



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

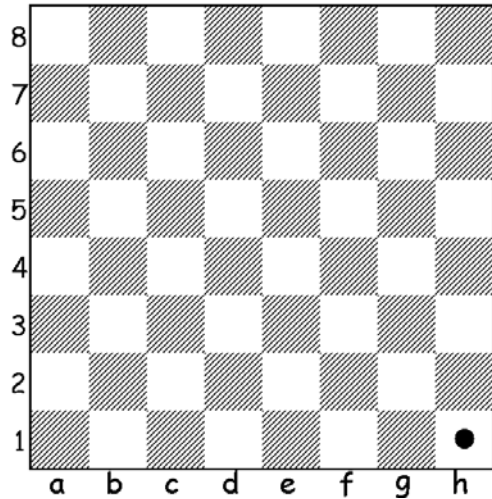
CHESS IN THE CLASSROOM

ALL RIGHTS RESERVED BY CHESS ACADEMY LLC 2014-2020

By John P. Buky

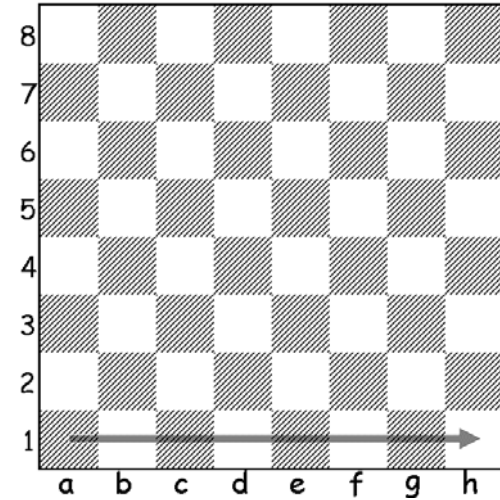
The Chess Academy Method for Teaching and Learning the Game of Chess!

The Chessboard



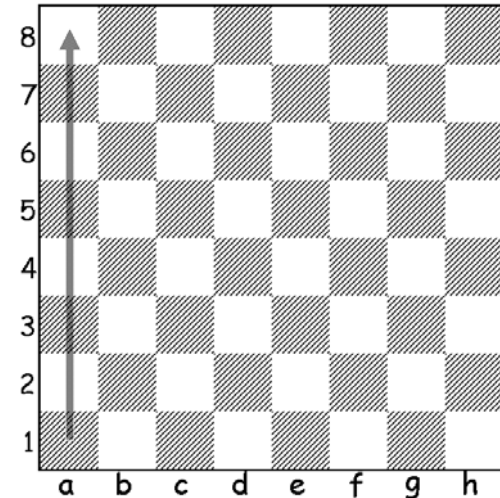
There are 64 squares on the chessboard. There should always be a white square on the bottom right.

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



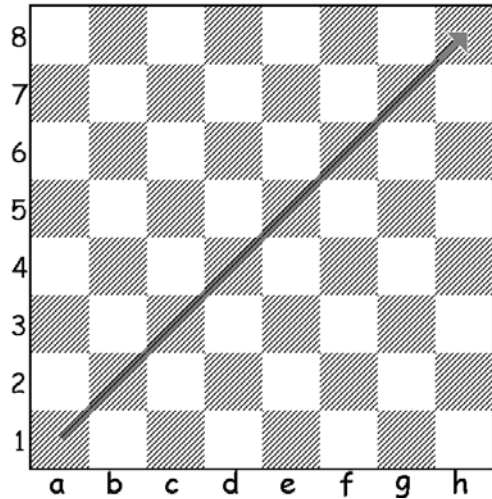
The diagram above shows an arrow going across the first rank. There are 8 ranks on the chessboard starting from White's side.

A line going up and down is called a file.



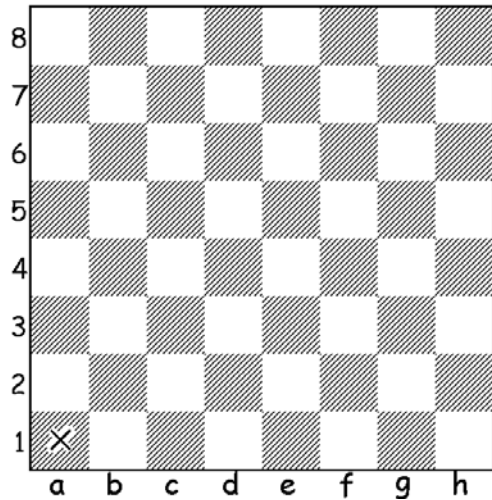
The diagram above shows an arrow going up the "a" file.

A line going on an angle is called a diagonal.

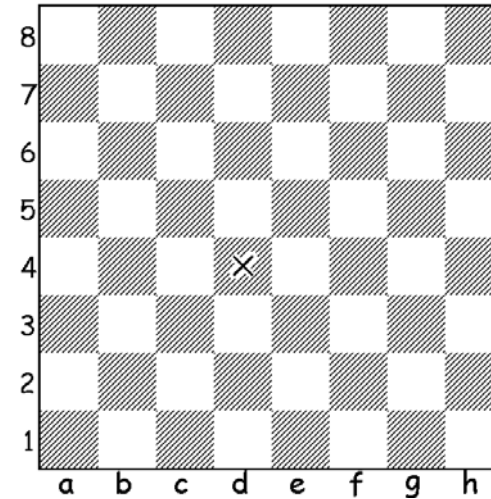


The diagram above show a diagonal line.

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

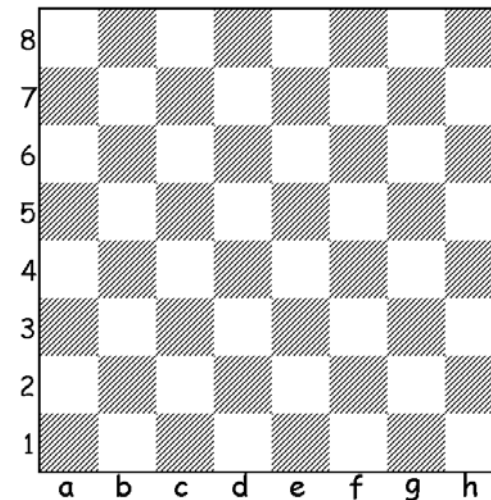


The diagram above shows an x on a1.

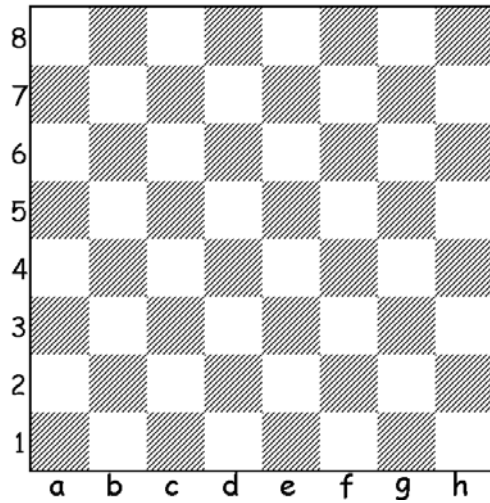


The diagram above shows an x on d4.

Algebraic Notation Activity

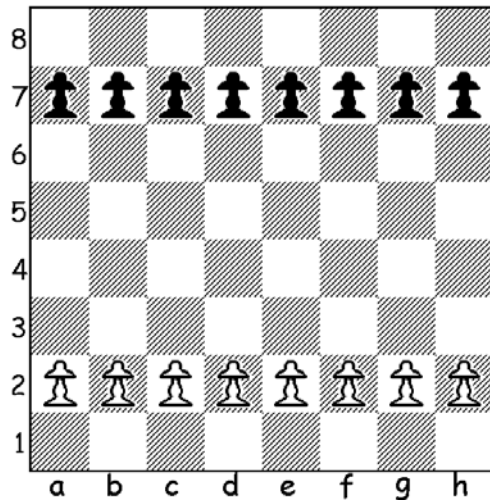


Mark an x on c7 in the diagram above.



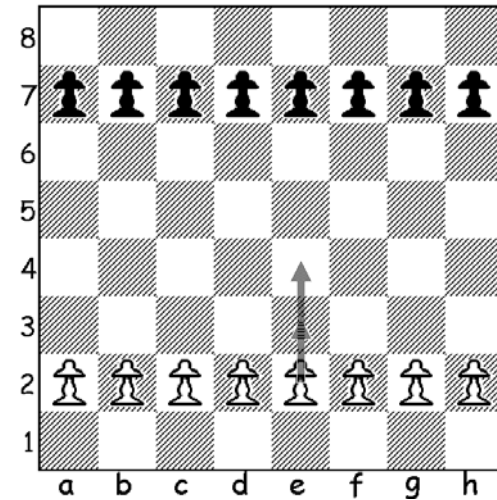
Mark an x on f2 above.

1. The Pawn



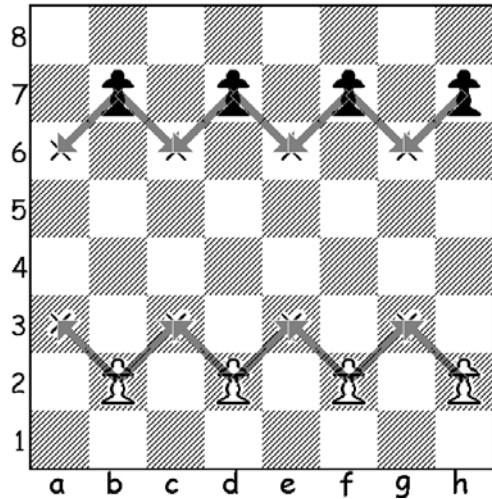
The diagram above shows how the Pawns are set up at the start of the Pawn Game.

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.

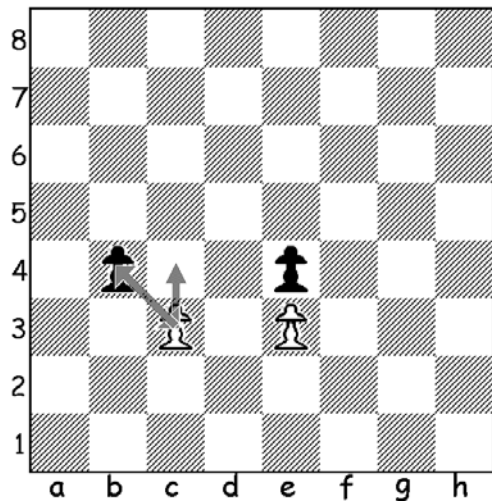


In the diagram below the Pawn at e2 may move to either e3 or e4.

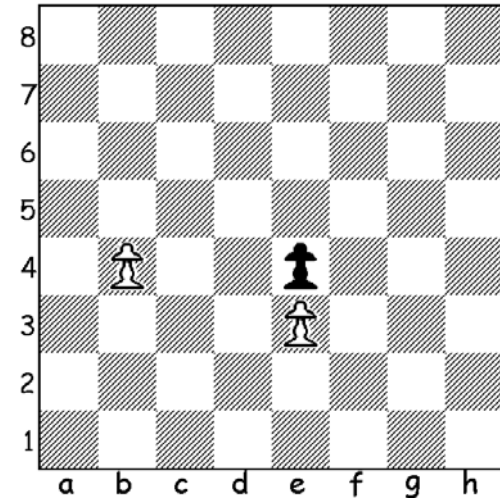
The Pawn captures on the diagonal squares in front of him to the left or to the right.



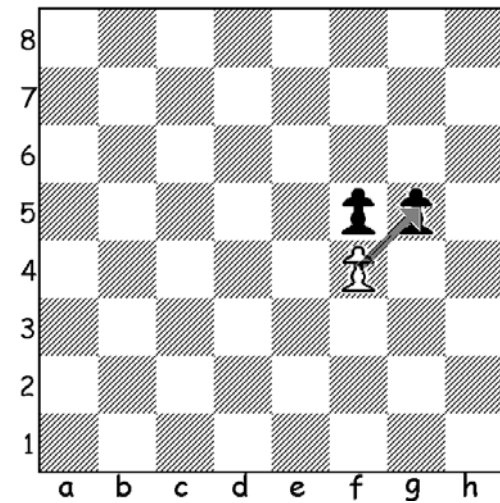
The Pawns in the diagram above capture as shown by the arrows.



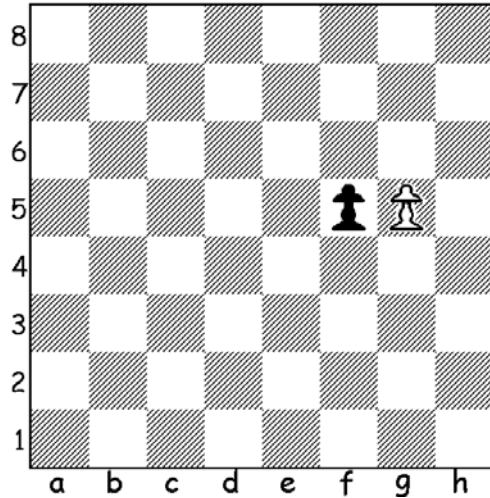
In the diagram above, the White "c" Pawn may either capture the Black Pawn at b4 or move forward to c4.



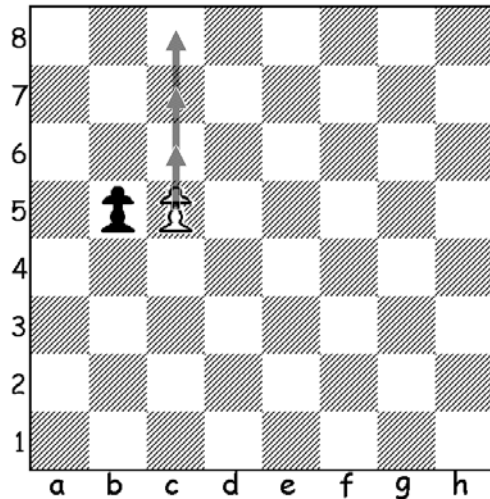
The diagram above shows the position after the White "c" Pawn has captured the Black Pawn at b4. White takes the Black Pawn off the board and puts his Pawn on the square.



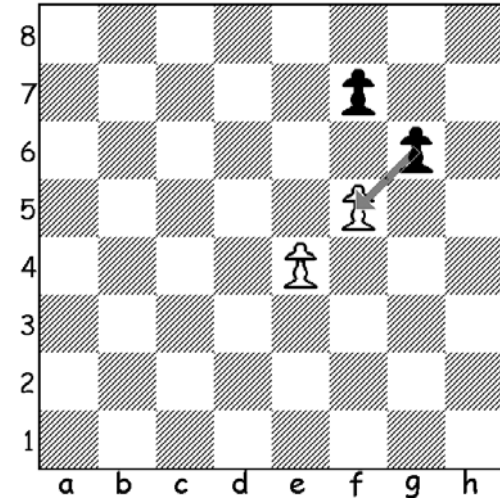
The White Pawn at f4 is about to capture the Black Pawn at g5. Once the capture takes place the White Pawn will move to the "g" file.



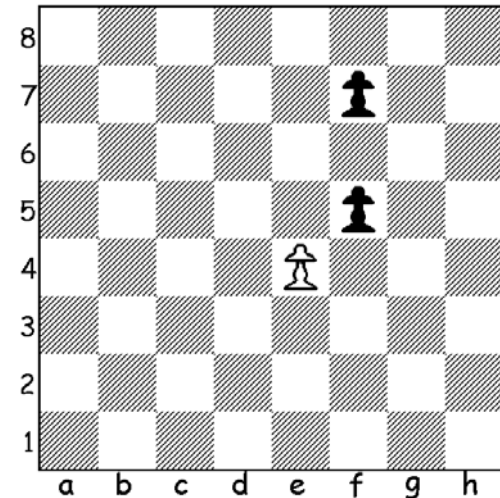
Here is the position after the White Pawn has captured on g5.



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.