

About Me

I am just a 7th grader who enjoys solving Rubik's Cubes, coding, reading, Minecrafting (is that a word?), and Chess. I play 2 musical instruments, and I really want a cat. I live in Cleveland, Ohio, and my favorite food is ramen. I am very excited to teach you about Chess! (My favorite board game!)



History

Chess was invented 1500 years ago in India. The game was originally called chaturanga, and its purpose was military training. It was made to resemble a real-life battle with infantry (pawns), cavalry (knights), elephants (bishops), and

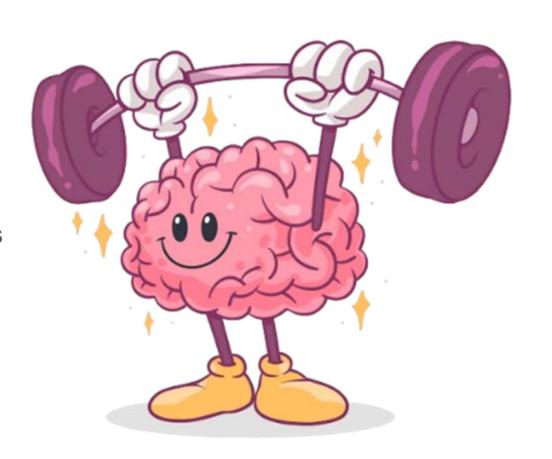
chariots (rooks).



Benefits of Playing Chess

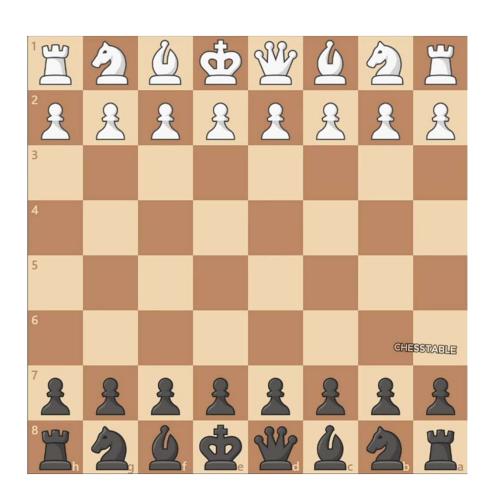
Chess isn't just a game, it can:

- Teach about planning ahead
- Help you think critically
- Teach you to learn from mistakes
- Build good sportsmanship
- Help you focus
- Build your attention span



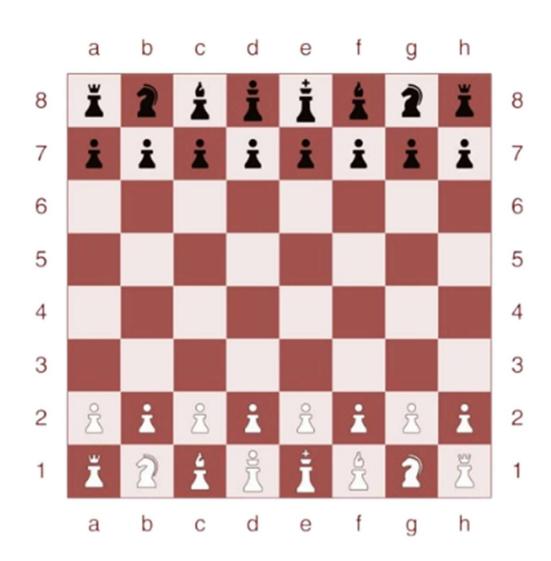
Description

- It is played on a board arranged in an 8x8 grid
- The squares are black and white, like a checkerboard
- Each player has 16 pieces
- The main goal is to capture the other player's pieces and trap their king
- A captured piece cannot be returned to the board.
- Each piece has its own special way of moving



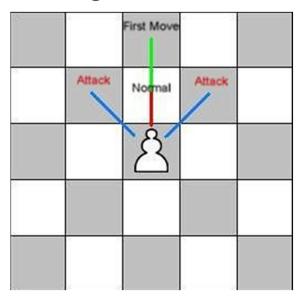
Setting Up

Let's learn each piece's placement and set it up together!



The Pawn

The pawn is the simplest piece in chess, worth 1 point. It always moves forward. When you move a pawn for the first time, it can go forward 2 squares, but after that, it can only move 1 square at a time. If a pawn wants to capture another piece, it needs to move diagonal, like this: ↗ or ↖.

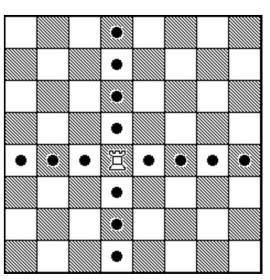




The Rook

The Rook is a chess piece worth 5 points. It can move as many squares as it wants in a straight line, either up, down, left, or right. If it wants to capture a piece, it just has to land on its square. It's really good at controlling the board and helps

players win, especially towards the end of the game.

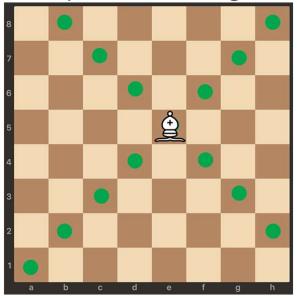


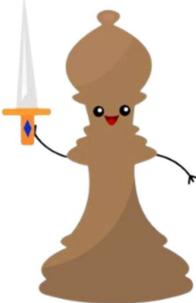


The Bishop

The bishop is a chess piece that is worth 3 points. It moves diagonally, both forward and backward any amount of squares. It captures pieces by landing on its square. However, it can only stay on its original color, either black or white. Using the bishop wisely is important in the game!

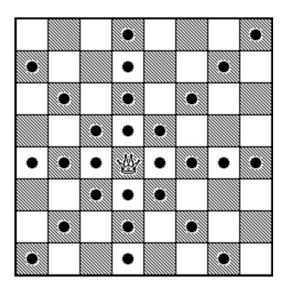
the bishop wisely is important in the game!





The Queen

The Queen is a powerful chess piece worth 9 points, making it the second most valuable after the King. It can move in two ways: diagonally like a bishop or straight up, down, left, or right like a rook. It captures pieces just like the rook and the bishop.

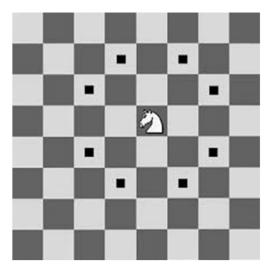




The Knight

The Knight is a piece in chess that is worth 3 points. It moves in a special way, making an L shape. It moves two squares in one direction, and then one square to the side. The Knight can also jump over other pieces. The Knight captures by landing on an enemy piece. It's a bit tricky, but that's what makes the Knight

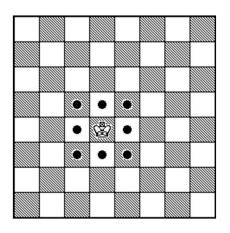
unique!





The King

The King is the most important piece, and you need to keep it safe! If your opponent tricks you into a situation where your King can't escape, they win the game. The King can move one space in any direction—up, down, sideways, or diagonally! The King can capture pieces by going on their square, but it's uncommon because it can expose the king to danger. The King can't be next to the opponent's king. Always remember to protect your King!





Escaping Check

If your king is being threatened by an opponent's piece, it is called check. When you are in check, you must do one of the following:

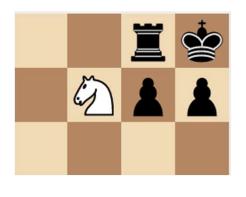
- 1. Block the check: Place one of your pieces between your king and the attacker. This will not work if a Knight is delivering the check.
- 2. Move the King: Move your king to a square where it is not being attacked.
- **3. Capture the attacker**: If possible, use one of your pieces to capture the piece that is attacking your King.

If none of these are possible, you are in checkmate and have lost the game. Be sure to lose gracefully and congratulate the winner!

Checkmate Examples











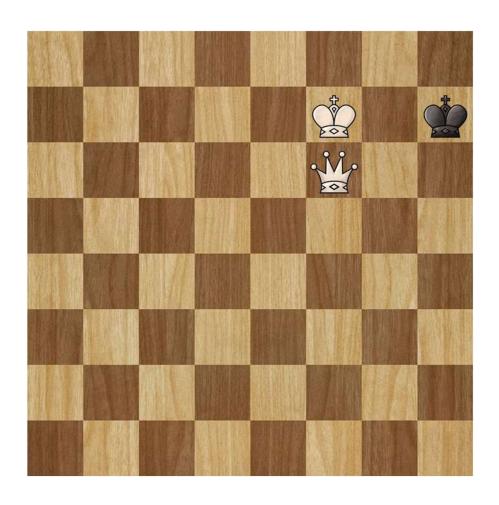






Stalemate

A stalemate occurs when you or the opponent have no legal move (A move that is playable). This usually happens at the end of the game. If a game ends in a stalemate, the game ends in a draw.



Strategies to Win

- Control the center of the board
 - Whoever has more pieces in the center has a better position to attack the opponent
- Capture hanging pieces
 - If you see a piece that isn't defended, take it!
- Force the opponent into a bad position
 - There are many ways to do this, such as check, taking a valuable piece, etc.
- Forking
 - Attacking 2 pieces with one of your pieces guarantees that you get at least one of them
- Defending
 - Make sure your own king is protected before going into enemy territory

Go Play!

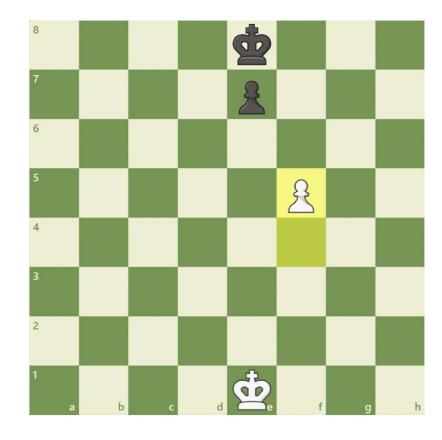
Find a friend to play chess with you. Be sure to play fairly, don't cheat, and lose gracefully. If you keep losing, try asking your opponent about their strategy. Make every game a learning moment. But most importantly, have fun!

Raise your hand if there are any questions you have during your game.



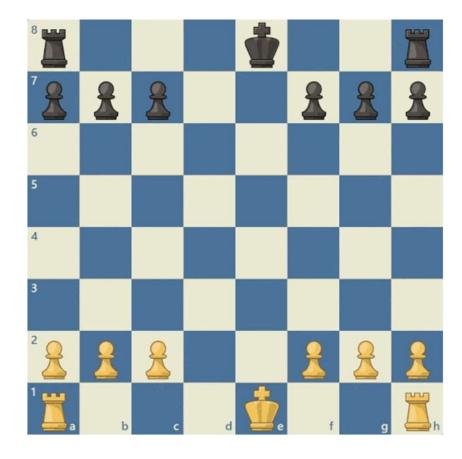
Special Moves: En Passant

If your opponent moves their pawn 2 spaces from where start, you can take it by attacking the square below it.



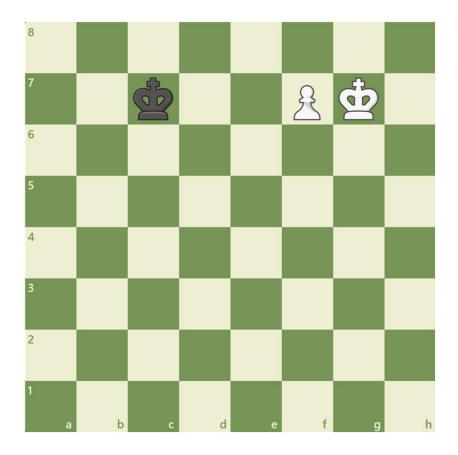
Special Moves: Castling

If the King and one rook don't move, the king can be moved 2 spaces in the direction of the rook. The rook will be on the other side of it. You can castle on any side you want.



Special Moves: Promotion

If a pawn reaches the end of the board, it can become any other piece except the king.



Resources

If you want to learn more about Chess, here are some helpful links

- <u>Chesskid.com</u> Great for kids who want to learn more. A fun way to learn! For kids of all ages!
- <u>Lichess.org</u> You can play with others, play against the computer, and analyze games to see mistakes you made. And more!
- <u>Chess.com</u> For people with a bit more experience. Has fun Chess variants and tons of bots to play against!