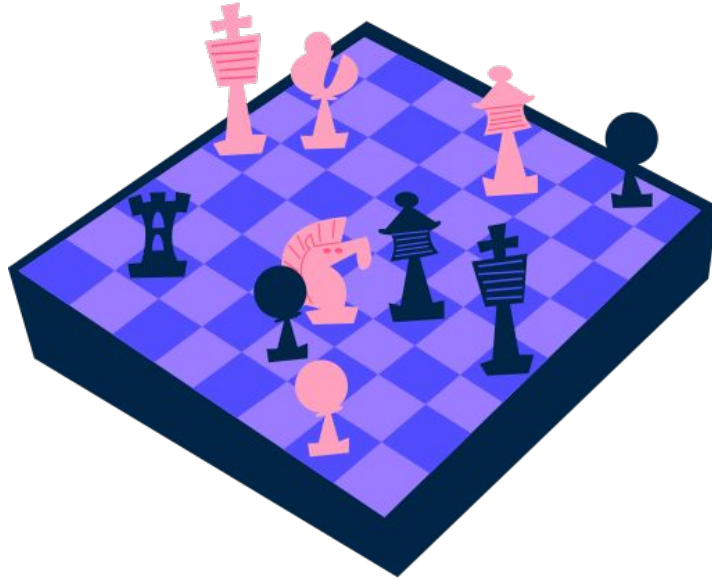


GRADE 6 - GRADE 7 - GRADE 8

# MY CHESS ACTIVITIES #1



## WHAT IS CHESS ?

- Do you know the game of chess ?

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- If yes, describe it.

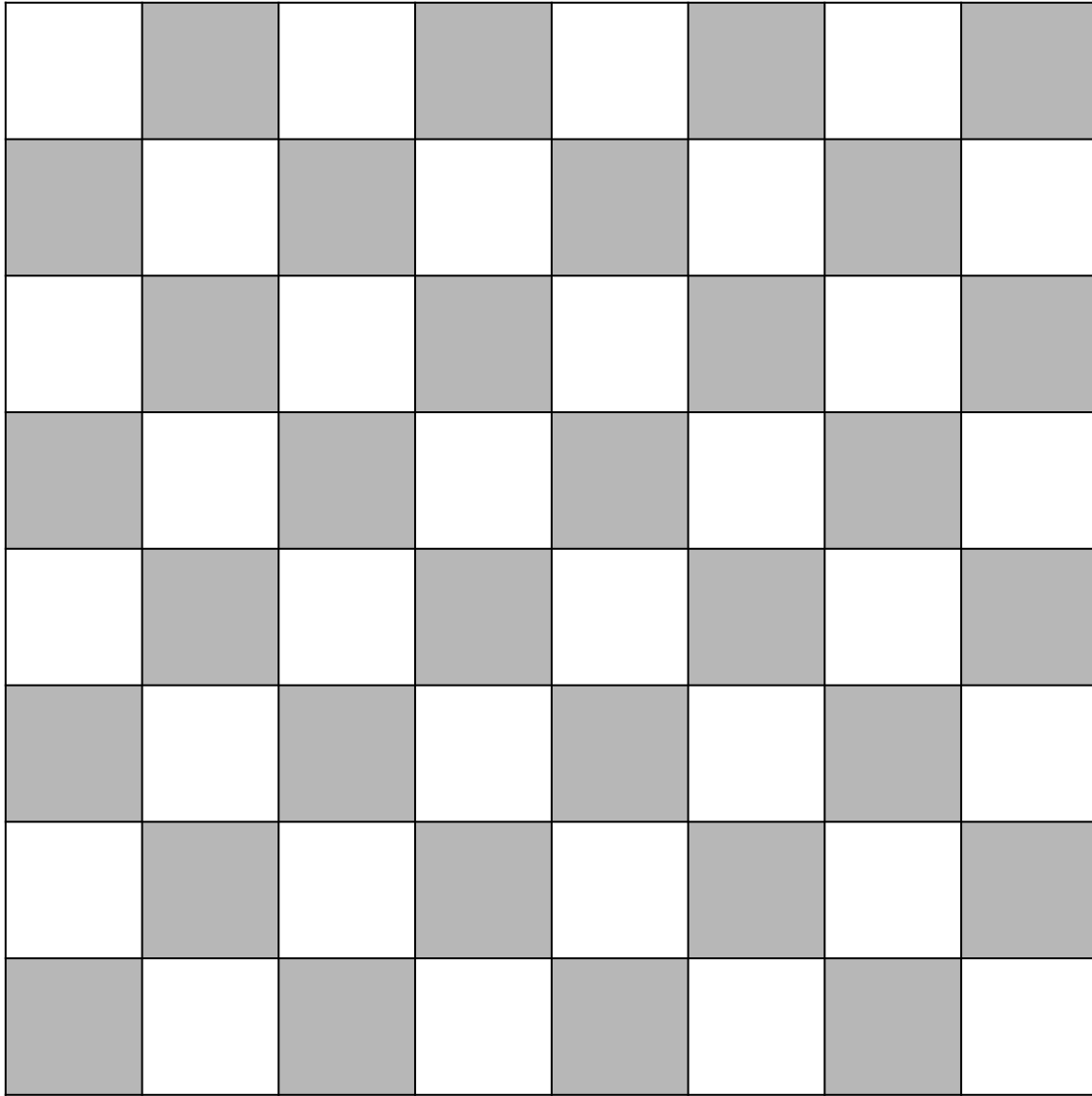
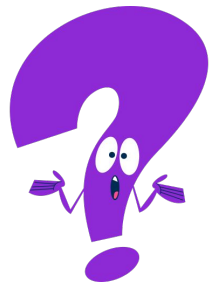
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- What is the objective of the game ?

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Here is a chessboard !



Describe this chessboard.

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How to orient the chessboard ?

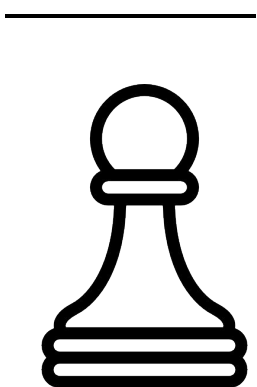
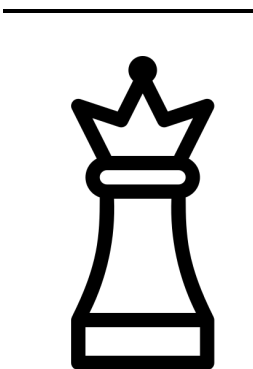
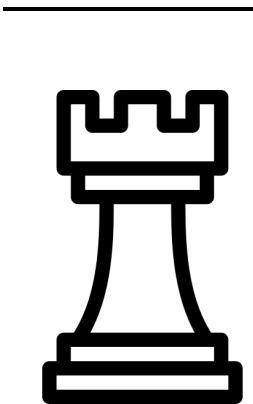
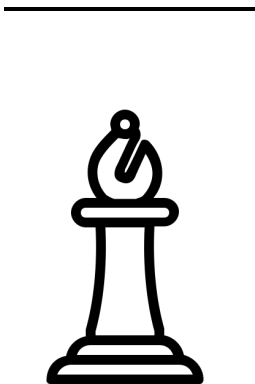
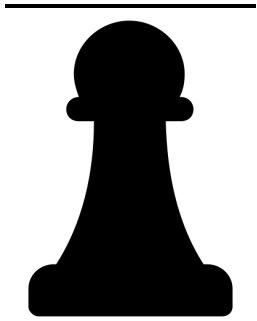
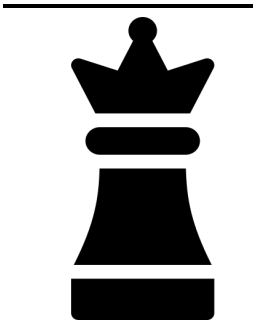
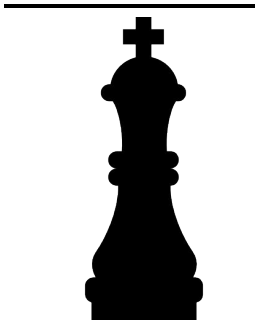
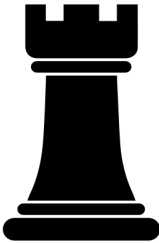
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Here are the different pieces of the chess game.

Put the names in the right place.

- White king
- White queen
- White rook
- White bishop
- White knight
- White pawn
- Black king
- Black queen
- Black rook
- Black bishop
- Black knight
- Black pawn



## How many pieces are there in chess ?

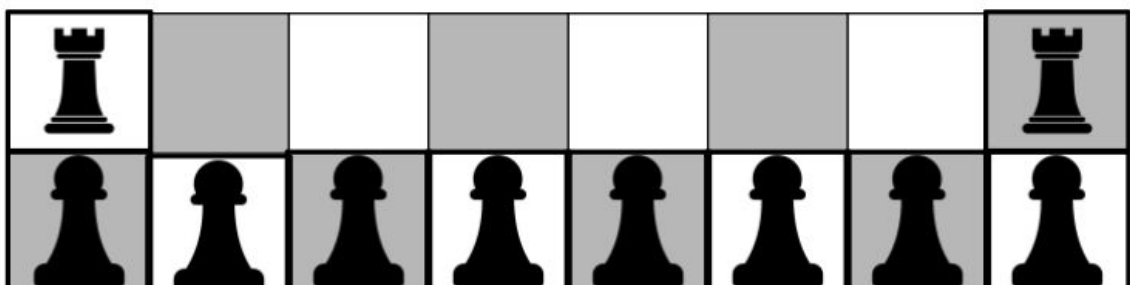
- **A** white king 
- **A** white queen 
- **Two** white rooks 
- **Two** white bishops 
- **Two** white knights 
- **Eight** white pawns 



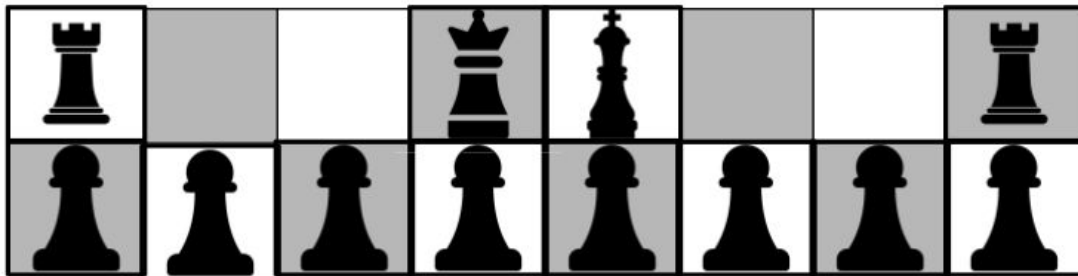
- **A** black king 
- **A** black queen 
- **Two** black rooks 
- **Two** black bishops 
- **Two** black knights 
- **Eight** black pawns 

How to place the pieces on the chessboard ?

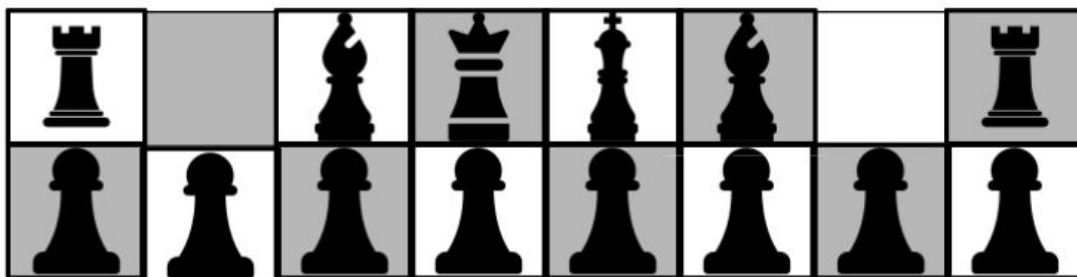
First we build a castle with rooks and ramparts (pawns).



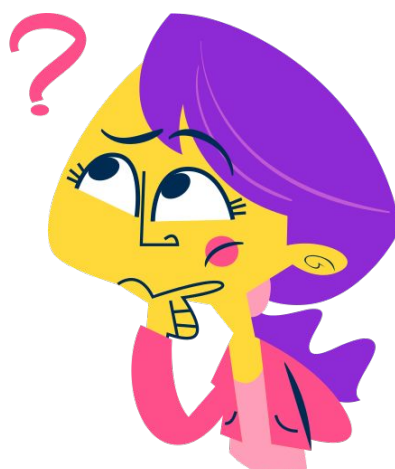
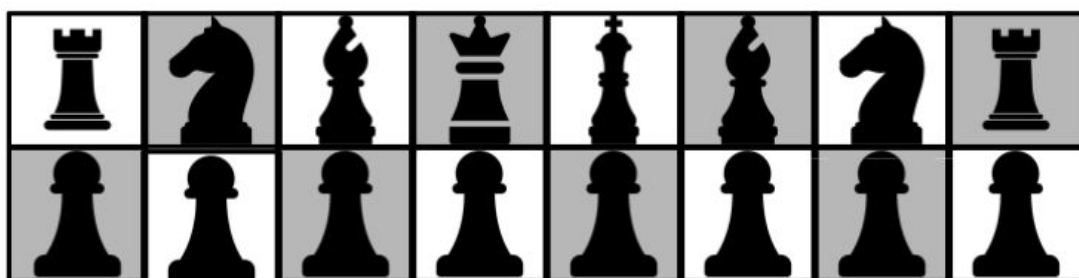
Then the royal couple in the center of the castle. The very coquettish lady puts herself on a space of the color of her dress.



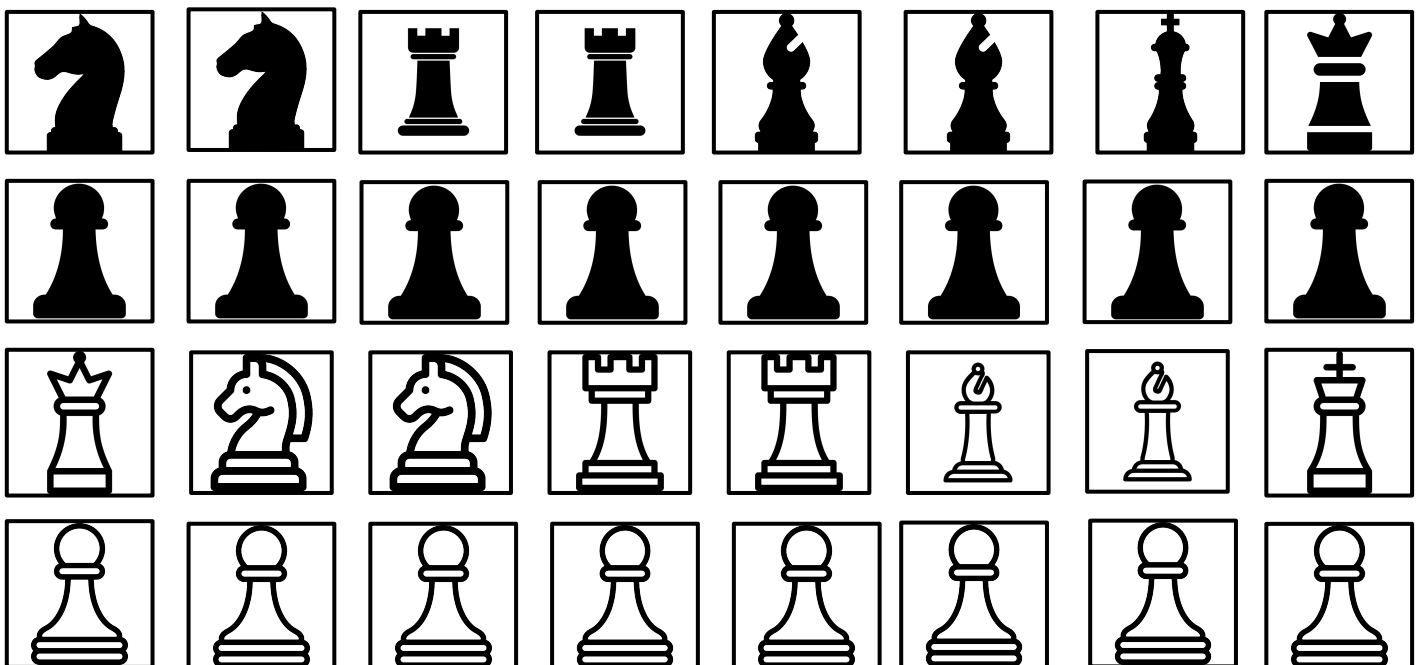
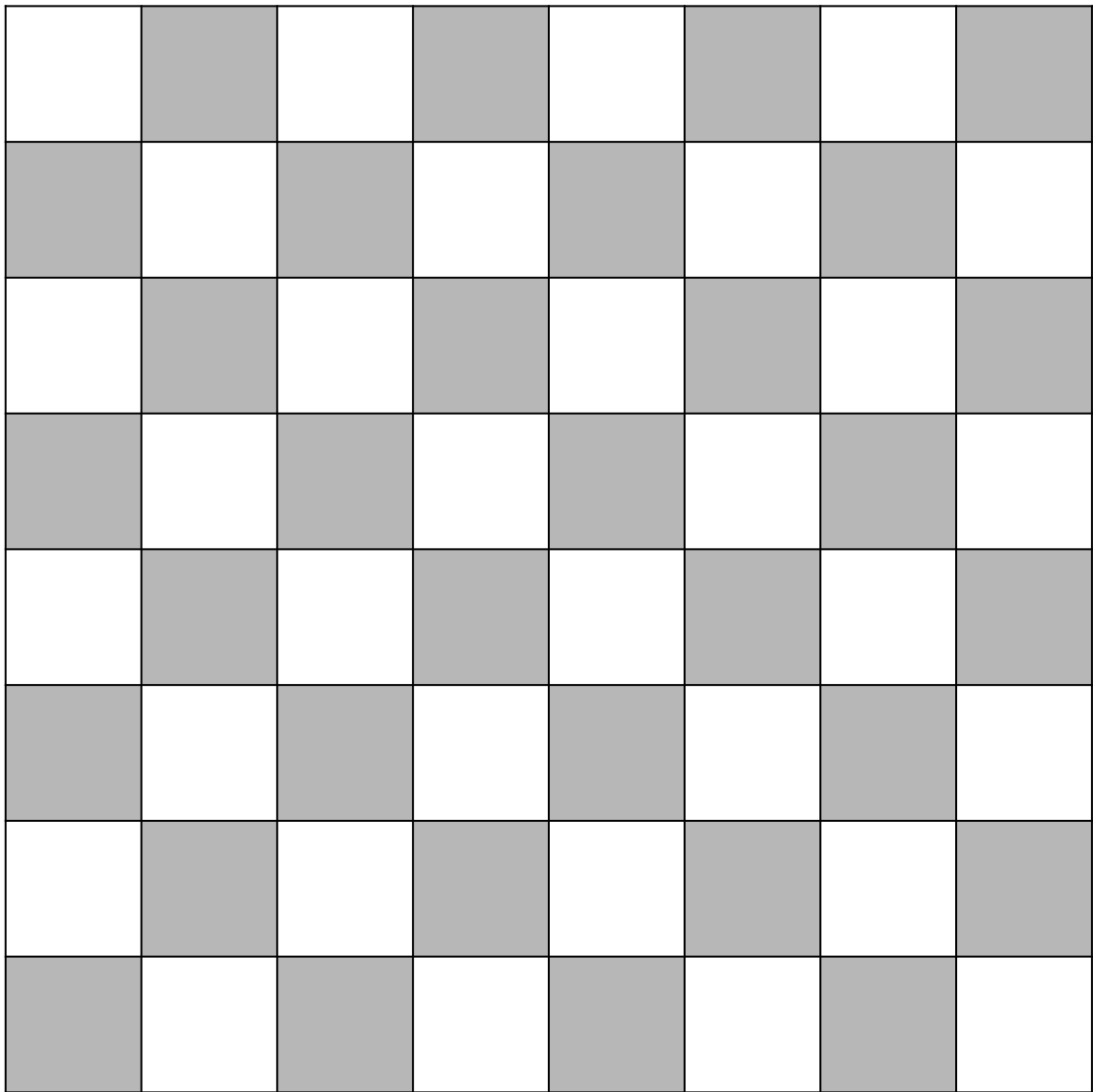
Bishops sit on either side to distract them if necessary.



There remain the knights who sleep in the stables located near the rooks and not near the king's and queen's chambers.



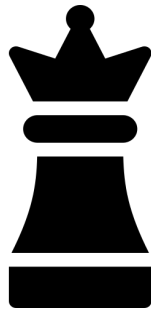
Put the pieces in the right place.



## How to move the pieces ?



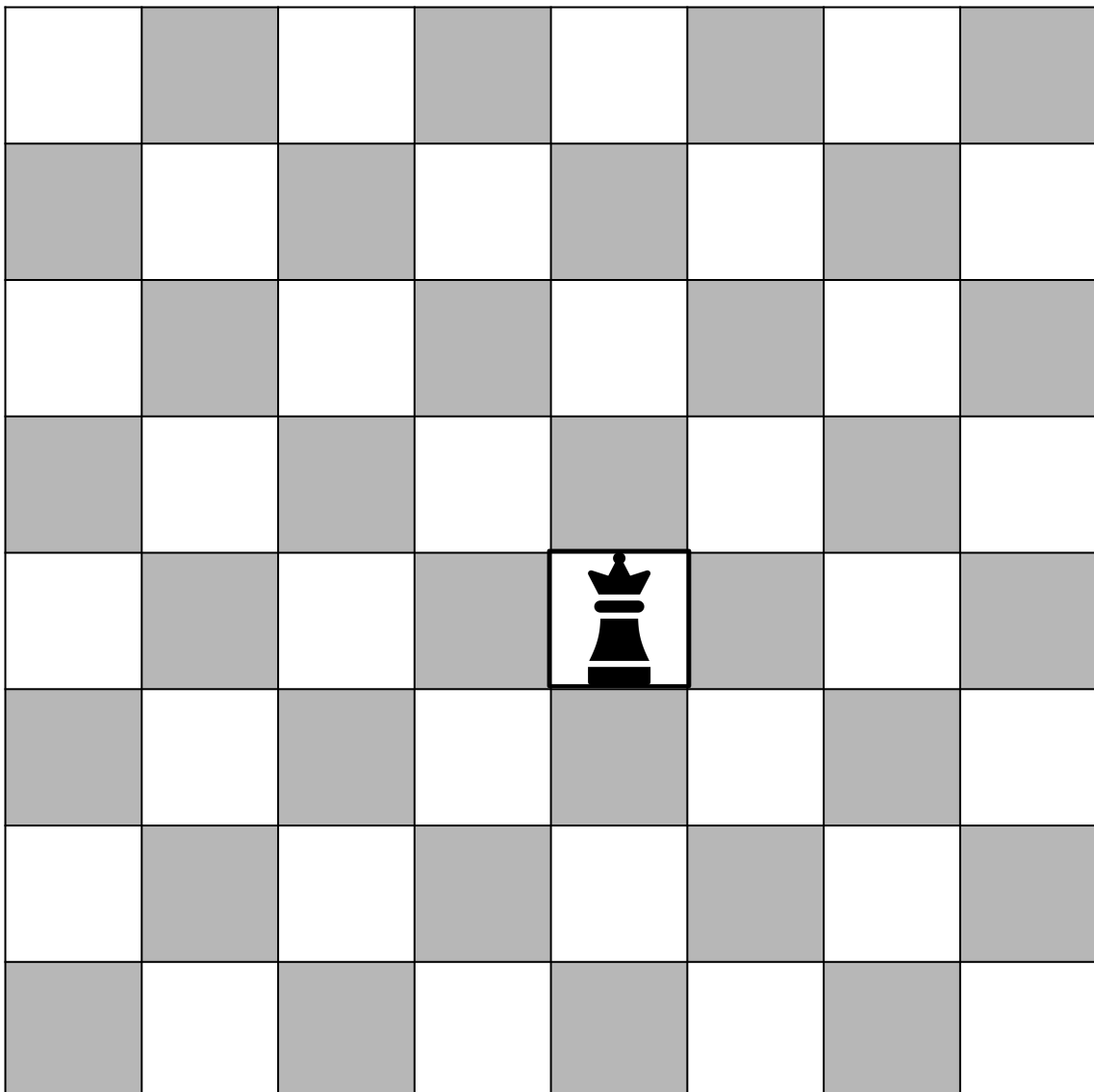
QUEEN !



Scan me !

The queen may move to any square along the file, the rank or a diagonal on which it stands. He cannot jump over another piece.

Color the squares on which the queen can move.



## GAME #1 :

**Objectives :** To master the movement of the queen and the catches.

**Object of the game :** Take all the opponent's pawns first.

**Start of the game :** Place the two queens on the chessboard. Each player has his 8 pawns placed next to the chessboard.

**First phase of the game :**

1. Players take turns placing a pawn on the board, starting with white.
2. The game begins when all pawns are placed.

**Second phase of the game :**

1. Players can only move their queen: one move each time.
2. The pawns no longer move.
3. The queens take the opposing pawns, but can also take the opposing queen.
4. The game ends when a player has no more pawns or has lost his queen.



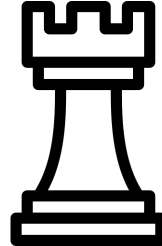
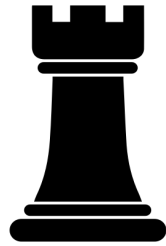


## How to move the pieces ?

ROOK !



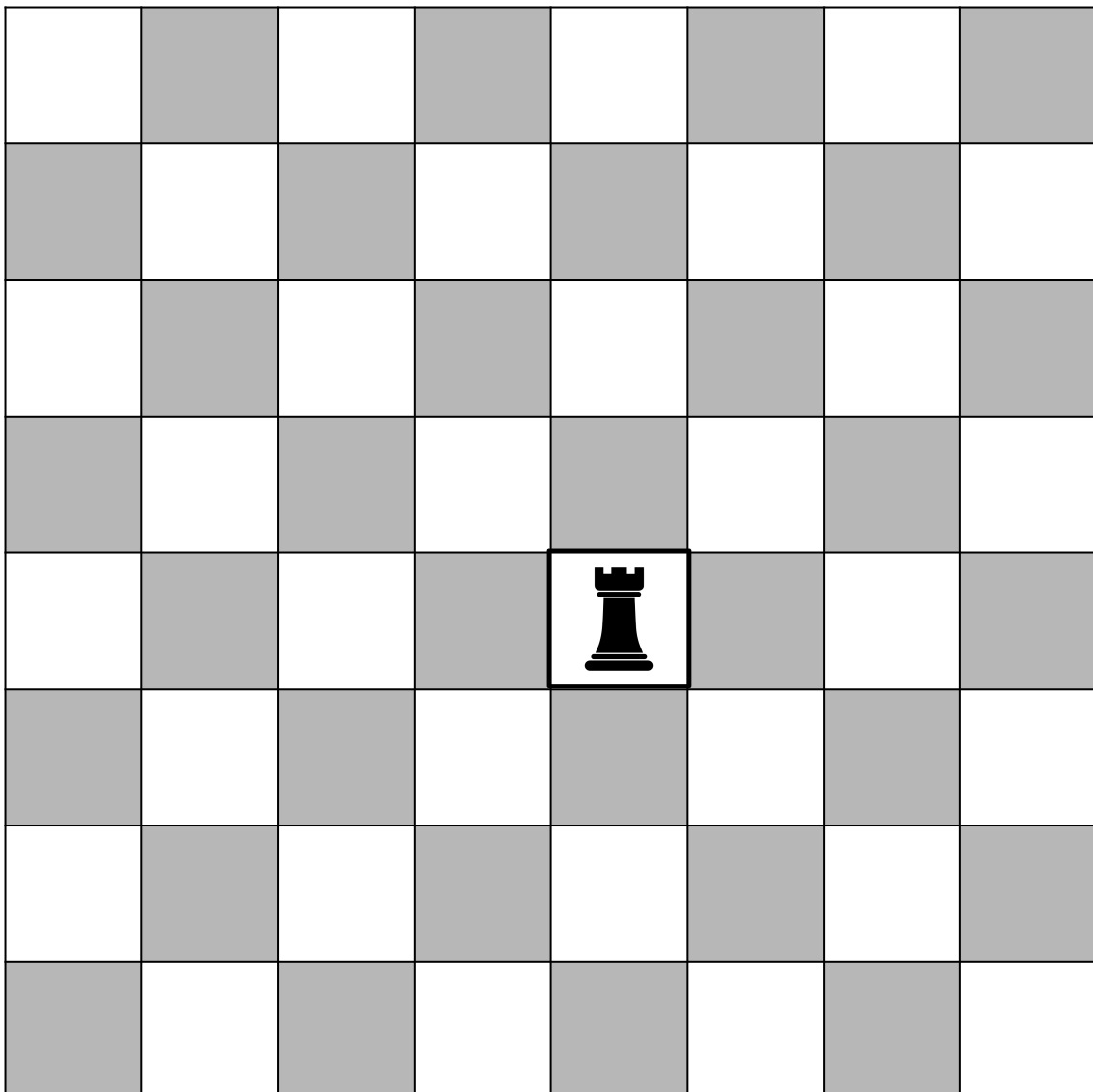
Scan me !



The rook may move to any square along the file or the rank on which it stands.

He cannot jump over another piece.

Color the squares on which the queen can move.



## GAME #2 :

**Objectives :** To master the movement of the rook and the holds.

**Object of the game :** Take all the opponent's pawns first.

**Start of the game :** Place the four rook on the chessboard. Each player has his 8 pawns placed next to the chessboard.

**First phase of the game :**

1. Players take turns placing a pawn on the board, starting with white.
2. The game begins when all pawns are placed.

**Second phase of the game :**

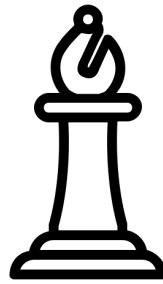
1. Players can only move their rook: one move each time.
2. The pawns no longer move.
3. The rooks take the opposing pawns.
4. The game ends when a player has no more pawns.



## How to move the pieces ?



BISHOP !

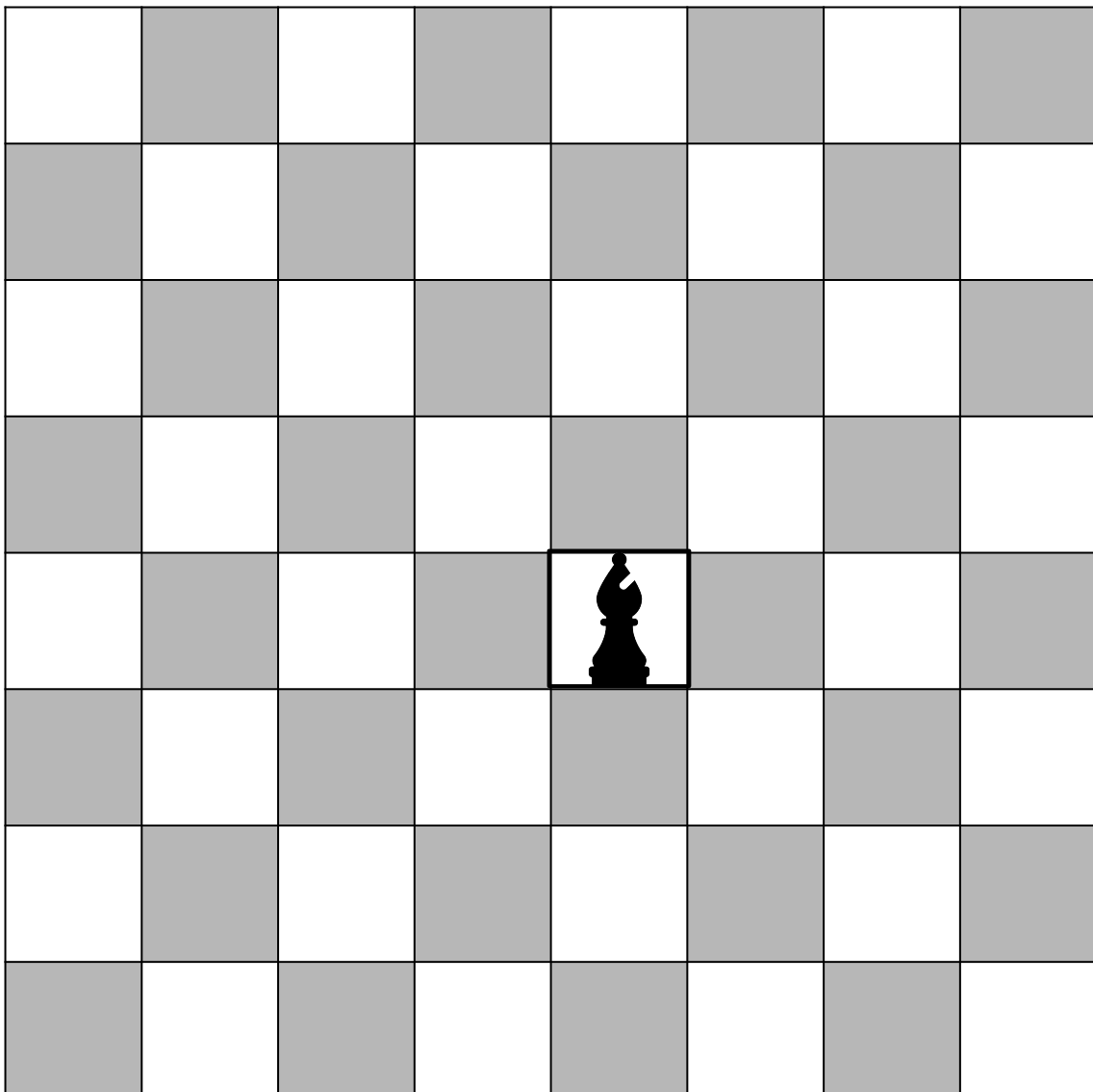


Scan me !

The bishop may move to any square along a diagonal on which it stands.

He cannot jump over another piece.

Color the squares on which the queen can move.



## GAME #3 :

**Objectives :** To master the movement of the bishop and the grips.

**Object of the game :** Block the black bishop by preventing it from moving.

**Start of the game :**

1. A player owns the black bishop, placed on one of the four central squares of the chessboard
2. The other player has the 8 white pawns placed next to the chessboard.

**Second phase of the game :**

1. The player who has the whites starts, he places one of his pawns to block the movements of the bishop.
2. A placed pawn does not move any more.
3. Then the player with the bishop moves his piece.

**Game over :**

The pawns win if they block the bishop.

The bishop wins if all pawns are down and he can still move.

At the end of the game, the players start again by exchanging roles.



## How to move the pieces ?



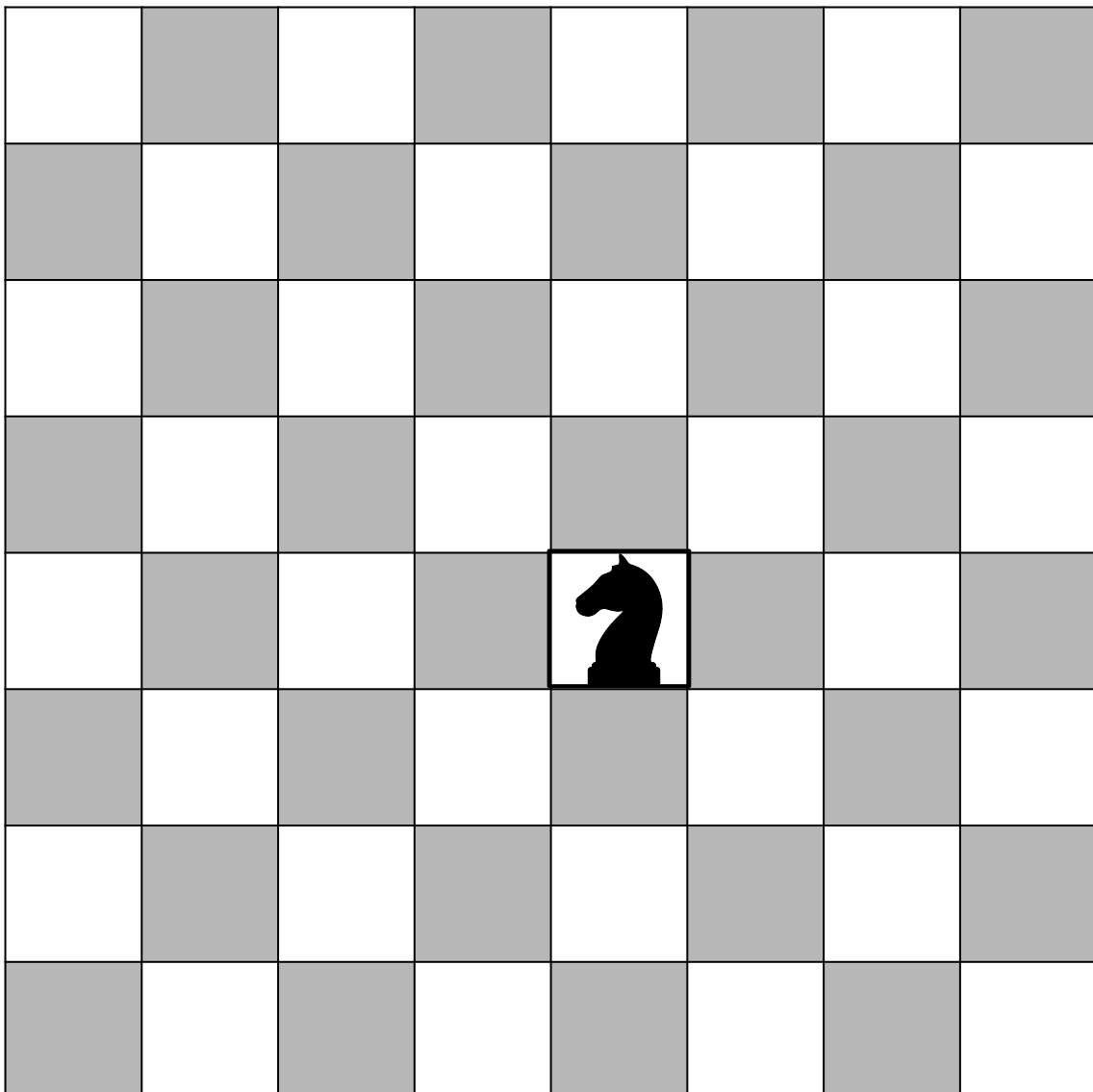
KNIGHT !



Scan me !

The knight may move to one of the squares nearest to that on which it stands but not on the same rank, file or diagonal. It's the only piece that can jump over an other room.

Color the squares on which the queen can move.



## GAME #4 :

**Objectives :** To control the movement of the knight.

**Object of the game :** Take all the opponent's pawns.

**Start of the game :**

1. Place the pawns on the central lines 4 and 5, the black ones on the black squares, the white ones on the white squares.
2. Each player has a knight.

**Second phase of the game :**

1. White starts.
2. Runners cannot catch each other.
3. The first player to take all of the opponent's pawns wins.



## How to move the pieces ?



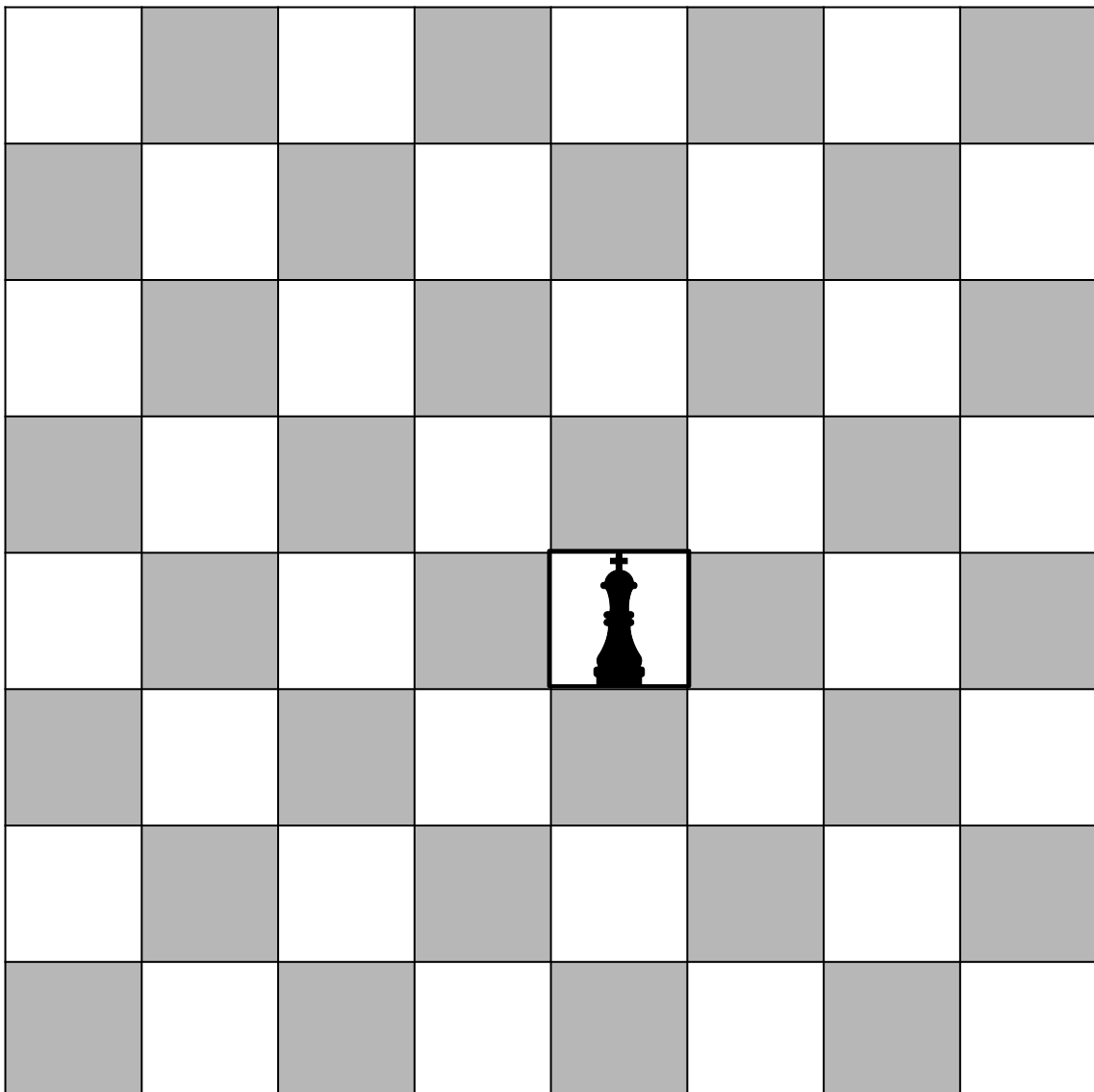
KING !



Scan me !

The king can move vertically or horizontally and diagonally, but one square at a time. He cannot jump over another piece. The king is the only piece that cannot be taken.

Color the squares on which the queen can move.



## GAME #5 :

**Objectives :** To master the move of the king and approach the rule of prohibition to check.

**Object of the game :** block the opposing king using his 8 pawns and his own king.

**Start of the game :**

1. The game takes place on a MICROCHESS board.
2. At the start of the game, the white king is at C1, the black king at B5.

**Second phase of the game :**

1. White starts.
2. At each game turn, the player first places a pawn which will no longer move and cannot be taken: the square is then forbidden to the two kings.
3. Then the player moves his king.
4. A king can deny squares to the opposing king by threatening those squares.

If all the pawns are placed without a blocked king, the game is a draw.





Chess variant on a 4x5 board.

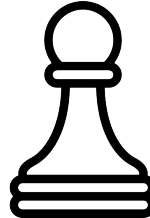
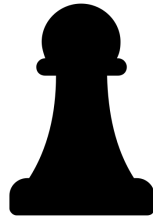
5				
4				
3				
2				
1				
	a	b	c	d

## How to move the pieces ?

PAWN !



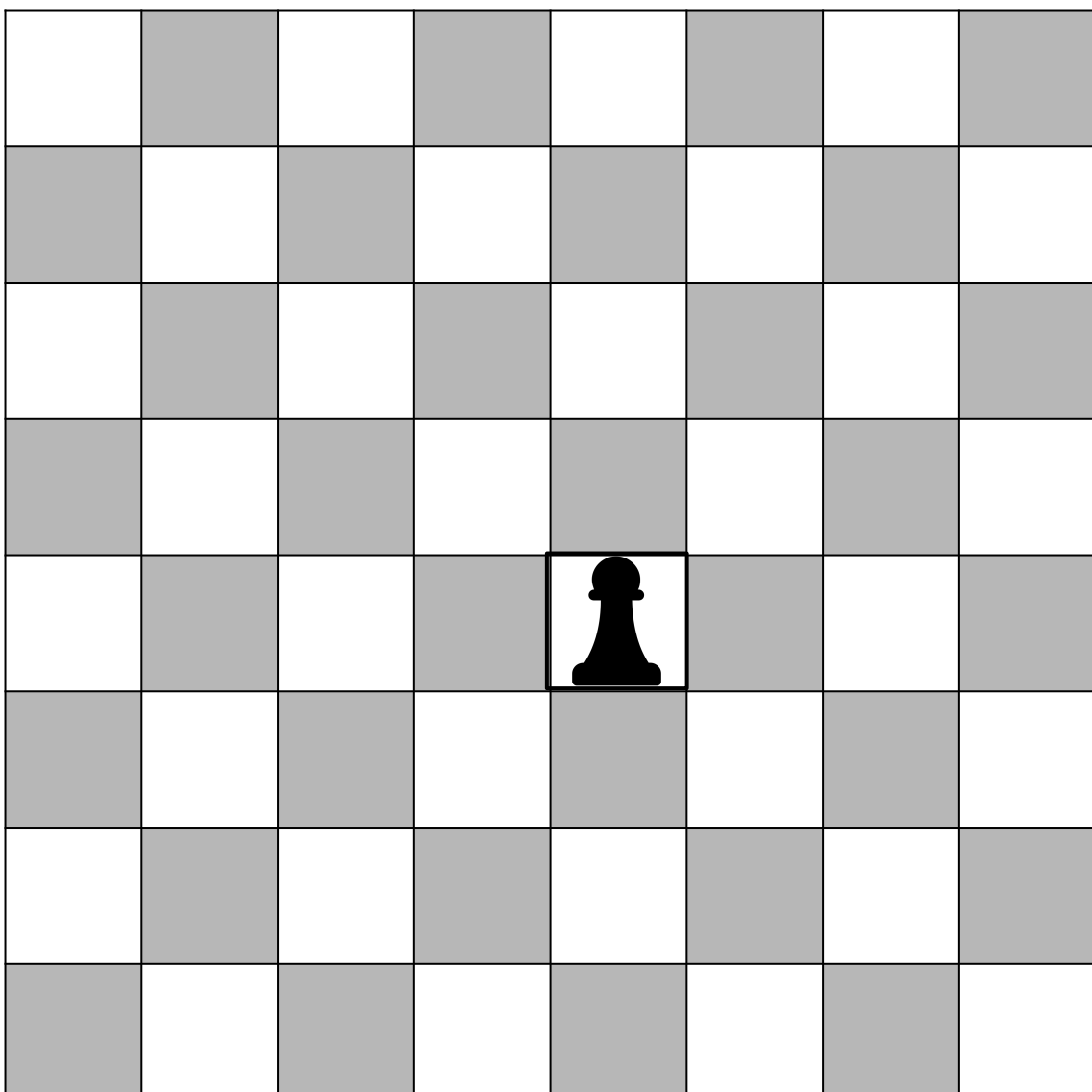
Scan me !



The pawn can only move forward one space. At the start, he can move forward one or two squares.

The capture is done diagonally by advancing a single square.

Color the squares on which the queen can move.



## GAME #6 :

**Objectives :** To master the movement of the pawn and the capture of the pawn.

**Object of the game :** Reach the opponent's starting line first.

### Start of the game :

1. The game takes place on a 6x5 chessboard.
2. Each player has five pawns placed on his starting line (line N° 1 for whites, line N° 6 for blacks).
3. The game can also be played on a normal 8x8 square chessboard, but the game is then longer.

### Second phase of the game :

1. White starts.
2. At each game turn, the player advances a pawn. He can use the rule to move forward two squares at the start.
3. The pawns can take the opposing pawns.
4. The first player to reach the opponent's starting line wins.



Chess variant on a **6x5** board.

<b>6</b>					
<b>5</b>					
<b>4</b>					
<b>3</b>					
<b>2</b>					
<b>1</b>					
	<b>a</b>	<b>b</b>	<b>c</b>	<b>d</b>	<b>e</b>

## When is the game over ?

When a king is attacked, it is called check. A checkmate (also known as "mate") occurs when a king is placed in check and has no legal moves to escape. When a checkmate happens, the game ends immediately, and the player who delivered the checkmate wins.



Scan me !

## GAME #7 :

**Objectives :** Begin to master the notion of mate.

**Object of the game :** Put the opposing king in a checkmate situation.

**Start of the game :**

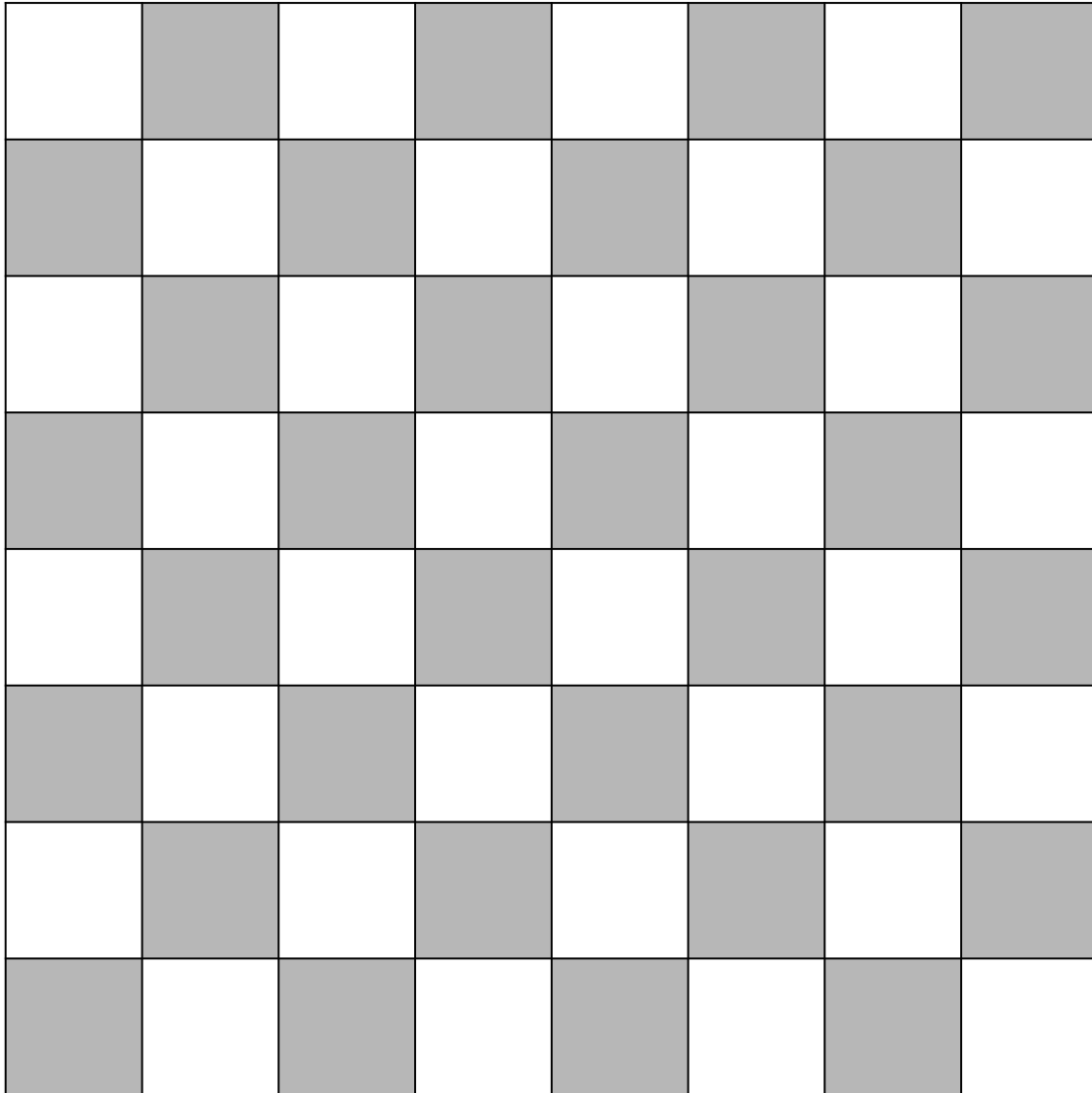
1. The game takes place on a MICROCHESS board.
2. The game uses only the first four pieces whose move has been seen: the rook, the bishop, the queen and the king.

**Second phase of the game :**

1. White starts.
2. The rules are the same as in classic chess.
3. Players must announce when they check the opposing king by saying: "King check!".

# ANSWERS

Here is a chessboard !



Describe this chessboard.

Box

Row (or horizontal)

Column (or vertical)

Diagonal.

How to orient the chessboard ?

The player must have a white space on the right on the line placed in front of him.

# ANSWERS

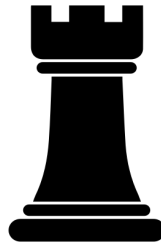
Here are the different pieces of the chess game.

Put the names in the right place.

- White king
- White queen
- White rook
- White bishop
- White knight
- White pawn
- Black king
- Black queen
- Black rook
- Black bishop
- Black knight
- Black pawn



Black bishop



Black rook



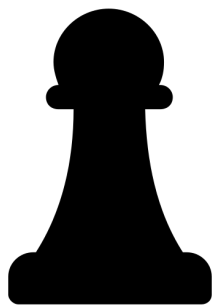
Black knight



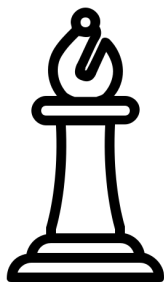
Black king



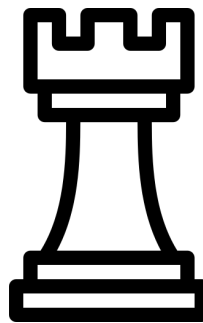
Black queen



Black pawn



White bishop



White rook



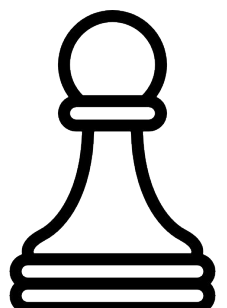
White knight



White king



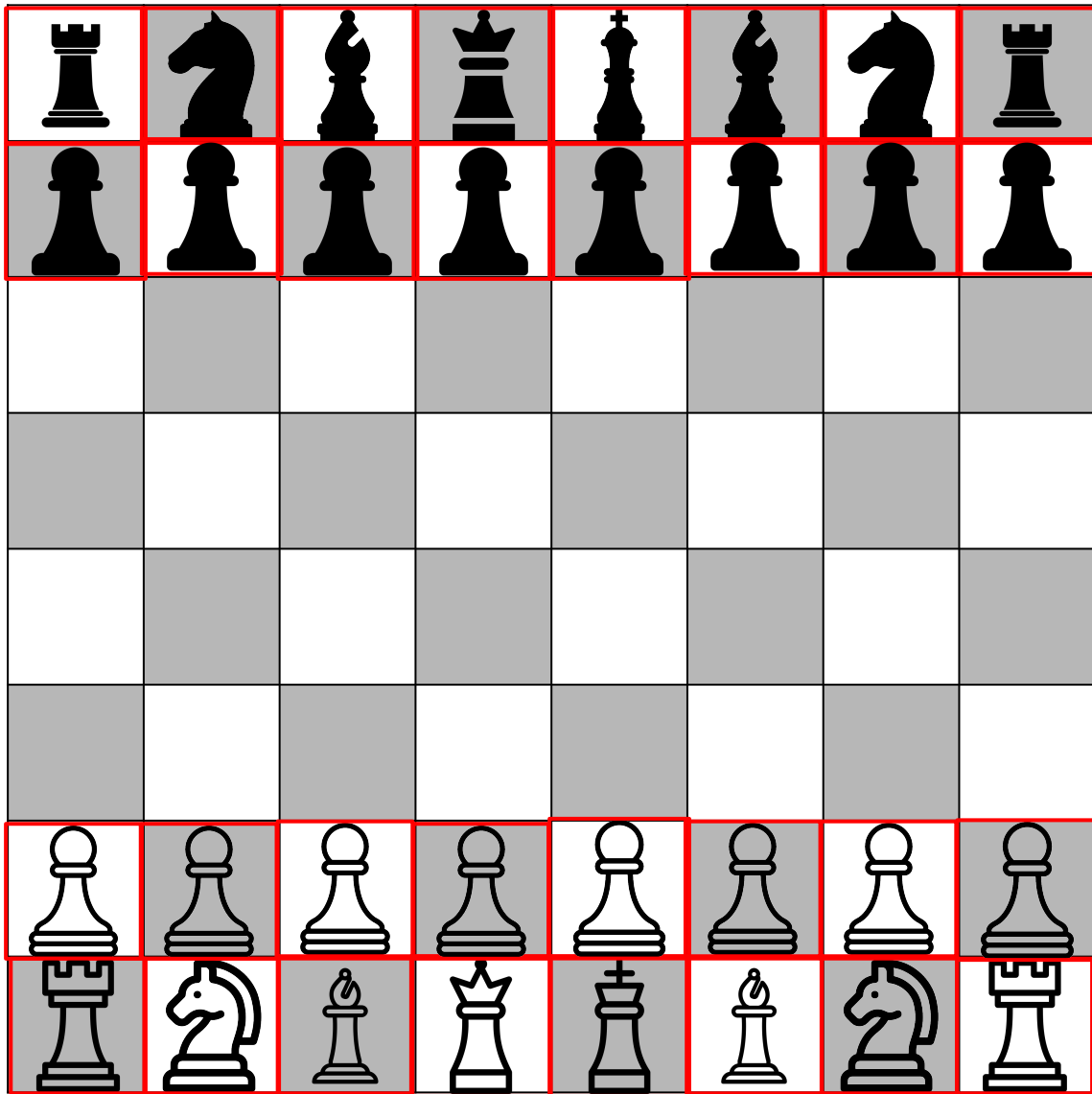
White queen



White pawn

# ANSWERS

Put the pieces in the right place.





# ANSWERS

## How to move the pieces ?

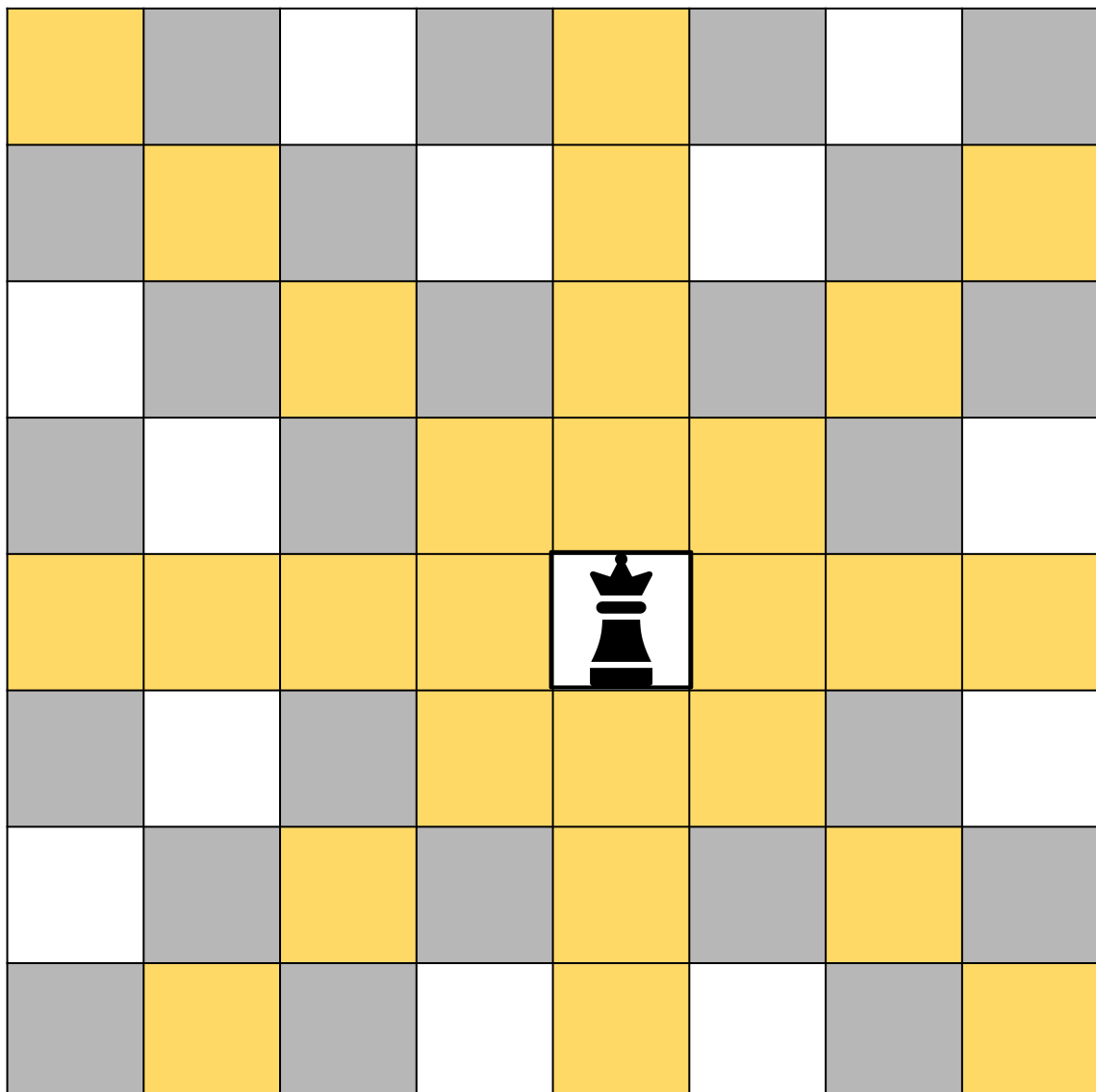
QUEEN !



Scan me !

The queen may move to any square along the file, the rank or a diagonal on which it stands. He cannot jump over another piece.

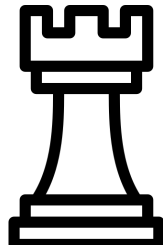
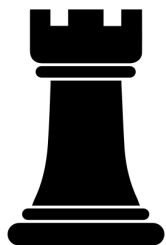
Color the squares on which the queen can move.



# ANSWERS

## How to move the pieces ?

ROOK !

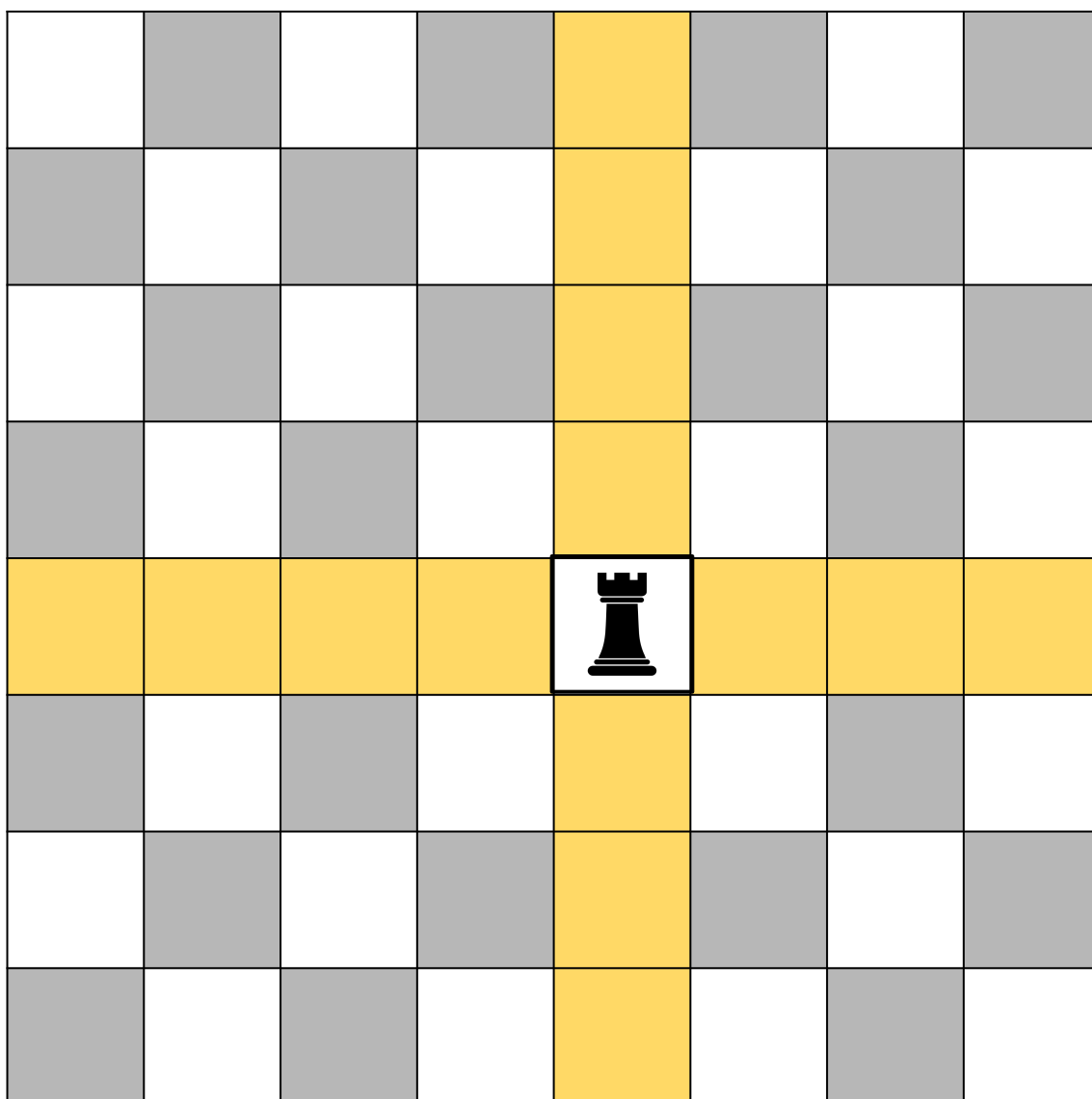


Scan me !

The rook may move to any square along the file or the rank on which it stands.

He cannot jump over another piece.

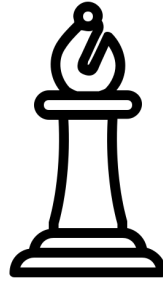
Color the squares on which the queen can move.



# ANSWERS

## How to move the pieces ?

BISHOP !

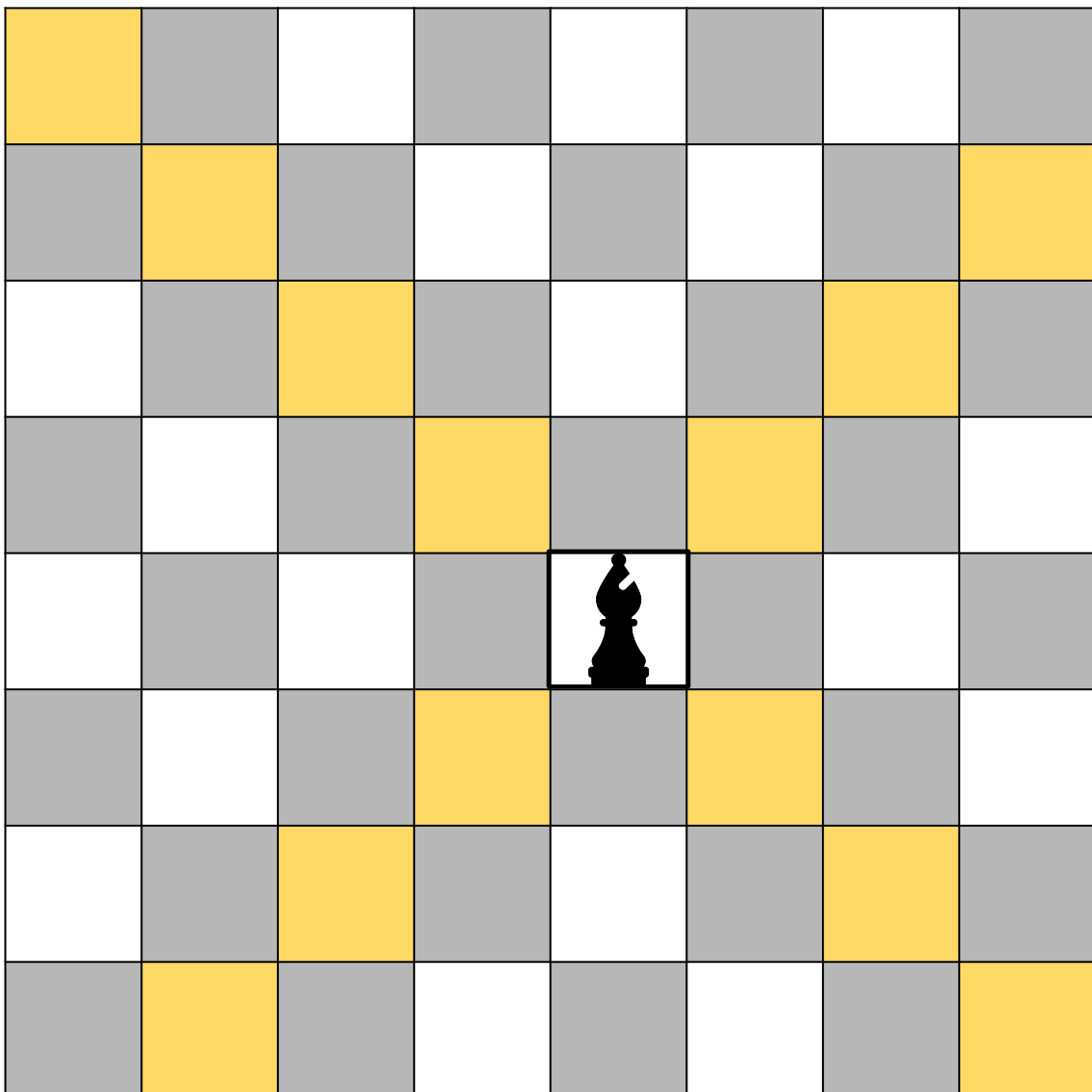


Scan me !

The bishop may move to any square along a diagonal on which it stands.

He cannot jump over another piece.

Color the squares on which the queen can move.

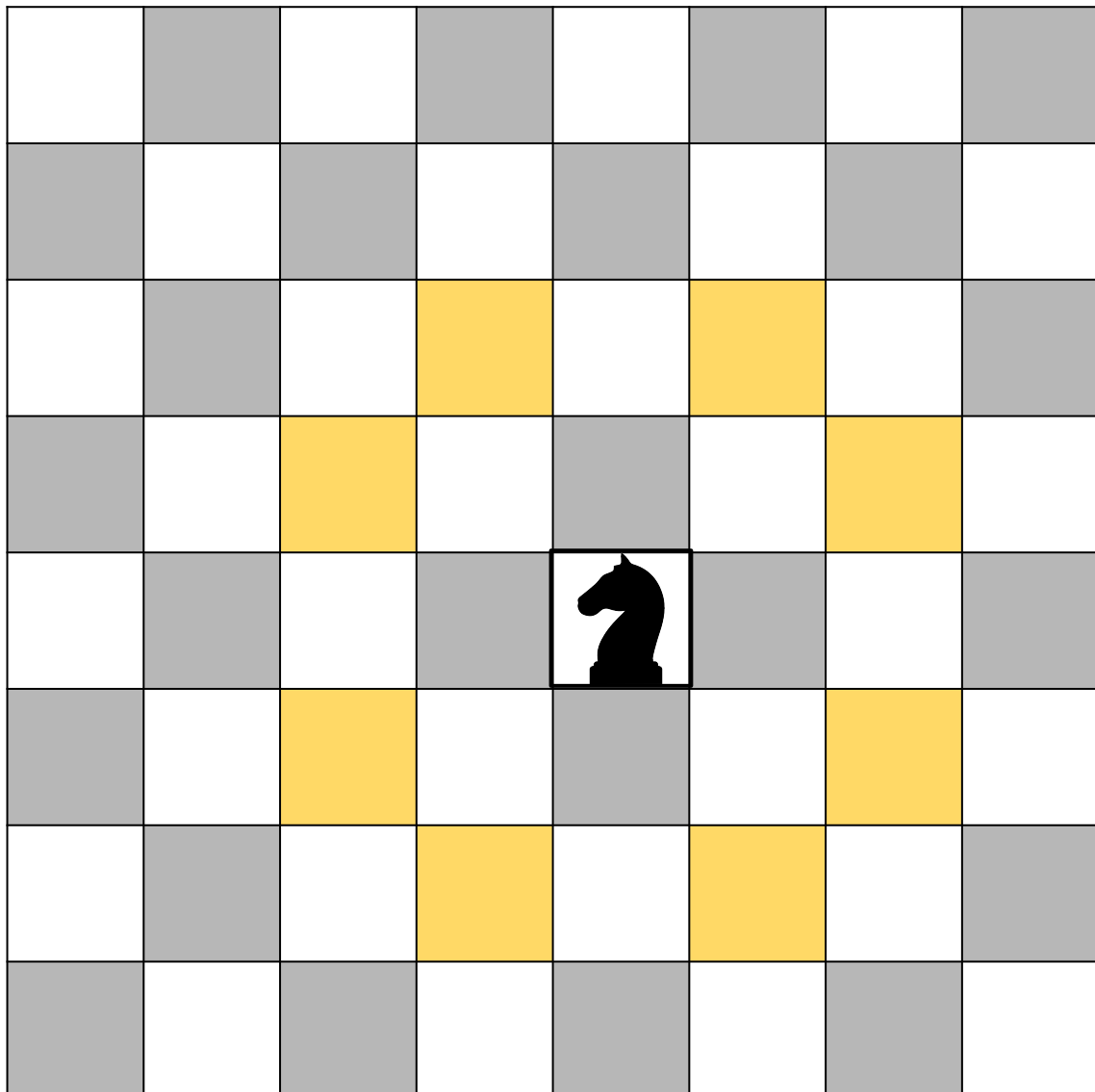


## How to move the pieces ?



The knight may move to one of the squares nearest to that on which it stands but not on the same rank, file or diagonal. It's the only piece that can jump over another piece.

Color the squares on which the queen can move.



# ANSWERS

## How to move the pieces ?

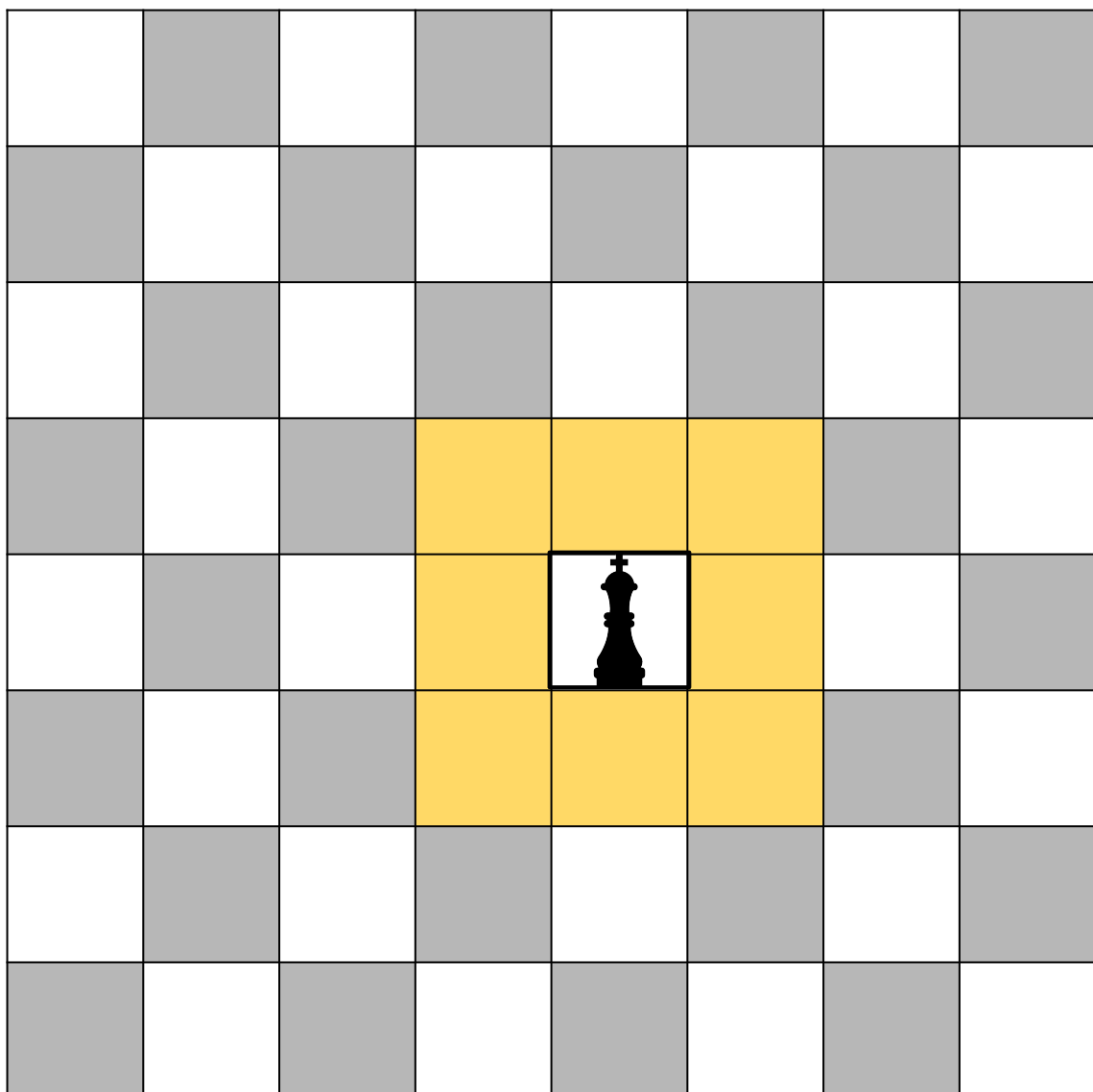
KING !



Scan me !

The king can move vertically or horizontally and diagonally, but one square at a time. He cannot jump over another piece. The king is the only piece that cannot be taken.

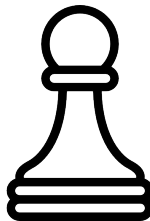
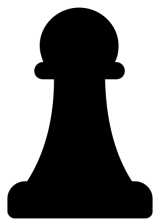
Color the squares on which the queen can move.



# ANSWERS

## How to move the pieces ?

PAWN !



Scan me !

The pawn can only move forward one space. At the start, he can move forward one or two squares.

The capture is done diagonally by advancing a single square.

Color the squares on which the queen can move.

