



A guide for students and teachers to use the game of chess in the classroom as a learning tool.

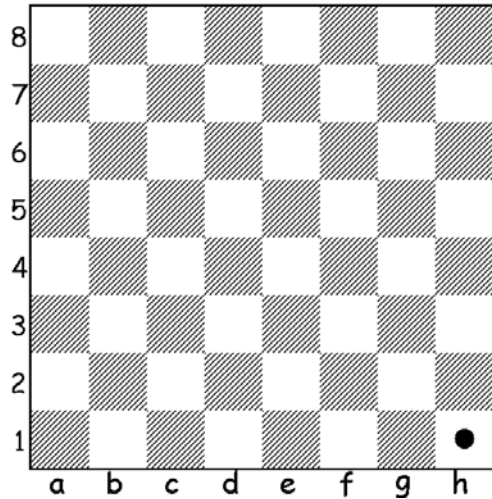
CHESS IN THE CLASSROOM

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By John P. Buky

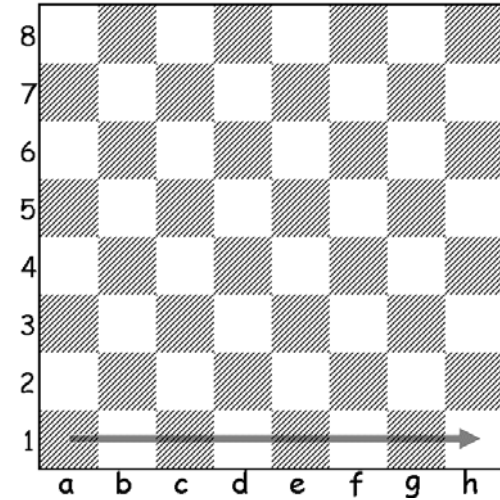
The Chess Academy Method for Teaching and Learning the Game of Chess!

The Chessboard



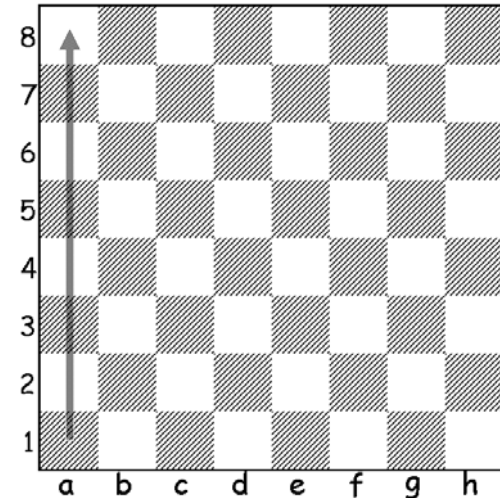
There are 64 squares on the chessboard. There should always be a white square on the bottom right.

The 3 lines on the chessboard are rank, file and diagonal. A line going across is called a rank.



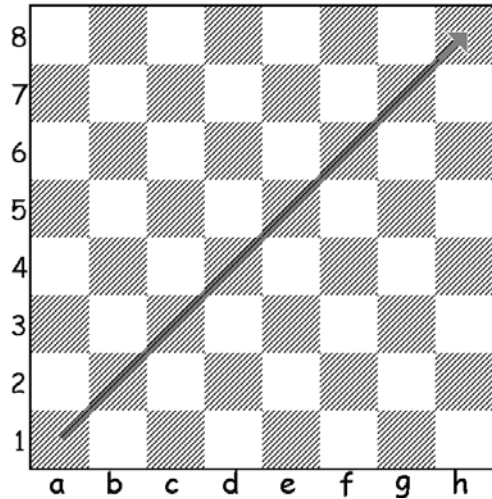
The diagram above shows an arrow going across the first rank. There are 8 ranks on the chessboard starting from White's side.

A line going up and down is called a file.



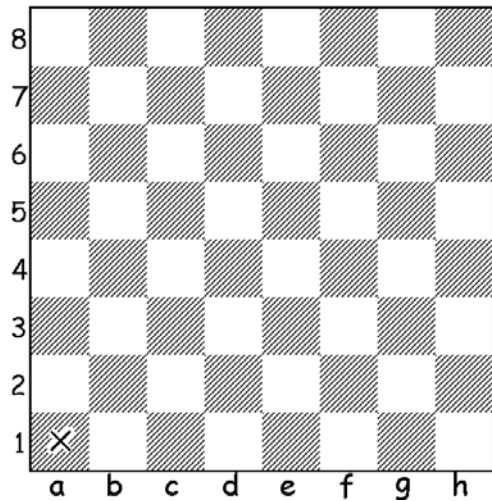
The diagram above shows an arrow going up the "a" file.

A line going on an angle is called a diagonal.

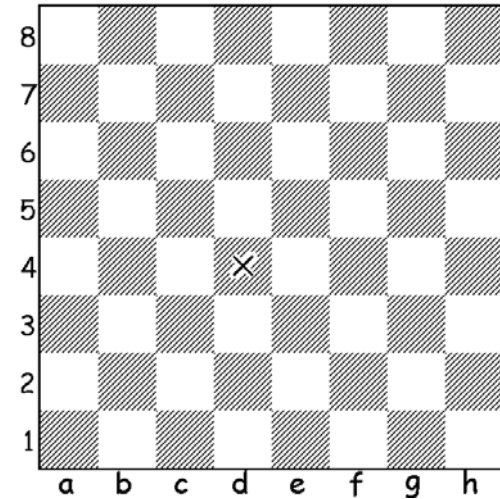


The diagram above show a diagonal line.

Putting rank and file together we have what is called chess algebraic notation.

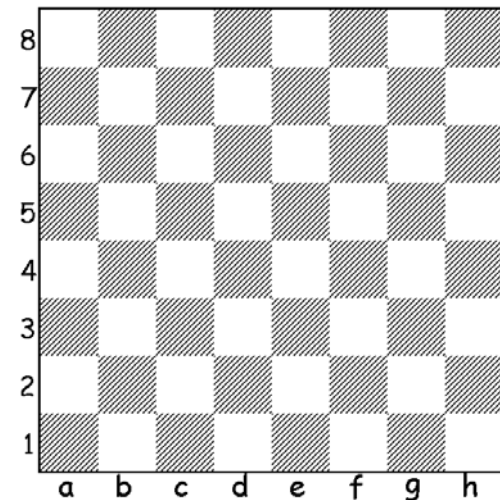


The diagram above shows an x on a1.

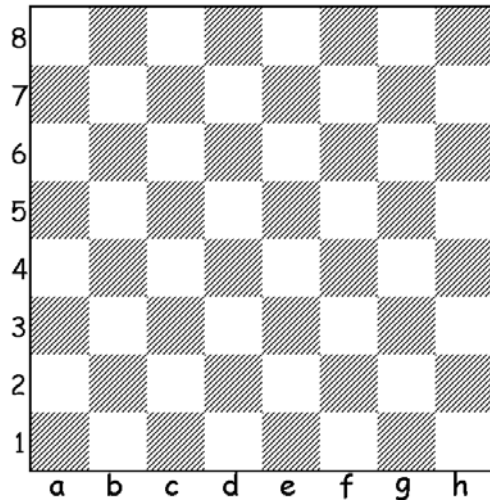


The diagram above shows an x on d4.

Algebraic Notation Activity

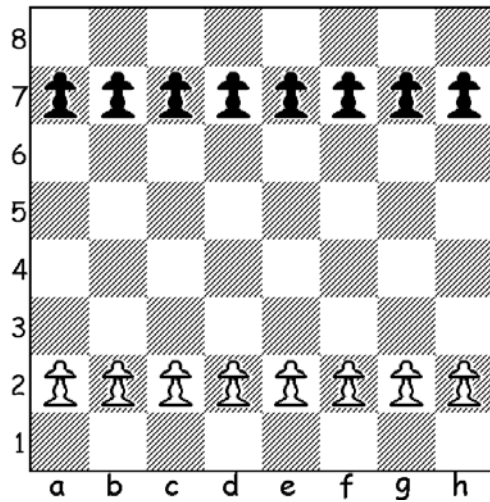


Mark an x on c7 in the diagram above.



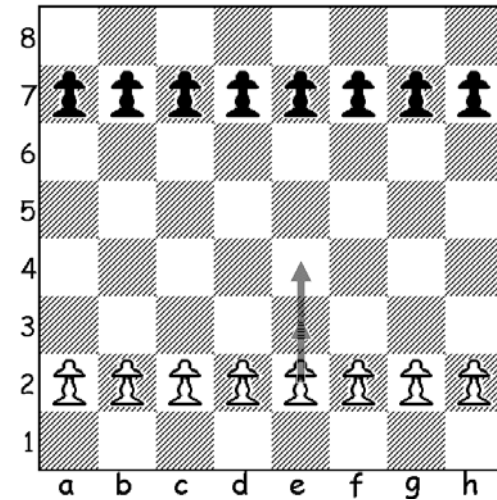
Mark an x on f2 above.

1. The Pawn



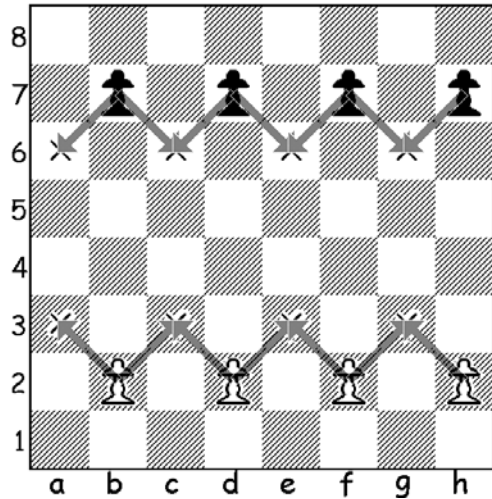
The diagram above shows how the Pawns are set up at the start of the Pawn Game.

The Pawn moves forward one square and never backward. On its first move the Pawn may move forward one or two squares. After that it may only move forward only one square.

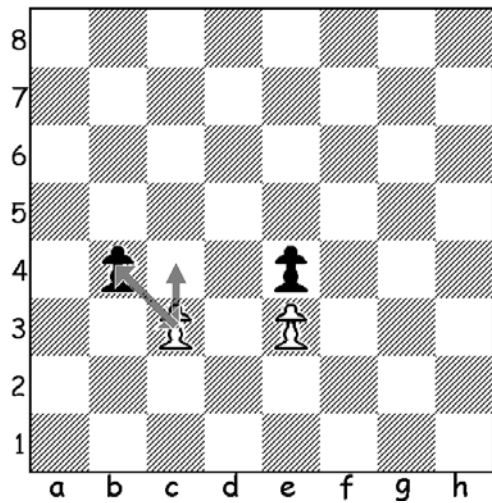


In the diagram below the Pawn at e2 may move to either e3 or e4.

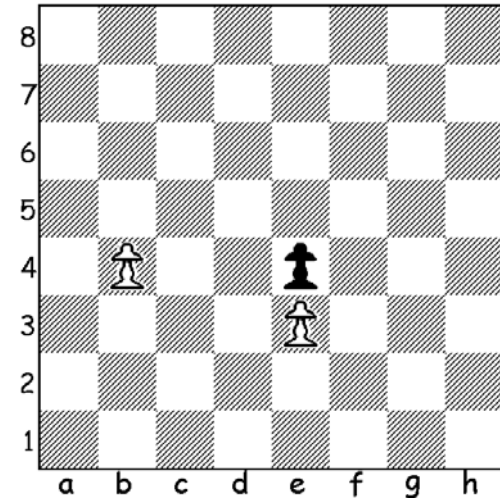
The Pawn captures on the diagonal squares in front of him to the left or to the right.



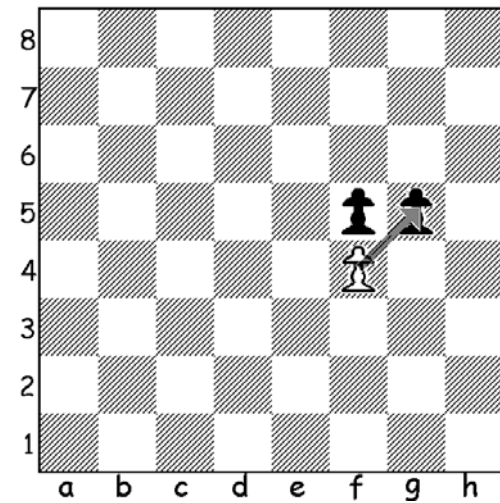
The Pawns in the diagram above capture as shown by the arrows.



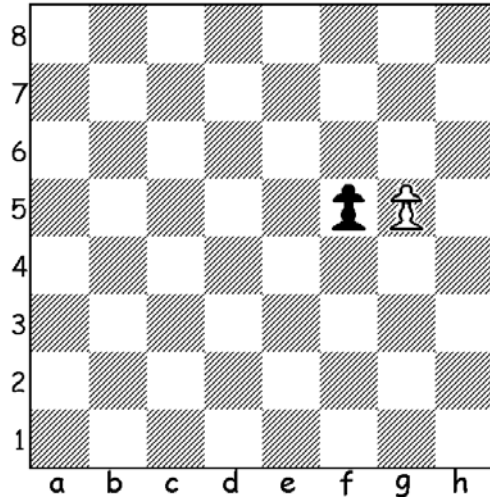
In the diagram above, the White "c" Pawn may either capture the Black Pawn at b4 or move forward to c4.



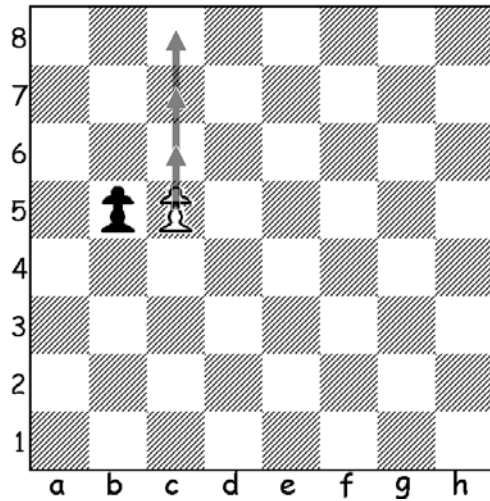
The diagram above shows the position after the White "c" Pawn has captured the Black Pawn at b4. White takes the Black Pawn off the board and puts his Pawn on the square.



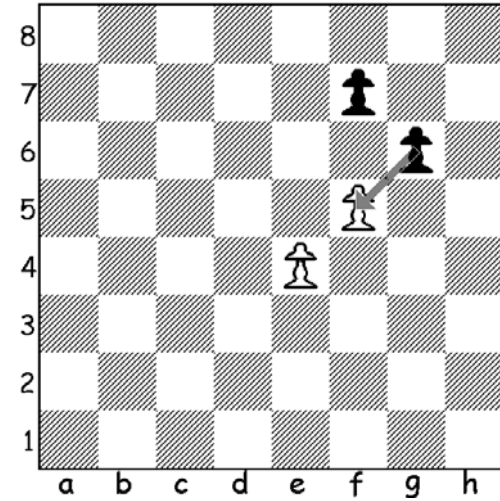
The White Pawn at f4 is about to capture the Black Pawn at g5. Once the capture takes place the White Pawn will move to the "g" file.



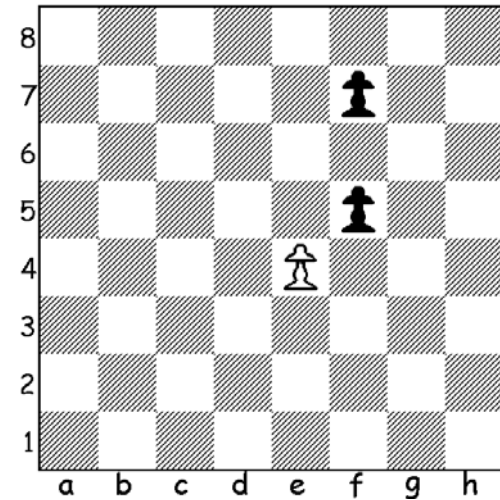
Here is the position after the White Pawn has captured on g5.



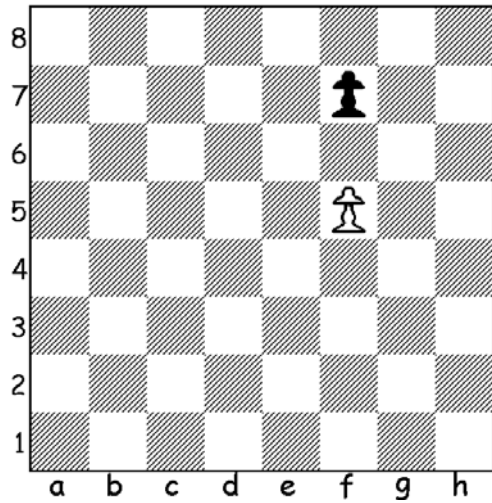
Remember that the Pawn moves straight up but captures on a slant.



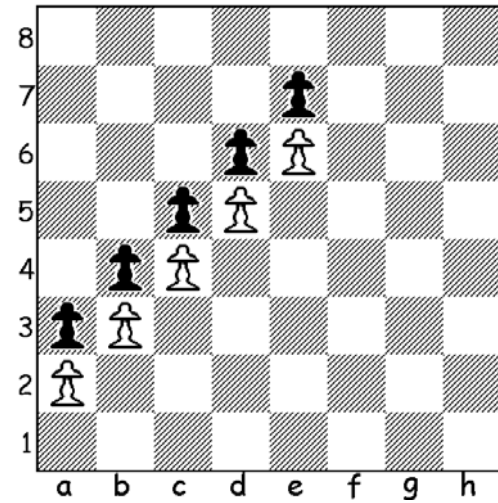
In the diagram above the Black Pawn at g6 can capture the White Pawn at f5. However the White Pawn at e4 defends the Pawn at f5 and can recapture. This is called an equal trade (1 point for 1 point).



The diagram above shows the position after the Black Pawn on g6 has captured the White Pawn at f5.

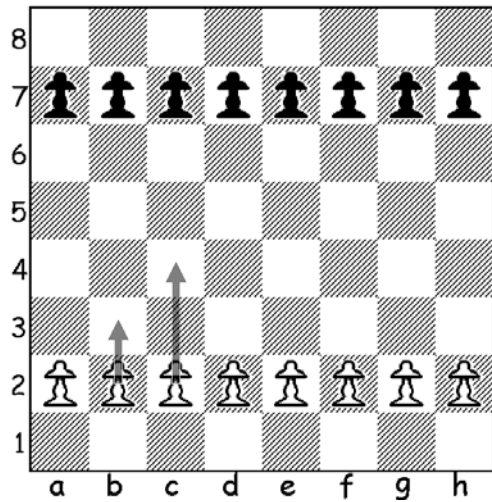


The White defender at e4 recaptured the Black Pawn at f5. This is called an equal or even trade (1 point for 1 point) as a Pawn is worth 1 point.



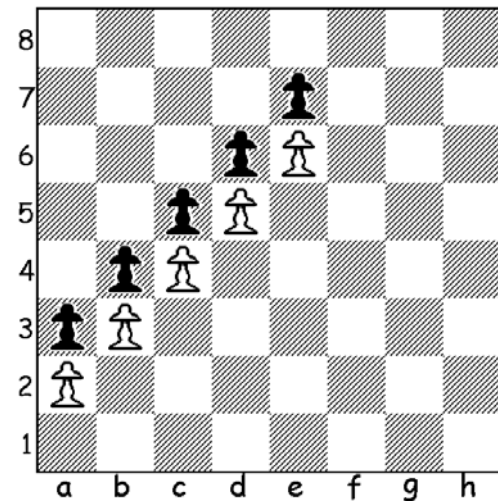
Pawn Option Two

When a Pawn blocks another Pawn, neither Pawn can move. In the position above none of the Pawns may move. This position is called a "Stalemate" or "Draw" (tie game).



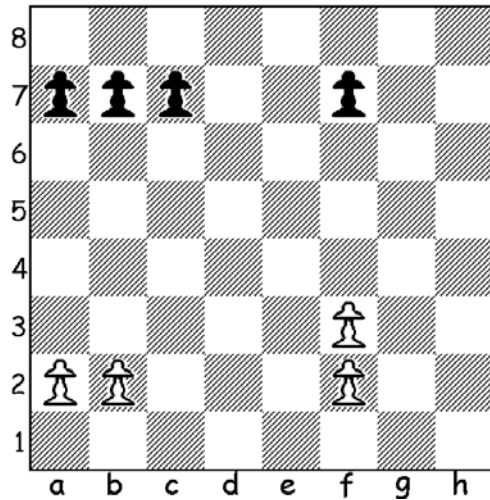
Pawn Option One

On its first move a Pawn may move forward one or two squares forward. This choice only exists on its first move.



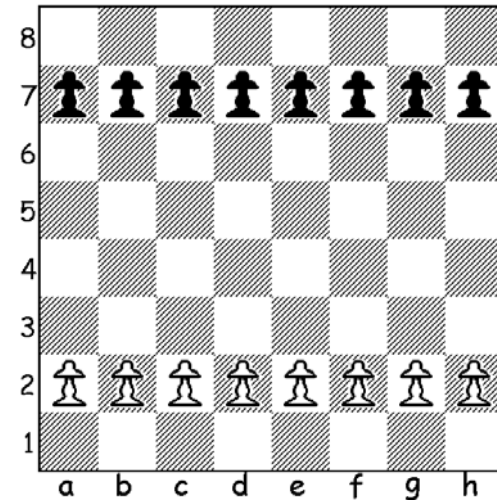
The position above is also called a "Pawn Chain". All of the White and Black Pawns defend each other except the White

Pawn at a2 and the Black Pawn at e7. In a Pawn Chain these are called the Base Pawns.



In the diagram above White's two Pawns at f3 and f4 are called Doubled Pawns. Doubled Pawns are weak as they can be easily attacked. Even though both sides above have 4 points, Black is winning and can convert his extra Queenside Pawn to his advantage.

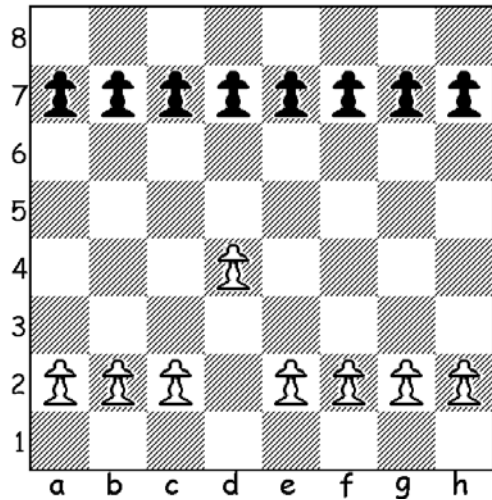
Activity 1: The Pawn Game



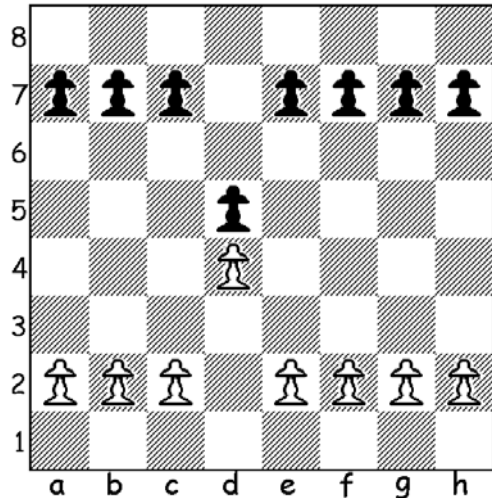
You are now ready to play the Pawns Game!

1. Choose for colors by holding a Black and White Pawn in each hand and having your opponent guess the color in one hand.
2. White always has the first move. This comes from the Middle Ages when Black was the preferred color. Since everyone wanted the Black pieces White got to move first.
3. You may only make one move at a time (never two moves in a row).
4. A player may not pass a move. When it's your turn you must move.
5. The starting position is shown above.
6. Once you have touched a Pawn you must move it. And once you have moved a Pawn and released your hand you may not take the move back (think before you move).
7. A player wins the Pawn game by being the first player to get a Pawn to the other side first or by capturing all of his or her opponent's Pawns.
8. A game is a draw if one side cannot move (Stalemate).

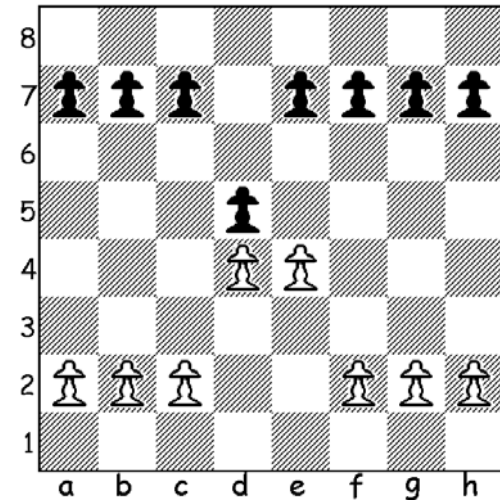
Chess Algebraic Notation



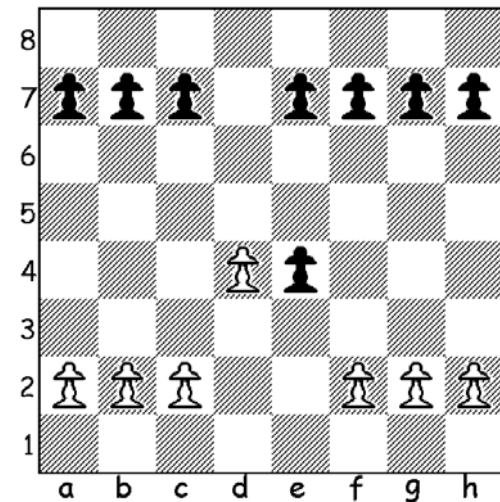
White's first move here is written down as d2-d4, which means the Pawn at d2 moved to d4.



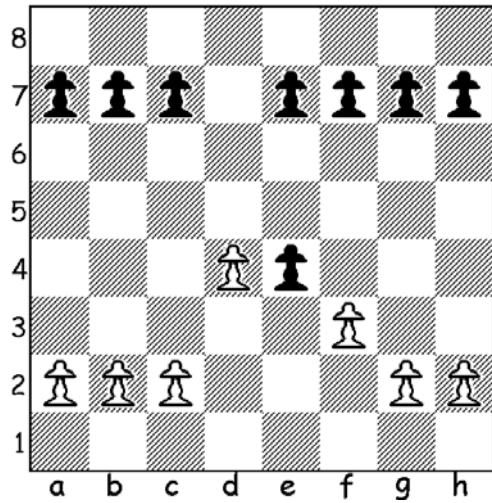
Black's move is written down as d7-d5, meaning that the Black Pawn at d7 moved to d5.



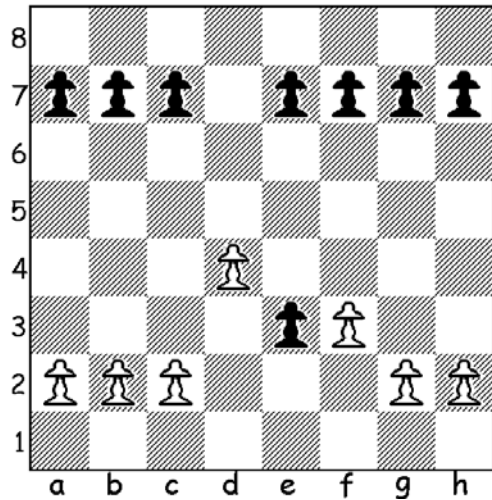
White has just played 2. e2 - e4. This was a bad move as it can now be captured by Black.



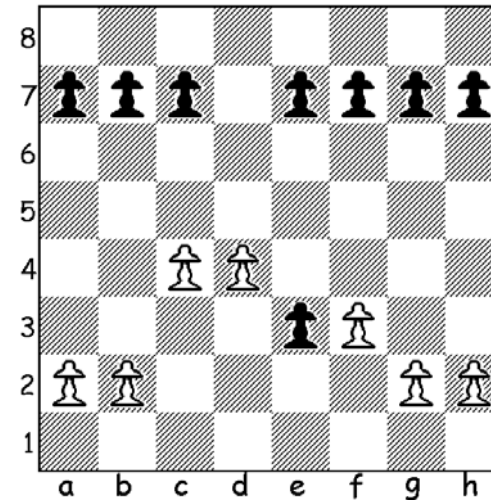
Black plays 2...d5 x e4. In Algebraic Chess Notation an "x" means a capture. Black has just scored one point!



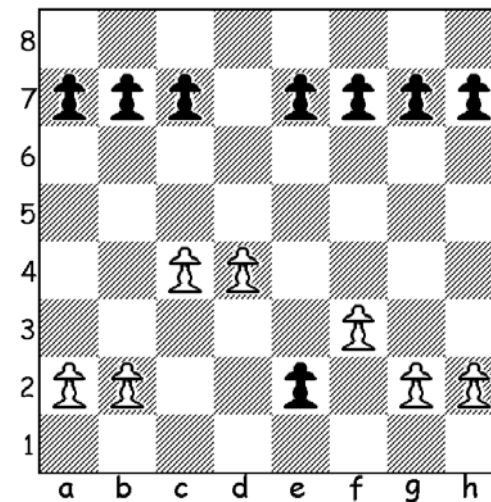
White plays 3. f2 – f3? This is another bad move (question mark) for White. White thinks that Black will capture his Pawn at f3 and that he can recapture with his Pawn at g2. However White is mistaken!



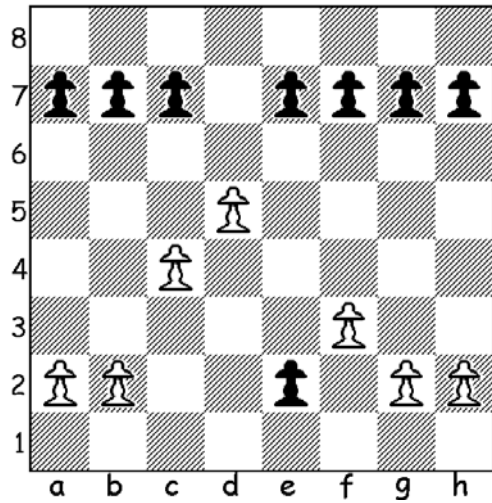
Black plays 3...e4 – e3! An exclamation mark here means a good move! Black is now close to winning.



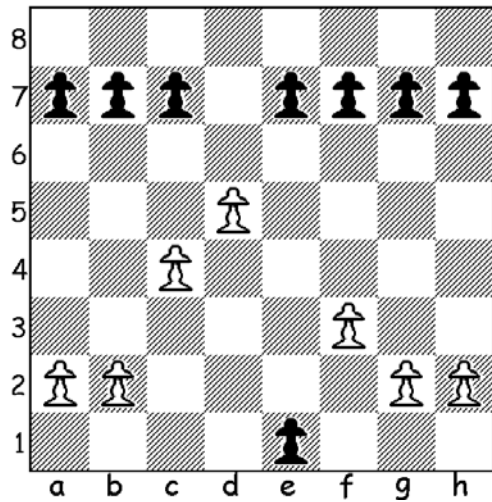
White plays 4. c2 – c4. White thinks he still has a chance.



Black plays 4...e3 – e2. There is no stopping Black's Pawn from getting home and winning!



White plays 5. d4 – d5.



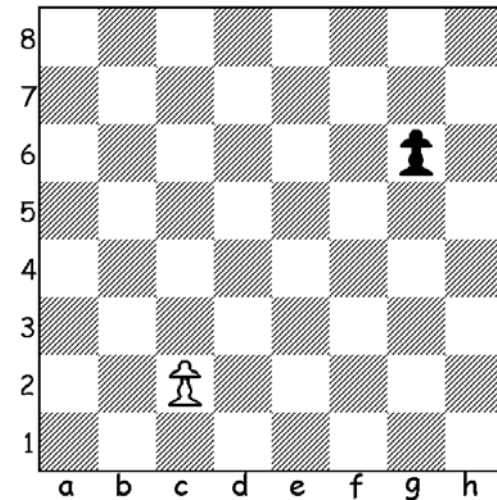
Black plays 5...e2 – e1. Black has won the game!

Pawn Game and Chess Algebraic Notation Review.

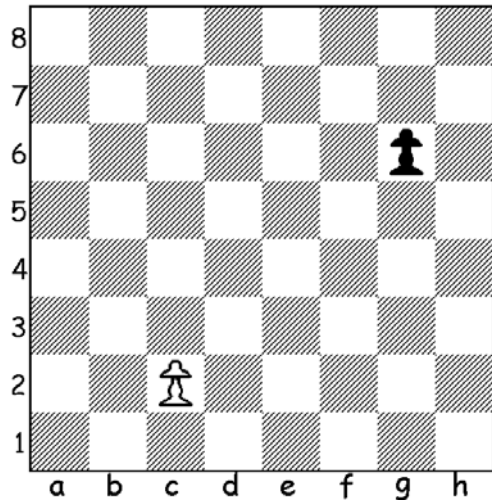
Let's review the moves in the game we just looked at:

White	Black
1. d2 – d4	d7 – d5
2. e2 – e4	d5 x e4
3. f2 – f3?	e4 – e3!
4. c2 – c4	e3 – e2
5. d4 – d5	e2 – e1 (Black Wins!)

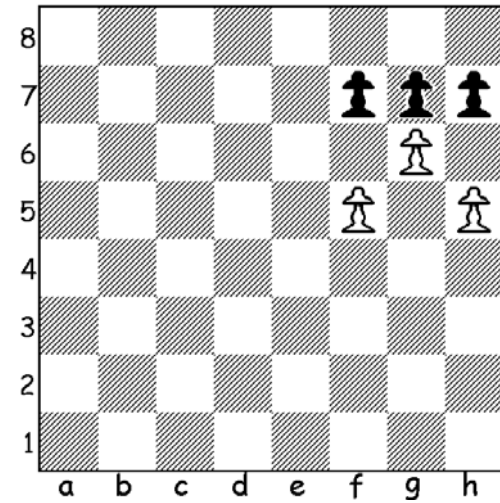
In Chess just because White has the first move that does not mean that White wins. In fact, if both sides play perfectly the game should end in a draw or tie game! However, one side usually makes a mistake in the game and the other side takes advantage of that.



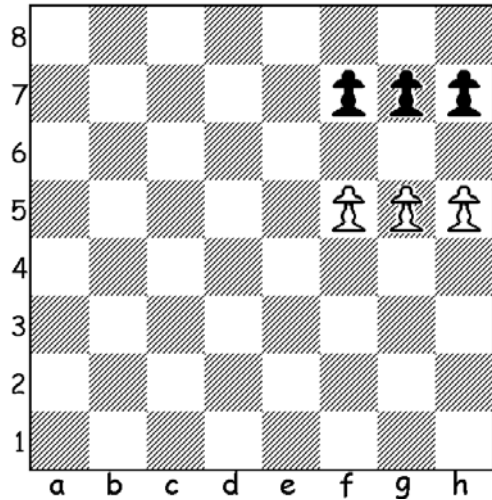
Question: Which side wins the game here?



Answer: It depends on whose move it is! Whoever moves first here wins the game.

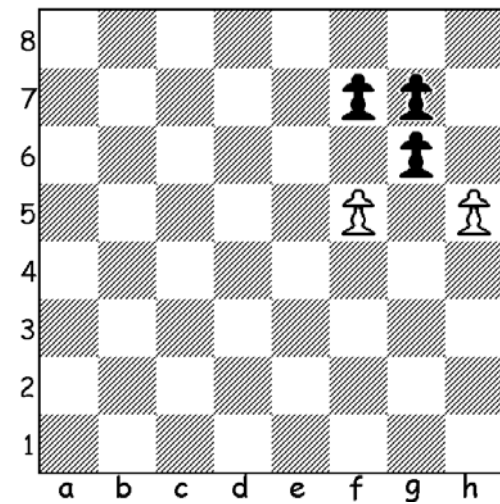


Position after White's move.

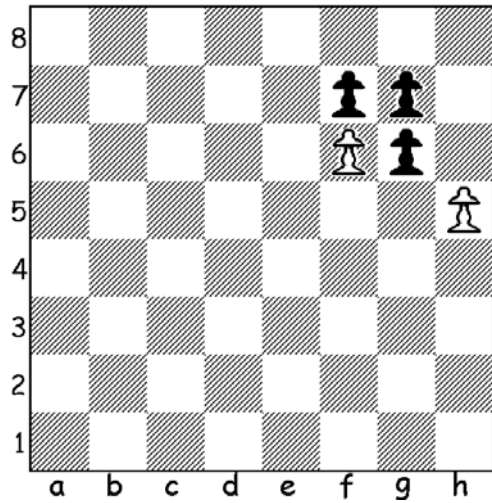


In the position above White can move if it's his turn!

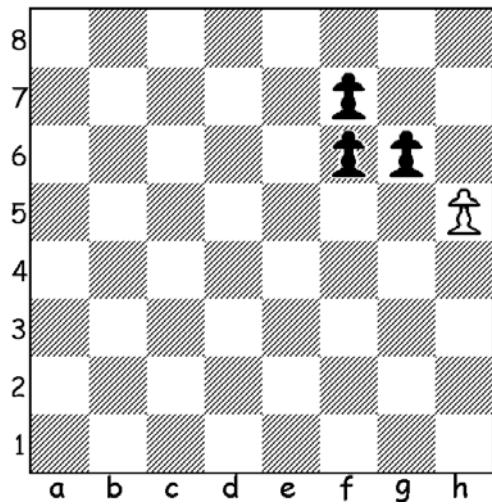
1. g5 – g6



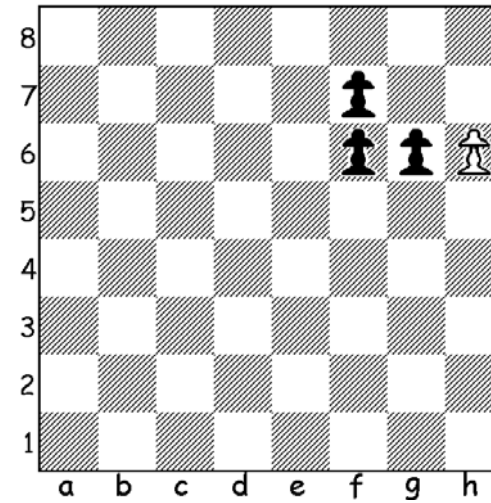
Black plays 1...h7 x g6 and thinks he is all right. White has a surprise in store for Black!



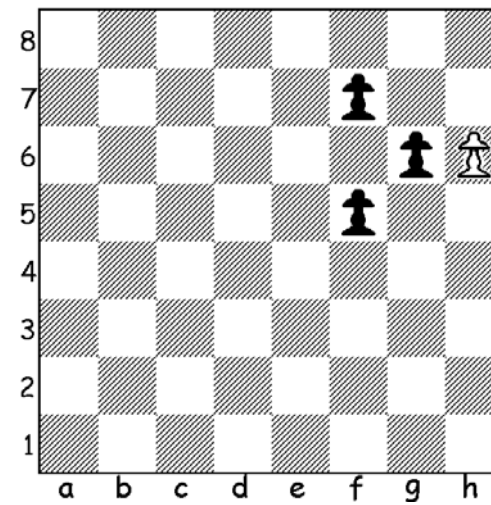
White plays 2. f5 – f6! This appears to be a mistake as both of White's Pawns are under attack (enprise in French!)



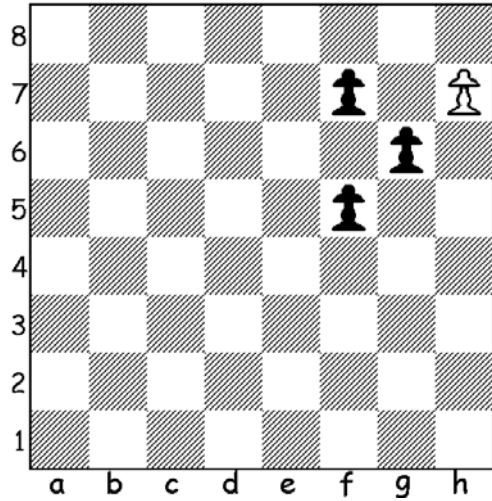
Black plays 2...g7 x f6 and still thinks he can defend the position.



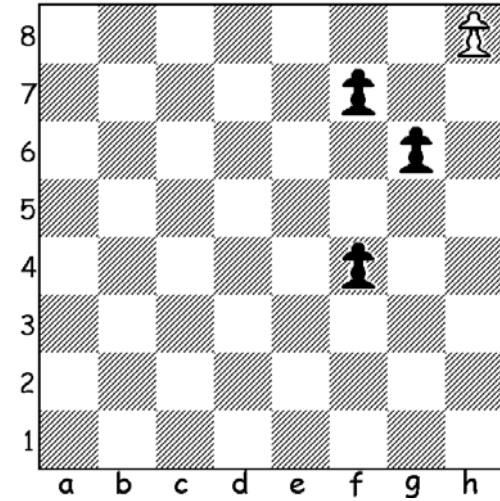
White plays 3. h5 – h6! That White Pawn is going home!



Black plays 3...f6 – f5

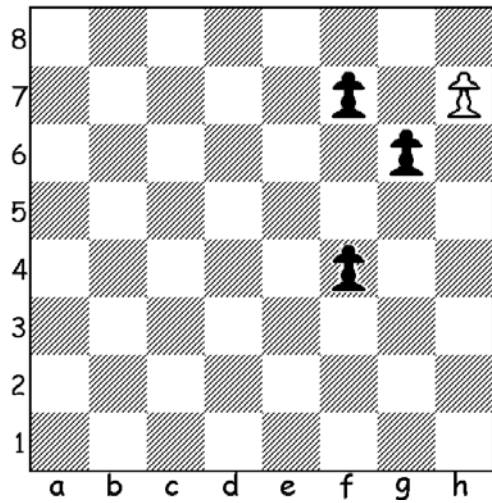


White plays 4. h6 – h5



White plays 5. h7 – h8 and wins the game!

The game above illustrates how a simple position can be more complicated or complex than it appears!



Black plays 4...f5 – f4