straight there. Don't move pieces unless you have decided the best square – always try to think about your reason.

7. **MAKE YOUR KING SAFE. CASTLE AS SOON AS POSSIBLE**

8. **DON'T MOVE TOO MANY PAWNS IN THE OPENING**

9. **THINK BEFORE YOU MAKE EACH MOVE**

When deciding your moves think of these things:

- a. Is it **active** – can it move to other squares yet? How many?
- b. Does it **threaten** something – we want to be able to attack, attack, attack!
- c. Does it **put the opponent in difficulty** – can we force our opponent into making moves they don't want to make, or can we put them in check?

10. **THE KING DOESN'T WASTE ANY MEN IN HIS ARMY**

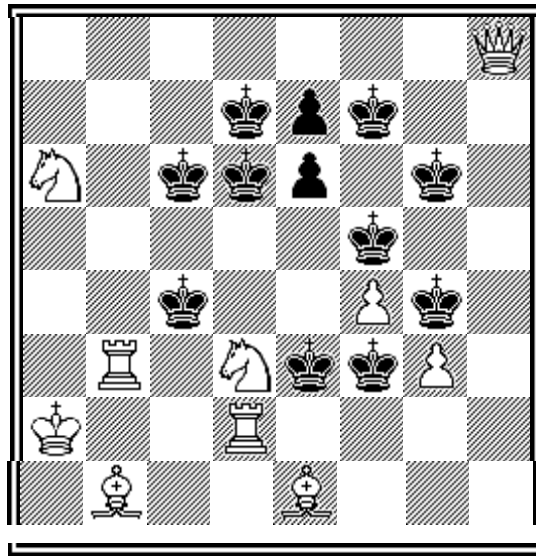
Don't **sacrifice** a piece unless you have a very clear reason to do it.

Some Interesting Puzzles to Explore

Can you work out how to win?

Ten Kings Puzzle

How can all ten kings be checkmated with just one move?



Know you are an expert with the knight, let's try this again – and that's a big clue!

Think about how the knight moves – he can jump over other pieces. He move into 8 other squares at most. In the puzzle above moving one knight on the board will allow him to put seven of the kings in check. With help from the queen, bishops, rooks and other knight, all ten kings will be checkmated.

Can you see the pattern?

Queens Battle



It's called *Queens Battle* as it's simplest and easiest to play with the queen. The board is set up with queens in opposing corners and a number of pawns scattered randomly around the board. The objective of the game is to capture the most pawns. You are not permitted to take the other players queen.

You can substitute the queens for other chess pieces to introduce the patterns of movement for other pieces, though the advantage of starting with the queen is that its range of movement allows for quite fast games.

Suicide Chess



This variant is another often lightning quick game. The main rules being the same as normal chess, with the variant being if you can take a piece from your opponent you must. The winner being the first player to have all their pieces taken.

This game can appear to be very fun and fast, but be warned it only takes the slightest blunder to give the game away entirely, as once a powerful piece is drawn into a trap the game can quickly be over!

Top Ten Test

Can you fill in the gaps below? Use the words at the bottom and the 'Ten Simple Things to Remember' sheet to help you

1. CONTROL THE _____ OF THE BOARD.
2. PUT YOUR _____ IN GOOD POSITIONS – THEY DECIDE WHERE YOUR _____ SQUARES ARE.
3. DON'T MOVE _____ MORE THAN ONCE IN THE OPENING
4. DON'T GET TOO EXCITED WITH _____!
5. START WITH THE RIGHT PIECES: _____ FIRST AND THEN THE _____
6. GET TO THE POINT WITH EACH MOVE – CHOOSE _____ FOR A PIECE AND SEND IT STRAIGHT THERE
7. MAKE YOUR KING SAFE. CASTLE _____
8. DON'T MOVE TOO MANY _____ IN THE OPENING
9. _____ BEFORE YOU MAKE EACH MOVE

When deciding your moves think of these things:

- a. Is it _____ – can it move to other squares yet? How many?
 - b. Does it _____ something – we want to be able to attack, attack, attack!
 - c. Does it _____ – can we force our opponent into making moves they don't want to make, or can we put them in check?
10. THE KING DOESN'T _____ ANY MEN IN HIS ARMY
Don't _____ a piece unless you have a very clear reason to do it.

THE SAME PIECE
THE BEST SQUARE
CENTRE
THE QUEEN
PIECES
WASTE
PAWNS

PUT THE OPPONENT IN
DIFFICULTY

SACRIFICE

STRONGEST
AS SOON AS POSSIBLE
PAWNS
KNIGHTS
BISHOPS
THINK
ACTIVE
THREATEN