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International

The movement of the pieces

Pawns and King

Material

- Demonstration board
- Chess-sets
- "The 6 Golden Rules" poster
- Hand-outs for each child with the chess rules

Lesson overview

5 min Introduction

- Introduce the project Chess and AI and explain the set up and the goals of the first four lessons.
- Explain what will happen during the lesson and how a lesson will be structured.

15 min Teaching (Demonstration board)

- Tell the story of chess
- Present the chessboard
- Present the demonstration board



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- Present the chess pieces
- Focus on the pawns
- Present "Cross the board"
- Explain "The 6 Golden Rules" when you play chess

20 min Play

- The children play "Cross the Board"

5 min BREAK

10 min Teaching (Demonstration board)

- Introduce the coordinate system of chess "Every square has got a name"
- Introduce Cross the Board with Kings

20 min Play

- The children play "Cross the Board with Kings"
- Let the children put the chess pieces in to the boxes

5 min Rounding

- Summarize the lesson
- Give the children the brochure "The Chess Rules"

The Chess Teacher's Page

Introduction

It is important to have a clear routine for when the chess lesson begins and ends. If you start each lesson without having the chess-sets up it is easier to catch the attention of the kids. The same is when you make the rounding in the end. First put down the pieces in the boxes, then the kids shall listen.

When you tell how the lessons will work, you explain that it consists of:

1. Summary of last lesson and introduction of the new themes.
2. Teaching by the teacher, which takes place at the demonstration board.
3. There might be exercises solved on paper, or practical exercises, which are solved on the chess boards.
5. There will be playing of "Minigames".



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6. And of course surprises...

7. The rounding will be done after the pieces are in the boxes, and there will be a summarize of what is done.

When training and playing chess, there must be a calm in the room, so that everyone can concentrate. Therefore, there is a sign of silence, (Suggest thumbs up, if you do not want to invent your own.) This you can use if someone speaks too loudly and too much, to show that they should lower the voice.

It is important that you look at each other as teammates and not as opponents. Chess is a game for gentlemen and gentlewomen, which means that you never tease anyone or behave badly in any way. There are therefore six golden rules when playing chess that are about how to behave. (Put up the poster "The six golden rules when you play chess" on a wall). Tell that you will explain them more in detail when they are about to play.

Tell them that when you train or play chess, you raise your hand if you have questions.

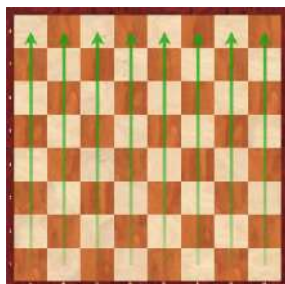
Teaching (at the Demonstration Board)

The story of chess

"Chess is one of the oldest games in the world. It was invented more than 1400 years ago, in the 600s in India.

The game was created to train generals in how to place soldiers on the battlefield and manoeuvre out the opponent. So, you are all now generals. If we look at the chessboard, it is also a battlefield in miniature. On one side we have the white army, on the other the black army and then they will make up and see which one is the strongest. On the board there are lines, rows and diagonals. Lines go straight forward and backward, rows go straight to the sides, the diagonals go obliquely.

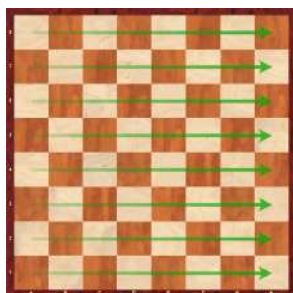
Lines



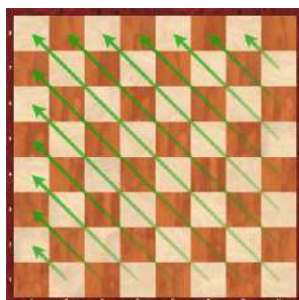
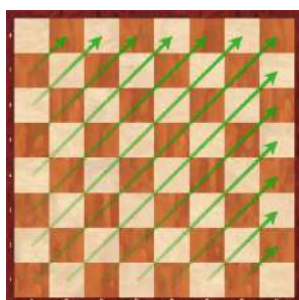
Ranks



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Diagonals



The game was first called Chaturanga, which means “four parts of the army”, but after a hundred years, the game came to Persia, today's Iran and Iraq, and then it got its name. In Persian, king is called 'shah', and you can almost hear how similar it is to the word Chess.

Chess has been important in many cultures. There are several reasons.

First, chess is considered the game of intelligence above others. Anyone who is good at chess is smart. In chess, there is no luck, no dice or any chance cards. It also does not matter if you are a girl, boy, old or young. Everyone can join in and play.

Second, chess has fascinated with its mystery. Of course, as the board has got its limitations it should be possible to calculate from the beginning how to play a perfect chess game, right? But it's not. Not even today, after 1400 years, when there are computers that are fantastic at calculating, can one know for sure which is the best move in most chess positions.

Thirdly, you can play chess in several different ways. You can play, use it as an intellectual challenge or to learn math and programming. At the highest level, chess is a sport. The professional players train up to ten hours a day. The World Cup and Olympics are held as in all other sports, and doping controls are carried out at the most important competitions.



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Present chess

"Chess is a game for two players, who move their pieces every other time. White always starts. The players sit on each side of a chessboard that has 64 squares, 32 white and 32 black. " (Hold up a chessboard.) "Each player has sixteen pieces: a king, a queen, two rooks, two bishops, two knights and eight pawns." (Hold up each piece as you present them.)

Present the demonstration board

"In order for me to be able to teach you in a good way, I will use a demonstration board. It looks like this. You see, it's a big chessboard." (Hold up a regular chessboard next to the demonstration board.) "This is what the king, the queen, the rook, the bishop, the knight and the pawns look like on the demonstration board." (Compare the regular chess pieces with the pieces of the demonstration board.)

Present the chess pieces

"Now we'll learn how the pieces move." (Put the white king on a square in the middle of the demonstration board.)

"The king goes one square at a time, in whichever direction he wants." (Point on the squares where the king can go.) "The king is the most important piece of the game, because if you capture the opponent's king, you win."



(Put the rook in the king's place.) "The rook can go straight as far as it wants, forward, backward, or to the sides." (Point on the squares where the rook can go.) "Each player has two rooks each when starting a game."

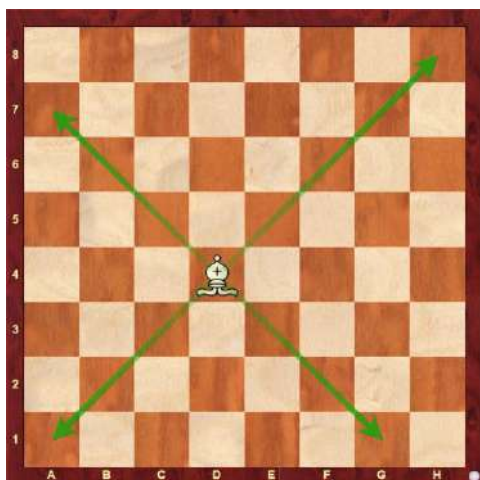


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(Put the bishop in the place of the rook.) "The bishop goes obliquely, or on the diagonal as it is called in chess language.

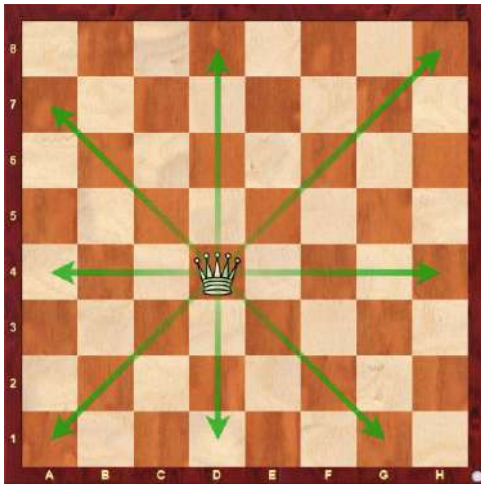
The bishop can therefore only walk on one colour during the entire game. Each player has two bishops when you start, one who walks on the black squares and one who walks on the white squares. "



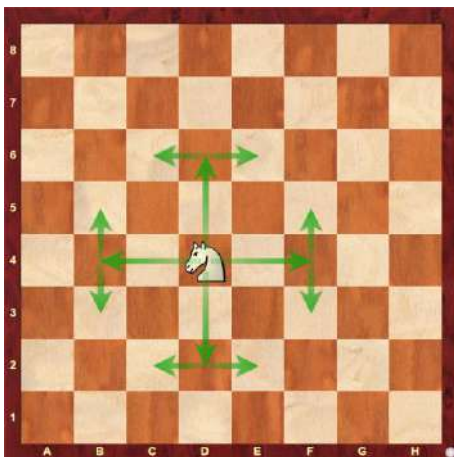
(Put the queen in the bishop's place.) "The queen walks as the bishop and the rook combined. It can go either straight or oblique, as far as it wants." (Point on the squares where the queen can go.) "If the king is the most important piece of the game, the queen is the best."



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(Put a knight in the queen's place.) "The horse, or the knight as we say in chess language, is a little bit special piece. It moves like the letter L, two steps forward and one to the side. " (Tap the squares there the knight can walk.)



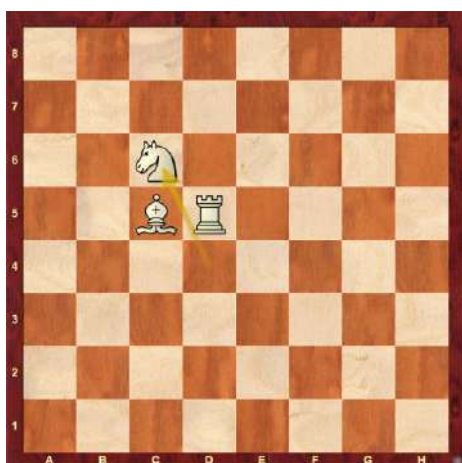
"In addition, the knight is the only piece allowed to jump over other pieces. Look here:"



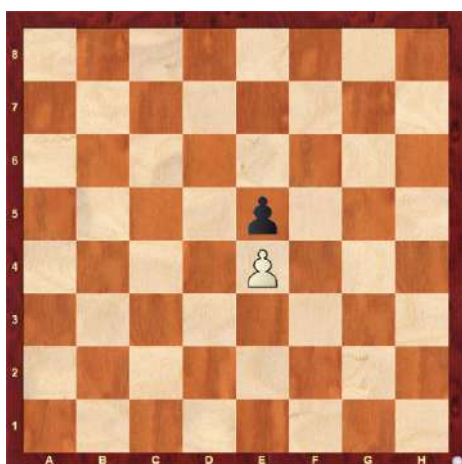
"Neither the rook or the bishop can pass their own pieces, but the knight can jump over. Like this:"



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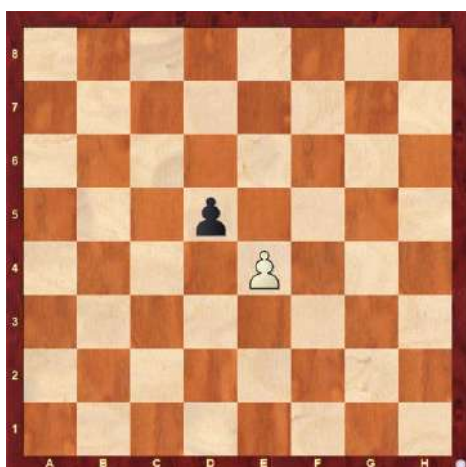
(Remove all the pieces and put one white pawn on the board.) “The pawn is also a little special. It gets only go one step at a time, except the first time it moves in a game. Then it can choose to go one step or two steps. The pawn is the only piece that can only move forward - it must never back down. All other pieces must go in all directions. The pawn walks straight but strikes obliquely in front of him. All other pieces strike just as they go, but not the pawn. Look here:” (Set up the following position on the demonstration board.)



"None of the pawns can move here because they are blocking each other. They're stuck. But if it stands like this..."



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"The player who is on the move can take the other pawn. When you take a piece in chess, you remove the opponent's piece and put your own on the square.

When you start a game of chess, each player has got eight pawns. Like this:



Introduce the minigame "Cross the board"

"There is a lot to keep track of when learning to play chess. Therefore, we must take it step by step. This can be done by playing minigames. This is easier and less complex games played on the chess board with the chess pieces. But still, it is very funny!

Today we will train how the pawns move through the minigame 'Cross the board'."



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"Do you see that there are numbers and letters around the chessboard. The white pieces are always on the 1st and 2nd rank and the black ones on the 7th and 8th rank. White always starts in chess, so also in 'Cross the board'. Then black and white take turn and make every other move. The winner is the one who comes first with one single pawn to the other side of the board. So white wins if a pawn comes down here." (Point to the eighth rank.) "And black wins if a pawn comes down here." (Point on the first rank.) "Do you remember how the pawn moves? Forward, one step at a time. But the first time the pawn moves, it can choose whether to go one or two steps. The pawn goes straight but strikes obliquely forward. "

Play

"Now you can sit two by two at the chessboards and line up the pawns as on the demonstration board. But you must NOT start playing. First you must learn the 6 golden chess rules.

(When the children have sat down, point to the poster on the wall with the six chess rules)

"1) When you play a game, you try to create a room of concentration, so you can think. Therefore, it must be calm in here. You only talk if it is necessary, and in small letters.

2) When I say that you should sit two and two, you do not start playing, but you wait for my signal. Because otherwise it easily becomes messy and difficult to create the room of concentration.

3) In chess, you always show each other respect and we do this by before the game starts, we greet each other (shake hands), and after the game we say thank you for a good game (shake hands).

4) and 5) Touched piece and Dropped piece are two rules that work like this: If you have touched a piece, you must move it. Therefore, think carefully before grabbing it. When you touch a piece, you must move it, but you can often make different moves. When you touch a piece, move it to a square and release the piece, that's when you made your move and it's the opponent's turn. As long as you hold the piece, you can select the square to go to, but when released the move is done.

6) Finally: when you are done with your game, you line up the pieces in the starting position. Not least before you put the pieces into the box when we are going to finish the lesson, it is important to make sure that all the pieces are there.



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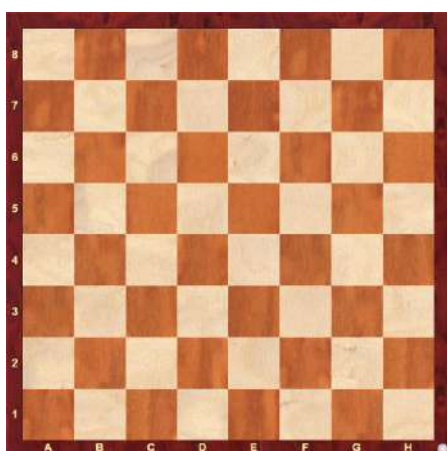


Now: Are you ready? Cross the board. Whoever comes over to the other side with one single pawn will win. White begins. Then every other move. Shake hands and start."

The children play "Cross the board"

Give a signal so that all the children start at the same time, but make sure they shake hands first. Walk around and watch so that the children move the pawns correct. If they finish quickly - let them change colour and play again. Everyone should have time to play one game with black and one with white.

Every square has got a name



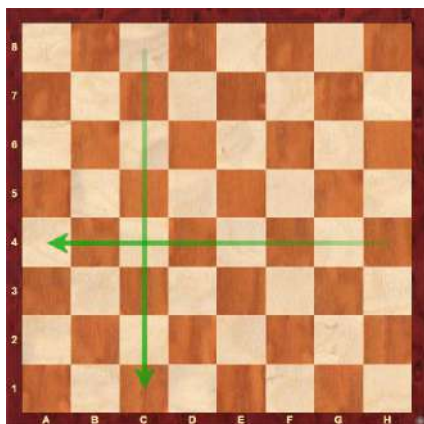
"Before chess was invented, people in India wanted to train their soldiers on how to walk and stand on a battlefield, and therefore they had to find a way for the generals to control them. What they did was to divide the battlefield they were training on into squares, which were named. Then the general could shout out the name of the squares to go to.

The chessboard uses the same method and has got a coordinate system that gives the board's squares a name. What is meant by a coordinate system? Well, on the one side you have letters, on the other numbers. Look here at the board and you will see. If you say a letter and a number, you get a square.

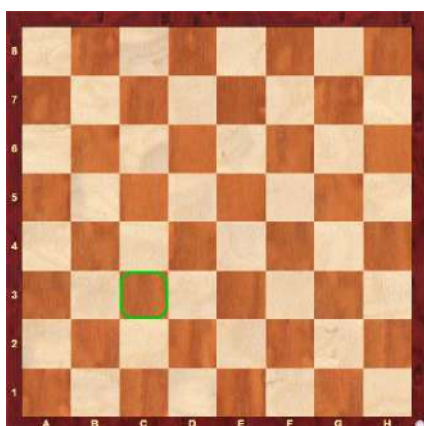
A good way to learn this is to think that each square on the chessboard has an address. Here we have streets. (Point at the lines) A-street, B-street, C-street etc. This is the number on the street. (Point at the ranks)



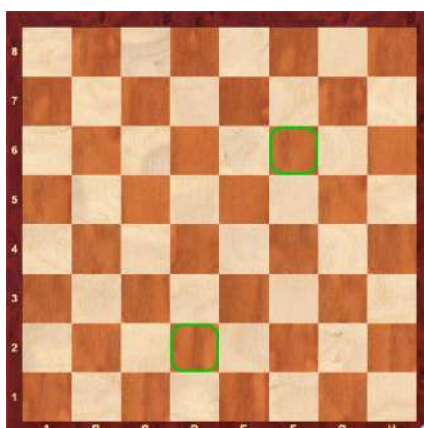
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If I live on Central Street 3. Then it will be the C we follow. And here is the number 3: c3. You always say the letter first and then the number.



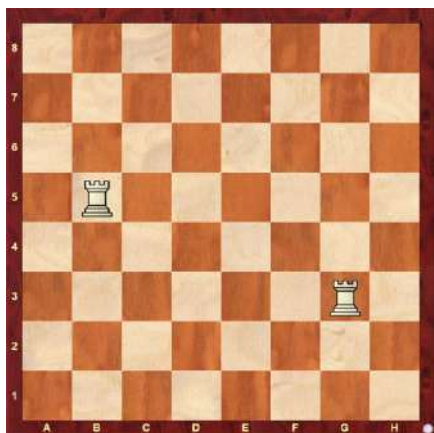
Now let's see: What is the name of this square? F-street 6: f6. And this one? D-street 2: d2 (Point at the squares)



Why then is it good to know the names of the squares? Well, because when we talk to each other while discussing chess, there will be no misunderstandings. Say it is like this on the board:"



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"If I ask you, which rook can go to f5 (point to f5), it is this square that one of the rooks should go to. You can then answer. "It is the rook on b5 that can go to f5 instead of something more obscure."

2) The children play "Cross the board with kings"

Put up the following position:



"We will continue to play the minigame 'Cross the board', but now the kings will also be involved. There are three ways to win in Cross the board with the Kings. The winner is the one who comes over with a pawn or the king to the other side. But you also win if you take the opponent's king. Now let us repeat the movement of the king." (Show on the demonstration board, that the king can move one square at the time in all directions)

While the children make themselves ready to play two and two you write on the whiteboard: 1. Cross the board with one pawn 2. Cross the board with the king. 3) Take the opponent's king. Make sure that the children shake hands, then give a signal so that all the children start the games at the same time.

Rounding

When there are five minutes left in the lesson, tell the children to stop playing and line up the pieces to see that everyone is there, and then put the pieces in to the box. Say that it is important that they put the pieces in the right box so that there are complete sets in each box.



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If you have time give them the following challenge on the demonstration board.



“Can you find the best move for white in this position? A hint is that you win if one single pawn comes to the other side. So, if you can make a free road for one you will win.

The best move is f4-f5.



If black takes the pawn on f5 with e6xf5, white will play e5-e6 and it is a clear road for the e-pawn. If black takes the other pawn, f6xe5, then white can play f5xe6 and again black can not stop the pawn on e6 to reach e8 and white will win.”

Summarize the lesson and what you have done.

Distribute the paper "The Chess Rules"

Finally, everyone receives the information sheet about the project, which the children can take home.

Tell when it's chess training next time.



2



The movement of the pieces Rooks, Bishops, Knights and Queen

Material

- Demonstration board
- Chess-sets
- "The 6 Golden Rules" poster
- Hand-outs for each child with the chess rules

Lesson overview

5 min Introduction and repetition

- Give an overview of today's lesson
- Give a repetition of what you did last time. Focus on the pawn.

5 min Teaching (Demonstration board)

- Show how the Rook moves
- Show how the Bishop moves

20 min Play

- Rook against 5 pawns
- Bishop against 3 pawns

10 min Exercise

- How can the bishop dominate the pawns?

5 min BREAK

5 min Teaching (Demonstration board)

- Show how the Knight moves



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- Show how the Queen moves

25 min Play

- The children play Queen against 8 pawns
- The children play "The Disco Duel"

5 min Rounding

- Summarize the lesson
- Tell them when you have chess the next time

Chess leader's page



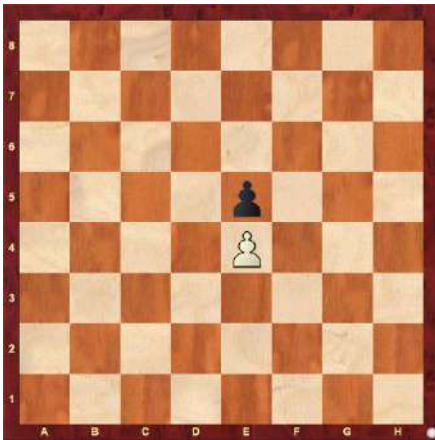
The Queen



Repetition

"Last lesson we were focusing on the pawns. Do you remember?"

The pawn can only move one step at a time, except the first time it moves in a game. Then it can choose to move one step or two steps. The pawn is the only piece that can only move forward - it must never go back. All other pieces can go in all directions. The pawn walks straight but strikes obliquely in front of him. All other pieces strike just as they move, but not the pawn. Look here:" (Set up the following position on the demonstration board.)



"None of the pawns can move here because they are blocking each other. They're stuck. But if it stands like this..."



"The player who is on the move can take the other pawn. When you play chess, you remove the opponent's piece and put your own on the square."

The Rook and the bishop

Put a rook in the middle of the demonstration board.



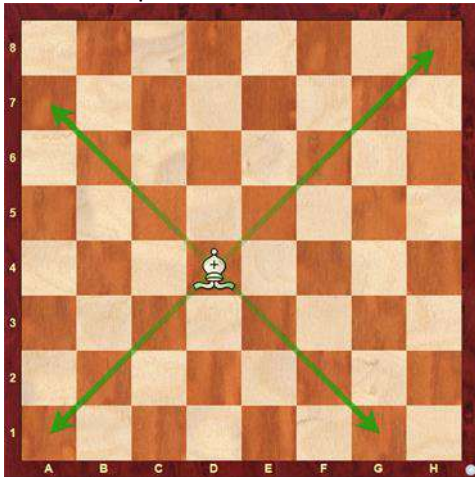


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"Today we will practice how the rook and the bishop go. Do you remember? The rook moves like a plus sign (show a plus with your arms), horizontally and vertically, as far as it wants". Show how the rook moves.

Put a bishop in the middle of the demonstration board.

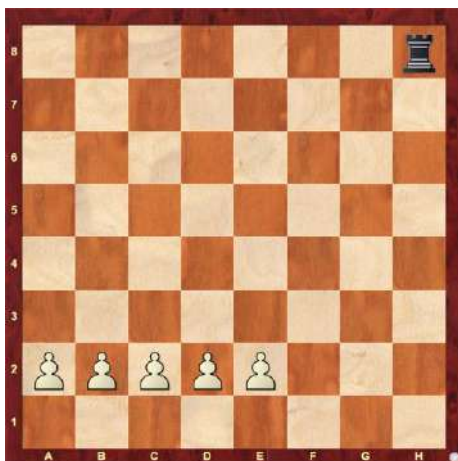


"The bishop walks like a cross (feel free to show with his arms) how far he wants. A bishop walks on one colour throughout the game." Show how the bishop moves.

Play

The children play Rook against 5 pawns, and Bishops against 3 pawns. They sit two by two by the chessboards. (Put up the following position on the demonstration board.)

Rook against 5 pawns



White to move

"Now you will play rooks against 5 pawns. Set up pawns and rooks as on the demonstration board. White begins. If a white pawn comes over to the other side, rank 8, without being taken directly,



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white wins. If the black rook takes all the pawns black wins. Do you remember the 6 golden chess rules? (Repeat them) Now you can shake hands and start playing.”

When the children have played two games each, one with the rook and one with the pawns, you switch to the next game: Bishops against 3 pawns.

Bishop against 3 pawns



White to move

“Now you will play bishop against three pawns. The bishop wins if it takes the three pawns. The pawns win if one of the pawns comes over to the other side, without being taken immediately.”

When the children have played once with the bishop and once with the pawns, it is time for a task that they are allowed to work on in pairs.

Task (At the demonstration board)

“Now you will work in pairs. Can you put up a position from the minigame with a bishop and three pawns so that it is impossible to make a pawn move without a pawn being lost. In other words, a position where the bishop dominates the pawns.” Let them work for some minutes.

Answer

Here are two possibilities:



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If black is on the move, he / she loses a pawn no matter what move is made.



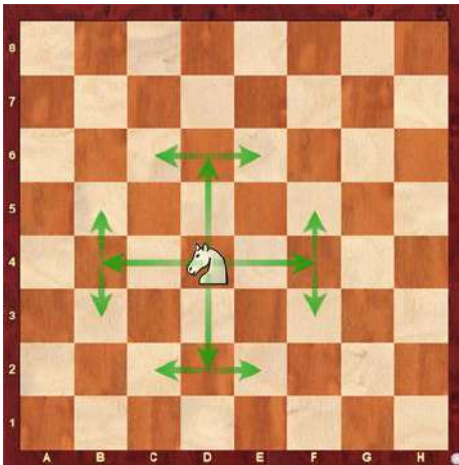
Black will lose all three of his pawns over the next three moves.

5 MIN BREAK

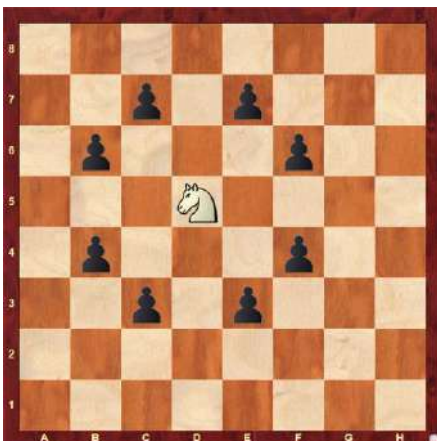
Teaching (At the demonstration board)

1. The Knight and the Queen

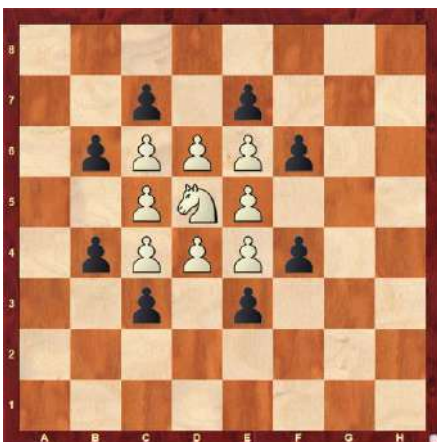
Now we'll look at the knight." (Put up a knight in the middle of the demonstration board and show the knight's movement pattern.) "The knight walks like an L. Two steps forward and one to the side. You can also say that the knight should jump over a ditch and change the colour of his square when it lands. The knight is the only piece that can skip other pieces. Now I wonder if anyone can come forward and help me." (Set up the following position.)



Can anyone put black pawns on the squares where the knight can jump? (Give the child / children 8 black pawns at hand. You can see the correct answer below.)



Good, now we put up pawns around the knight, like this:..."



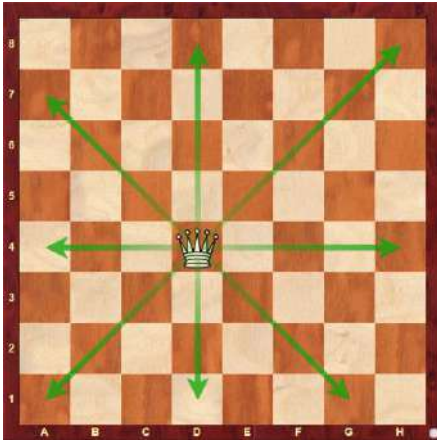
"... Even now, the knight can jump over and reach his squares. An important thing with the knight is that it has to make its entire move, it cannot choose to stay on the way like the other the rook and the bishop. Now it is time for the queen.



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This is the queen:

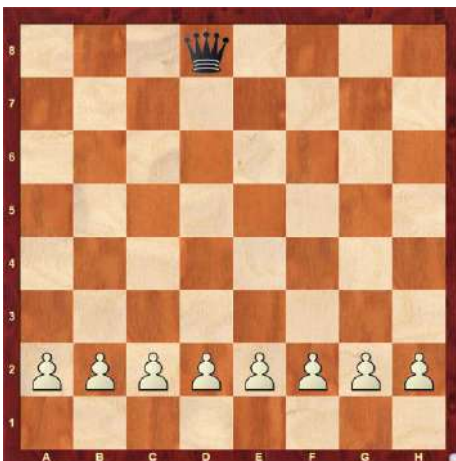


It is the best piece in chess, because it combines the way the rook and the bishop move. She can move how far she wants vertically, horizontally and on the diagonals. (Feel free to show with your arms) A queen standing on one of the central squares can actually go to 27 different squares. Let us check.

Play

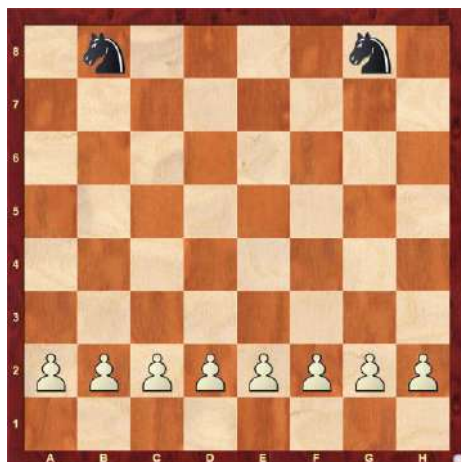
Queen against 8 pawns

Now we will play two mini-games: Queens against 8 pawns and The Disco duel. Queen against 8 pawns works like this.



White wins if one single pawn reaches the other side, the eighth rank, without being taken directly by the queen. Black wins if the queen takes all the white pawns. White starts as always.

The Disco Duel



When you play the disco duel, you do it twice. Once with white and once with black. White wants to come over to the other side, rank 8, with as many pawns as possible without being able to be taken directly. The knights try to take as many pawns as possible. When a pawn reaches the other side, without being able to be taken directly, the pawn is safe and gives a point. The players use the small result card that comes with this exercise.

The reason why this exercise is called the Disco Duel is that the chess teacher Boris Bruhn, from Hamburg, usually frames the whole thing with a fairy tale:

“In a small German town, there would be a big party with a disco. Eight pawns wanted to go, but they had the wrong clothes and no VIP card. In the door of the disco stood two tough guards, two knights, so what would they do? They really want to go, and in the end, they decided to run towards the disco so that as many of them as possible would get in. They started running towards the entrance... How many pawns can you get into the disco?”

Teaching: How are the pieces put in the starting position? (At the demonstration board)

"Before you can play with all the pieces, you have to learn how the pieces should be put when you start a game." (Arrange the starting position of the chess pieces on the demonstration board as you explain.)





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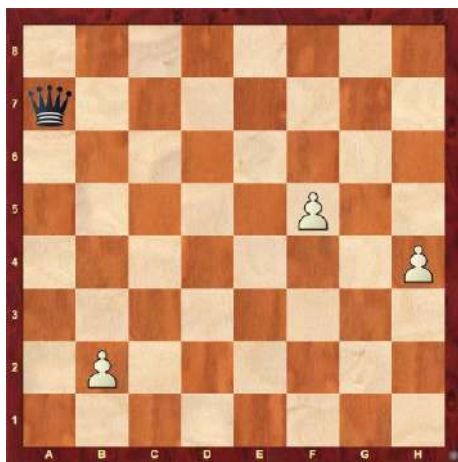


“The first thing you need to do is make sure that the board is in the right position. You should always have a white corner square on the right when you play, whether you are white or black.” (Point on h1 and a8.) “In addition, the white pieces must always be on the ranks 1 and 2. The black pieces on ranks 7 and 8. The easiest is to start with the pawns, on rank 2 for white, and rank 7 for black. Behind the pawns, continue with the rooks in the corners. Then which pieces should be beside the rooks? Look at the rooks, they have like a bowl on the top, and the knight is the one who needs to drink water from it, so they should stand next to the rooks. Then comes the bishops. When it comes to the position of the Queen and king, the rule is that 'the white queen must be put on a white square, and the black queen on a black square'. The queens and kings shall be opposite to each other. If the board is put correct with white on 1 and 2, you can also think that the Queens should be on the D-street. If you are still unsure, you can always look at the demonstration board or in the brochure 'The Chess Rules.'

Rounding

When there is five minutes left in the lesson, tell the children to stop playing and line up the pieces to see that everyone is there, and then put the pieces in to the box. Say that it is important that they put the pieces in the right box so that there are complete sets in each box.

If you have time give them the following challenge on the demonstration board.



How can the queen make a move, so she threatens all the three pawns at once?

Answer: The only move that threatens all three pawns at once is Da7-f2.

Summarize the lesson and what you have done.

Tell when it's chess training next time.



3



Special Rules and Checkmate

Material

- Demonstration board
- Chess-sets
- Pens and paper

Lesson overview

5 min Introduction and repetition

- Give an overview of today's lesson
- Give a repetition of what you did last time

15 min Play

- Homecoming chess

20 min Teaching (Demonstration board)

- Special Rules
- What is checkmate?

5 min BREAK

10 min Exercises in pairs on a long table

- Is it checkmate?

15 min Exercises in pairs

- Create your own mating pictures

10 min Play

- Losers' chess

5 min Rounding

- Summarize the lesson
- Tell them when you have chess the next time



3



Chess leader's page



Introduction and repetition

Give an overview of today's lesson.

Give a repetition of what you did last time. Show how the rook, bishop, the queen and the knight moves on the demonstration board.

Play

Homecoming Chess

Make the children ready for playing, while you prepare the demonstration board.

Arrange the white pieces on the first rank, and the corresponding ones with the black ones on the eighth randomly. The only important thing is that one of the bishops is on a white square and one is on a black. For example, you can put them up the pieces like this.



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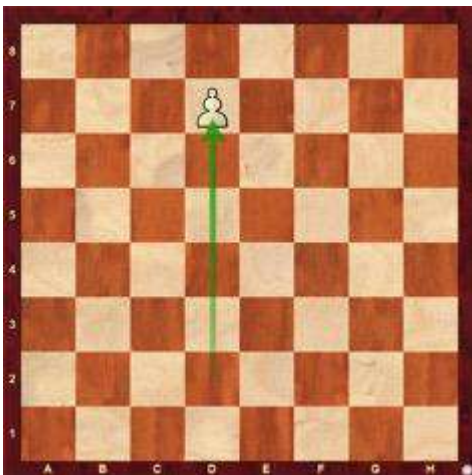
Now white respectively black will play the pieces back to the starting position of a chess game. The pieces move as usual. However, none of the players may cross their side of the centre ranks, 4-5, with their pieces. Thus, kings can be in check and pieces cannot be knocked out. White starts as usual and then the players make every other move. Since white has an extra move, white should win at a correct game, and therefore black should not be a copycat that does the same as white.

After the game, it is good to have a discussion on how to think to play well. A trick is to make the first rank or the eight free so that the rooks can go to the corner squares in one move, and that the other pieces try to reach their square in two moves. In the position above, it takes 17 moves to get to the starting position at the best game.

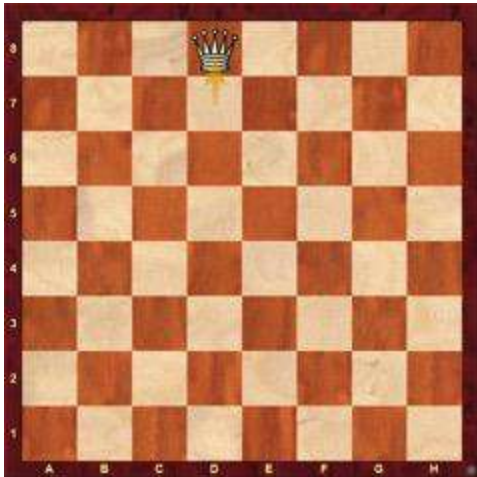
Teaching

Pawn promotion

In chess a pawn can be turned into any piece when it reaches the other side, and since the best chess piece is the queen, it is almost always a queen you will let the pawn turn into. Here is how it works: (Put up the stand on the demonstration board.)



“When you go down with the pawn to the last rank, you change the pawn directly to a new piece, normally a queen, because it is the best piece in chess. Like this:”



“You can change the pawn to a queen even if the queen you have from the beginning in the starting position remains on the board. What you can do then is to borrow a queen from another chess set. Remember to put the borrowed queen back in the right box after the game. Not least if you turn some more or all your pawns into queens, it's important. In total each player can have nine chess queens on the board.”

En Passant

“En Passant is a special move that happens very rarely. En Passant is French and means “in passing”. The move works like this:

The pawn moves straight forward and strikes obliquely in front of it. But, when a pawn goes two squares and comes up alongside an opponent pawn, it can be taken. Like this:



Black now moves the pawn two steps forward. Like this:



Now the white pawn can take the black pawn, as if it had only moved one step. Like this:



White has made an En Passant. What you must keep in mind is that you must capture the pawn immediately when it comes up beside the other pawn. Also, if the pawn had only moved one step to come side by side, then you cannot take the pawn either.

Castle

"The king is the most important piece in chess because you win if you capture it. Therefore, it is important to attack the opponent's king, but also to defend the own. Now you will learn the most important trick to defend your own king: castle.



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You can castle when there are no pieces between the king and one of the rooks. You can then take two steps with the king towards the rook and jump over the king with the rook." (Show short castle on the demonstration board.)



"This is short castle." (Put the king back on e1 and the rook on h1.) "It is called short castle, because there are only two squares between the king and this rook. If you castle in the other direction, there are three squares between the king and the rook, and it is then called too long castle. Again, you take two steps with the king towards the rook and jump over the king with the rook." (Show on the demonstration board.)



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"There are some rules whether you can castle or not: 1) The king or the rook must not have moved earlier in the game. 2) The king must not be threatened, be in check. 3) The king must not end up in chess or pass a square that one of the opponent's pieces threatens. Look here." (Put up the following position.)



Can white castle now? No, the king is in chess."

(Put up the following position.)



"Now then? No, the king has moved from e1 to d1, so white must not castle in any direction. And finally."

(Put up the following position.)



Can white do castle in both directions? No, just long castle. Because if white tries to make short castle, the king passes the square f1, which the bishop on c4 threatens. If we speak chess language, you write castle in a slightly special way. Short castle is written 0-0 and long castle is written 0-0-0. " (Write on the whiteboard.) "To make it easier to remember, you can say that you are writing down the footprint of the rook. For short castle the rook moves two squares, for long castle the rook moves three squares.

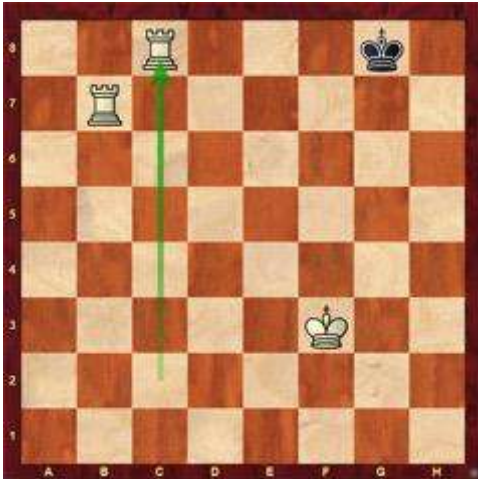
Teaching Checkmate

Chess was invented in a time when kings ruled. This meant that when those who invented chess came to the king and said: "We have invented a game where you win by taking the opponent's king", the king became angry and banned the game. Oops, here you have invented the world's best game and you must not play it. Then they realized that you win if you capture the opponent's king so that it will be eliminated in the next move. Then the game ends immediately, before the king is taken. The

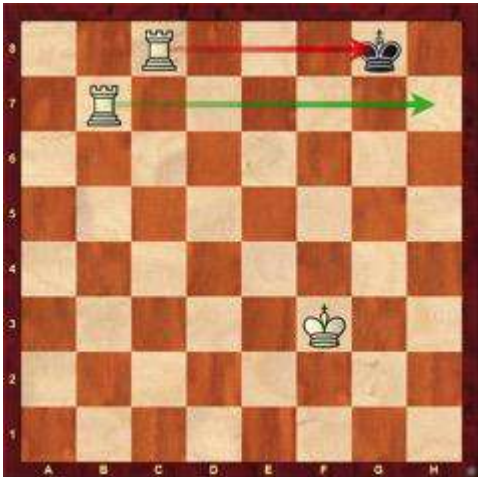
kings could agree to that. Therefore, you play with checkmate, which means "The king is dead" or "The king is captured".

What is checkmate?

Look here:



White has just played Rc2-c8. Now the white rook on c8 threatens to take the black king on f8. The king is in chess. But in addition, white has a rook on b7 that guards the black king. This is important when learning to play chess. First you must GUARD the opponent's king so he cannot move. Only then should you give a CHECK. (Write 1. GUARD 2.CHECK on the whiteboard and show that the rook on b7 guards the 7th rank and that the rook on c8 gives check,)



As soon as a king is threatened in chess, you must check if it is checkmate or not. This is done with "The three checkmate questions". (Write on the whiteboard and under this headline you write: 1. TAKE 2. MOVE AWAY 3. IN BETWEEN)

The first question is whether any piece can 1. CAPTURE the piece that threatens the king. This is the most important question, because most people like to give check, but often forget that they can be taken themselves. In our position, black has only got the king left, so it cannot take the rook on c8.



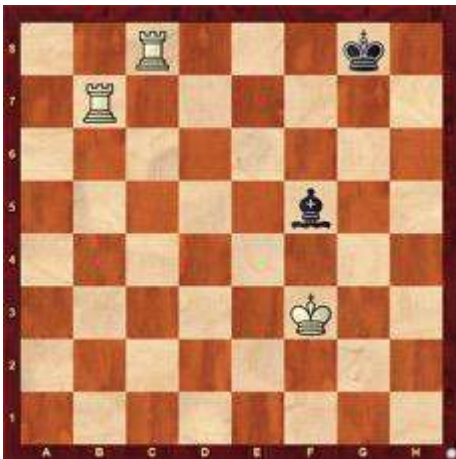
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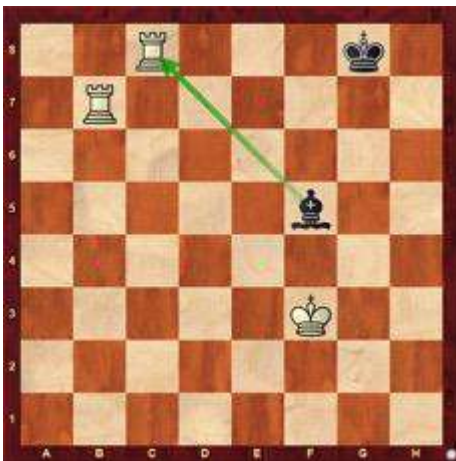
The next question is whether the king can 2) MOVE AWAY from chess. Since there is a guard on b7, the king on f8 cannot take a step up. In addition to saying guard, you can also say that you are building a wall in front of the opponent's king.

The last question is whether one can place any piece 3) IN BETWEEN the play that threatens the king and the king.

So, is it checkmate now:



No, the bishop on f5 can take the rook on c8.



Is it checkmate now?



No, the king can escape to h7, or the bishop can be put on f8, in between the rook on c8 and the king on g8.



BREAK

Preparation during the break

Put up the following positions on chess sets on a long table with no chairs around. Mark the boards 1-5.



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1)



2)



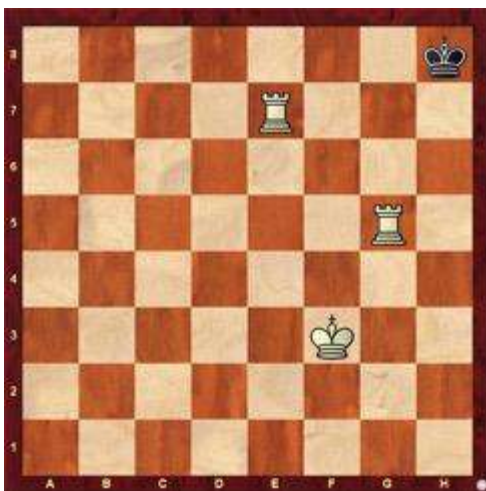
3)



4)



5)



Solve exercises in pairs



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When the students come back from the break divide them in pairs. Give them one piece of paper per group where they will write down in which positions it is checkmate. The groups can walk around the table with the positions. Afterwards, you stand on one side of the table and gather the students on the other side in a semicircle so that they all can see the positions. If you like you can use a whiteboard pen as a stylus for which piece you are discussing. For each position, you ask if it is checkmate or not. Then you go through the three checkmate questions together and check them out. (The answers are: 1, 2, 5 NO. 3, 4 YES)

The last task is clearly the most difficult one because it is NOT checkmate but STALEMATE, something that needs to be explained.



You can explain that one reason why it is a bit difficult with understanding checkmate is that there is also stalemate. If it is black to move in the position, white has managed to GUARD the black king, but it is not threatened, it is not in check. Black can therefore not make any move. What then? Well, then it will be an equal result, or a draw, as they say in the language of chess. But is this not unfair? Why is it not just a win for white? Well, because stalemate is “the last chance”. What if a player knocks out all your pieces, then you could give up immediately. But with Stalemate you have a small chance, that the opponent is not cautious, that the opponent guards too much. Stalemate is the last chance.

There are two things that are important when it comes to stalemate. If it's white to move then it's not stalemate, because white can cancel the stalemate by, for example, playing Rg5-d5. Black can now play Kh8-g8 and then it will be checkmate with Rd5-d8.

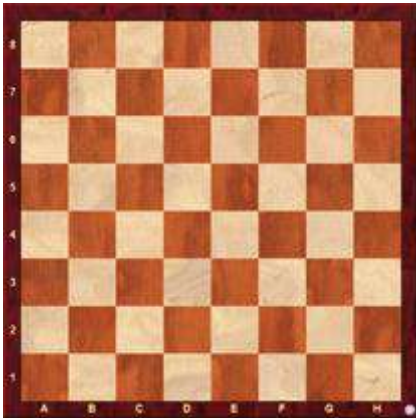
If black had a different piece to move than the king, it would not have been a stalemate either.

We create our own mating pictures

Pair the children two and two with an empty chess board in between each group.

“Now you shall create your own mating pictures. Bring out a black king, a white rook, a white bishop and a white knight and place them beside the empty chessboard. Now you are going to create a mating picture where the black king is checkmate. Place the pieces as you wish on the empty chess board and create a mating picture. Remember to guard the king first and then give check.”





If groups are not able to create a mating picture, you can give a hint that “a king in the centre can make eight different moves, a king in a corner can only make three moves. Where do you think it is easiest to create a mating picture? It is difficult to give checkmate when the king is out on the board because you must guard many squares. Therefore, one usually first tries to get the king down to a corner, or at least an edge of the board. For those who quickly find a solution, you can give an extended task: How many different mating pictures can you find? Below are some possible mating pictures:





Exercise 2

Put up the following stand on the demonstration board. Ask the children in pairs to put it on their boards as well.



3



Now you shall put out a black king, a black knight, and a black pawn on the board:



so that the white king is in checkmate. How many mating pictures can you find?

There are four mating pictures. The basic idea is that the pawn must guard the h8 square from g7. The king must guard the pawn, and the knight gives the check. The king must guard the pawn and the knight must check. The king can stand on h6 or on f6. The knight can give check from h6, f6 or e7. Here are the four possible mating pictures:





Play – Loser's Chess



In Losers' chess, the one who gets rid of all his or her pieces wins. There is nothing special about the king, you just try to get rid of it just like the other once. When playing Loser's chess, you **MUST** capture an opponent's piece if you can. For example after 1.e2 – e4 and 1... b7 – b5:



Now it's white to move, and then the bishop on f1 must take the pawn on b5. Black still cannot take any white piece. The game can therefore continue like this. 2. Bf1xb5 c7-c6 3. Bb5xc6.



Now, on the other hand, black can capture the white bishop with the knight with Nb8xc6 or with the pawn d7xc6. Black chooses. The game goes on until someone gets rid of all the pieces, or until someone can make any move. Then you count how many pieces the players have left. The one with the least number of pieces wins.

Rounding

Summarize the lesson and tell them when you will have chess the next time.



4



How to Reach Checkmate

Material

- Demonstration board
- Chess-sets
- Handouts Checkmate TEST + pencils

Lesson overview

5 min Introduction and repetition

- Give an overview of today's lesson
- Give a repetition of what you did last time

10 min Checkmate test

10 min Teaching (Demonstration board)

- How to give checkmate with 2 rooks against a king

15 min Play

- 2 rooks against King. Once with each side

5 min BREAK

25 min Teaching (Demonstration board) and playing

- The Kissmate
- Scholar's mate
- Defence against Scholar's mate

10 min Play

- The knight takes it all

5 min Rounding

- Summarize the lesson
- Tell them when you have chess the next time



4



Chess Leader's page



The Kissmate





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CHECKMATE

Which piece **GUARDS** the black king?

(Make a circle around the piece that **GUARDS** the black king)

1)



2)



Is it **checkmate**? (Make a circle around YES or NO)

3)



YES

NO

4)



YES

NO

5)



YES

NO

6)



4



YES

NO

Answers to Checkmate test

1. The rook on g3
2. The King on e6
3. No, the bishop can go to d8
4. Yes
5. No, the King can move away to b4
6. No, it is Stalemate (if it is black to move)

Checkmate with two rooks

Put up the following position on the demonstration board.



Now we will practice how to play your way to checkmate. The first thing to do is to think about what the mating picture should look like. We've seen one mating picture before. This one:



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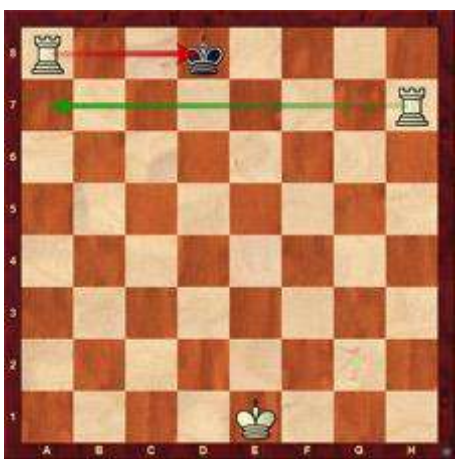


One rook guards, and the other rook gives check. The king stands at the edge so the king cannot back away.

But how do we achieve this mating position? The first is to force the king to an edge, and how to do it. Yes, you should use “The GUARD and CHECK trick”. Like this:



White begins by putting out a guard along the third rank. In the next move, the second rook will give check, and then they change tasks until it becomes checkmate. (Show how the rooks change tasks. The king goes straight back and finally you reach a checkmate on the last rank.)



But the black king was kind and went straight back all the time. Instead, he should approach one of the rooks. Then it becomes more difficult. One way to explain is to tell that in chess there are two types of pieces: “The long distance pieces” and “The short distance pieces”. The long distances are the queen, the rooks and the bishops. They like to cross the board, have open lines and diagonals, and stand far away from the opponent to make threats. Then we have the short distance pieces, the



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king, the knight and the pawns. They must stand close to the opponent to threaten. On the board we have the rooks that are long-distance pieces and the king who is a short distance piece. This means that the king wants to stand close to the rooks and the rooks want to be far away from the king.

Therefore, the king should not go straight back when it is pushed back but approach one of the rooks. In the starting position therefore he should do like this: 1. Rh1-h3 Ke4-f4 2. Ra1-a4 + Kf4-g5



Now the rook on h3 can not go to h5, because the king on g5 will then take the rook. The black king has come close. Instead, the rook must change side and get as far away from the king as possible, but without interfering with the other rook. The best move is Rh3-b3.



It is better to go to b3 than to a3, because the two rooks can now cooperate with guarding and checking, so they do not "go on each other's toes". Instead, they create "a staircase" that they can walk up on and push down the king against the edge, by switching between guarding and giving check. In the next move comes Rb3-b5 +, then Ra4-a6 + and the rooks start to act guard respectively giving checks and so on. If the king gets too close, the rooks change to the other side.

Play



4



Now the children will play once with the rooks and once with the king to practice giving mate with two rooks from this position:



BREAK

Teaching (Demonstration board)

Kiss mate

Now we'll learn the most common way to deliver checkmate, and that's when the queen stands right in front of the opponent's king when it is guarded. It's called a Kiss mate. Why? Well, there is a little fairy tale that tells that a queen wanted to kiss the opponent's king but was nervous that he did not want to. She needed someone to hold her hand as she kissed him. Luckily, she had many friends, and everyone was willing to hold her hand.

Now we look. In this position, the queen should be on g7 to stand right in front of the opponent's king.



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Then she needs another piece to guard her. For example, like this:



The white queen is standing right in front of the black king. The pawn on f6 guards the white queen, therefore the black king cannot take the white queen, because then it ends up in check. The king cannot run away, and it is not possible to put anything between the queen and the king. It's checkmate. Here you can see how the other pieces can guard a queen on g7.



4



Scholar's mate

There is a special version of Kissmate that is called Scholar's mate. It is one of the most dangerous tricks when starting a game of chess. When starting a game, white and black have their weak points. Point f7 for black and f2 for white.



The reason is that these pawns are only guarded by the king. What you aim for with Scholar's mate is a Kissmate at f7. White starts by playing 1.e2-e4 then 2.Lf1-c4 and 3.Qd1-h5.



Now the queen is ready to go to f7. The bishop on c4 is supporting her, holding her hand, and it will be checkmate if black do not do anything against 4. Qh5xf7.



Now white has given a Kissmate. The bishop on c4 guards the queen on f7, so black cannot take the queen. The king cannot escape, and it is not possible to put a piece in between.

A normal game with the Scholar's mate usually goes like this:

- 1.e2-e4 e7-e5
- 2.Bf1-c4 Bf8-c5
- 3.Qd1-h5 Ng8-f6
- 4.Qh5xf7 mate



Defense against Scholar's mate

But if you play black, how do you defend yourself against Scholar's mate?

The critical position arises after 3. Qd1-h5



Now white is ready to take on f7 with the queen and it would be checkmate, but it's black to move. How can black avoid the mate? Maybe you want to prevent the queen from reaching f7 with g6.



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Even though you avoid checkmate it is still not good as the queen can take the e5-pawn.



Now the white queen gives check to the black king, and at the same time she is threatening the rook on h8 and the bishop on c5. White wins material.

One possibility is to guard the f7 pawn with the knight on h6.



The queen cannot take on f7 as the knight guards the pawn. But again, the problem is that the queen can take on e5 with check.

A better way to guard f7 is to play 4... Qd8-e7, which guards both the f7-pawn and the e5-pawn. It's a good move, but even sharper is playing 4... Qd8-f6.



The queen on f6 now guards the f7 pawn and the e5 pawn, but it also threatens down on f2. The white weak pawn. 4... Qd8-f6 is a good move.

Play

The Knight takes it all



4



In this game, whoever takes the opponent's pieces in the starting position first wins (white must take black's pieces on rows 7 and 8, black must take white's pieces on rows 1 and 2). White may only move the knight on e8 and black only the knight on e1. These two knights can not take each other. Since white starts "white should win", so black must not be a copycat to white.

Rounding

Summarize the lesson and tell them when you will have chess and AI the next time.