



# CheckMATES

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# Social Interaction

Players shake hands before and after games

▪



A little bit of History –  
Swords men always used right hand for  
Shaking hands  
to show you would not draw a weapon .



Well Done , Hard Luck , We're  
Equals

# How to Set Up the Board and Pieces

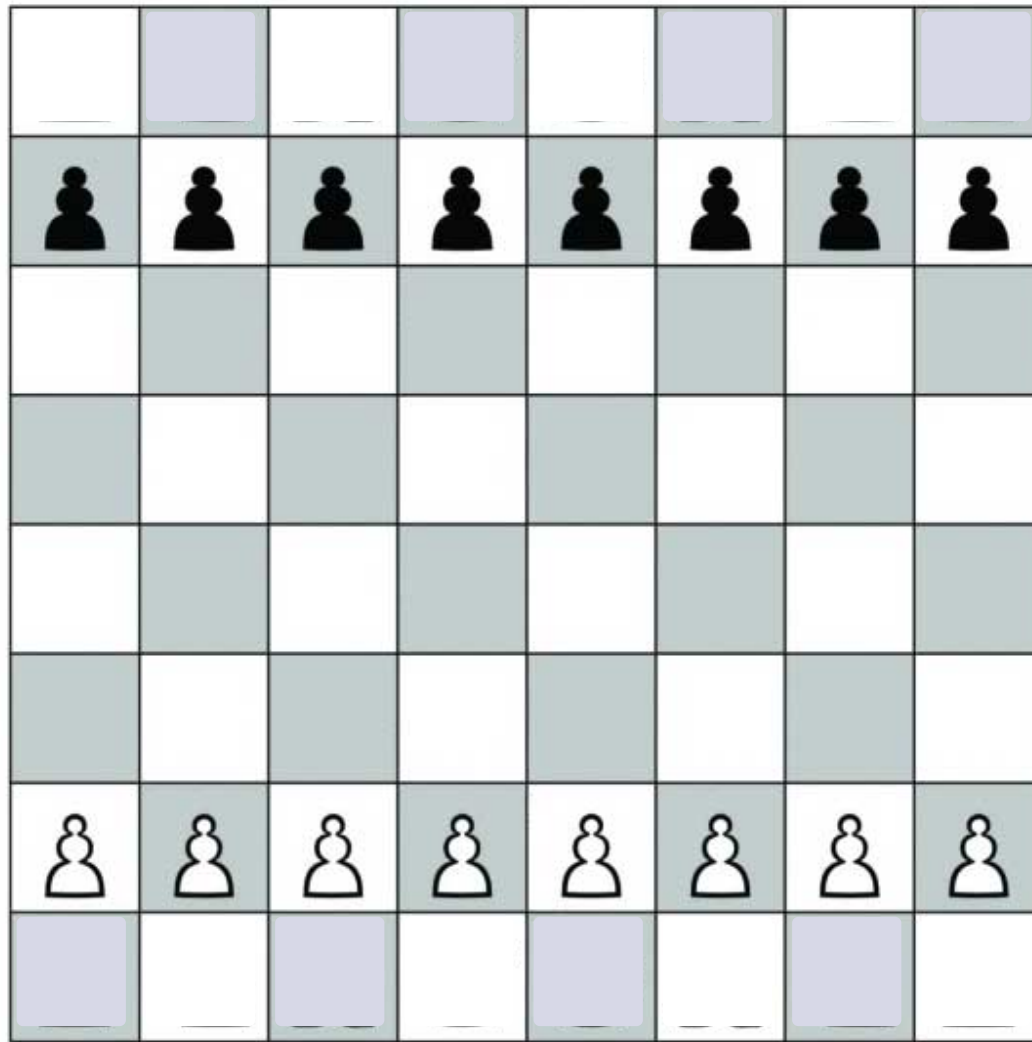
## Basic rules of chess:

- ▶ White always starts
- ▶ One square – one piece
- ▶ Players shake hands before and after games.
- ▶ Touch Move ....if you touch it you **MUST** move it as long as there is a legal move.

# Pawn Wars –The Starter Game

- ▶ A game using Pawns Only
- ▶ 3 possible moves only
- ▶ Win by getting to the other side first.
  
- ▶ And then .....add in the King for Pawn Wars ...the sequel
- ▶ ( Check out mini videos on twitter schoolcheckmates )

# The Pawn Wars



**First player  
to get ONE  
pawn to the  
other side  
wins.**



# The King

- ▶ A superpawn ... but
  - ▶ Can only move one space at a time
  - ▶ Can go in all directions
  - ▶ Cannot be captured or the game is over
  - ▶ YES he can capture a piece alongside .
- 
- ▶ **Now play Pawn Wars –The Sequel** with the King as your Defender ...who can break the line of defence .



# The Queen

The queen starts next on her own colour (white – D1, black – D8)

- ▶ The queen is the most **powerful** piece on the board.
- ▶ She can move straight or diagonally any number of squares.
- ▶ The queen can be blocked –she cannot jump

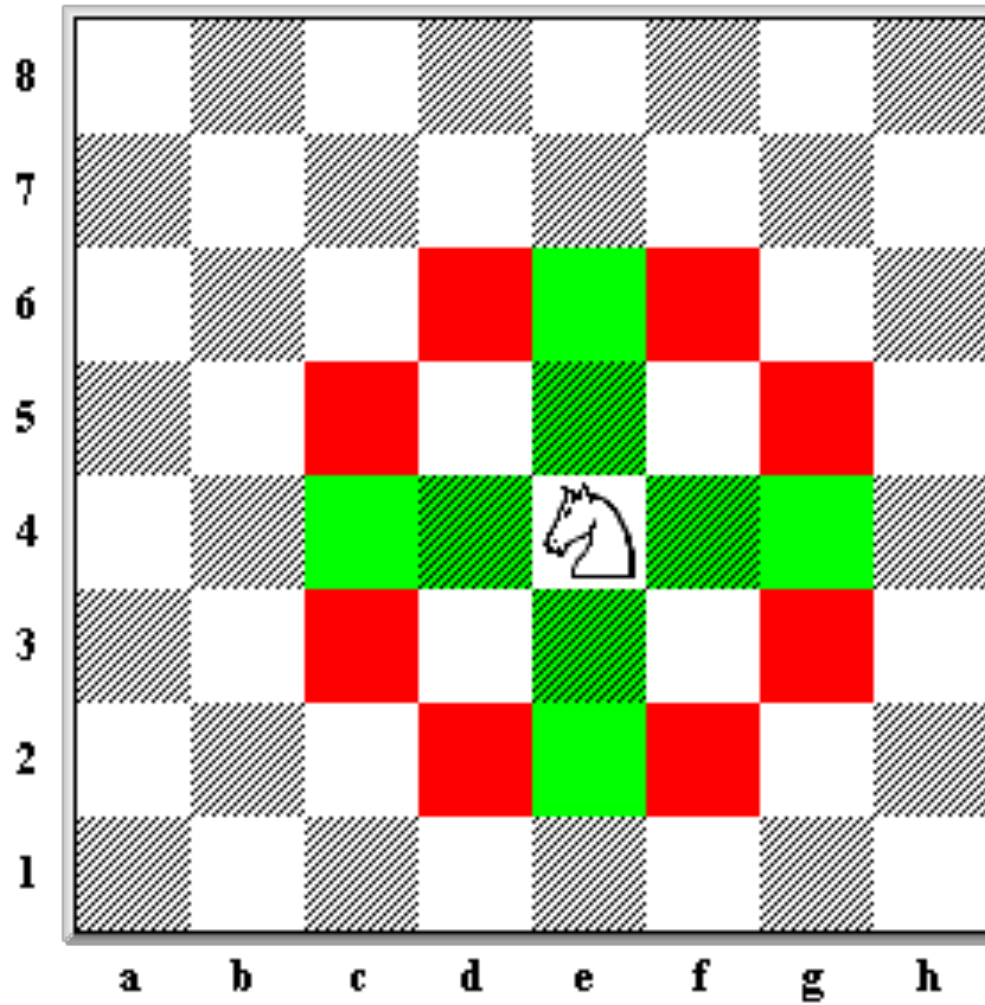
**NOW PLAY WIPEOUT –**

**FIRST QUEEN TO CAPTURE ALL PAWNS WINS**



Killer Queen

# The Knight

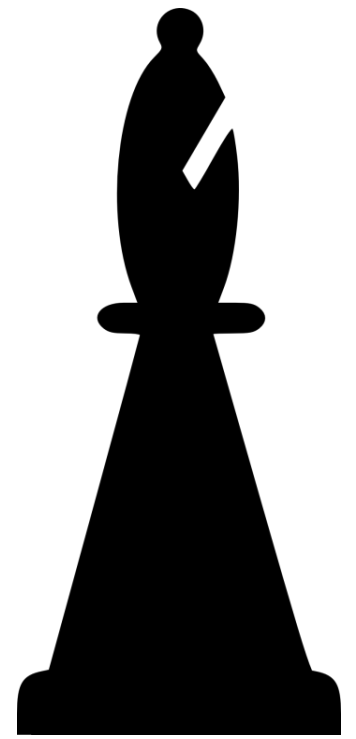




# KNIGHT ATTACK

- ▶ The knight moves in an L shape in any direction. It can move 2 squares sideways and one square up or down or one square sideways and 2 squares up or down.
- ▶ Just like a real horse, the knight can jump other pieces to get where it wants to go.
- ▶ If a knight starts on a light coloured square it will always finish on a dark coloured square (after completing its L shape move).
- ▶ The move simplified is 2-1 or 1 -2

# The Bishop



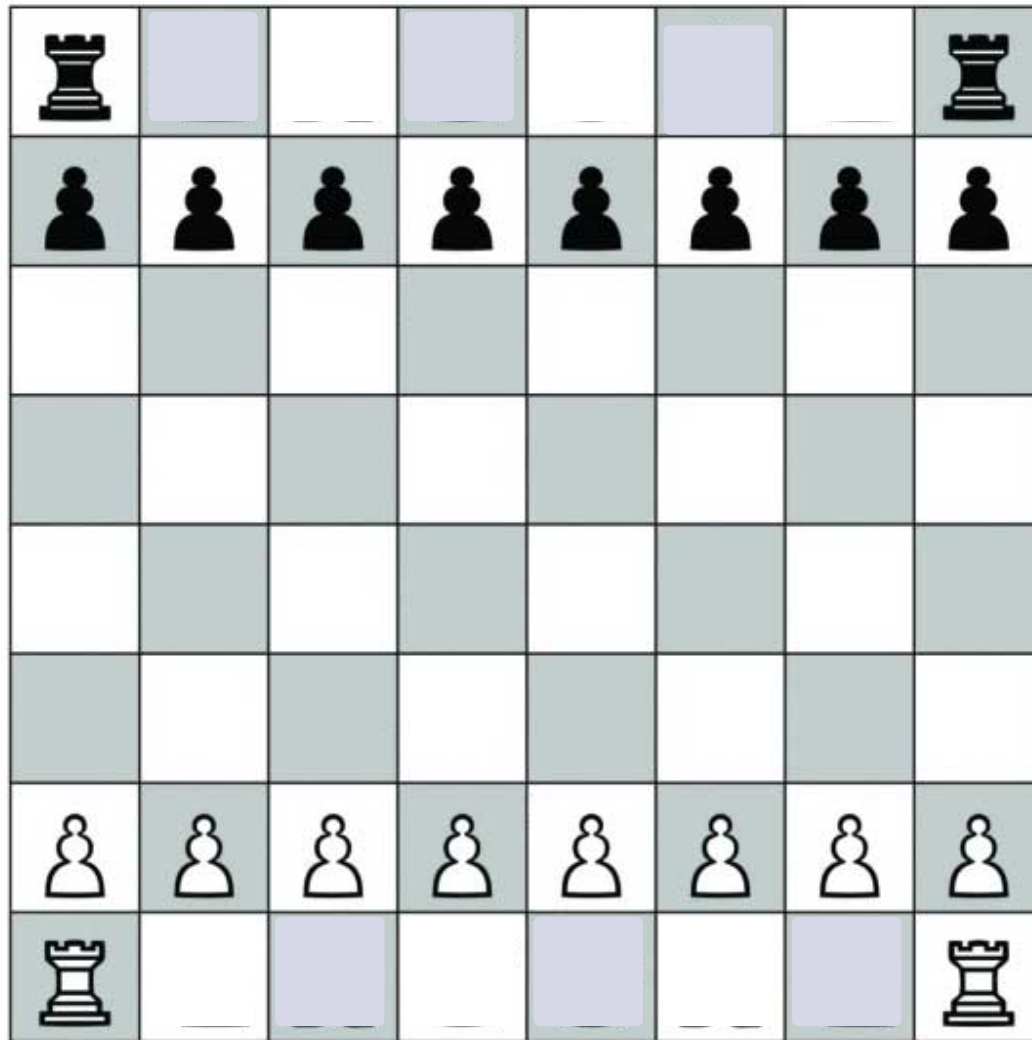
- ▶ The bishop begins next to the knight.
- ▶ The bishop moves diagonally any number of spaces, forwards or backwards.
- ▶ Bishops will only ever move on their starting colour.
- ▶ The bishop can be blocked by other pieces.

# The Rook ( Castle)

- ▶ The Rooks are placed in the corners.
- ▶ The rook moves horizontally and vertically any number of squares, forwards or backwards.
- ▶ A Rook cannot jump pieces.
- ▶ Generally a defensive piece ( Learn the special castling move using [lichess.com](https://lichess.org) or [chesskids.com](https://chesskids.com) )



# Rook Challenge( Pawn Wars 3)




**First player to get ONE pawn to the other side wins.**

# Remember You can find Help Online

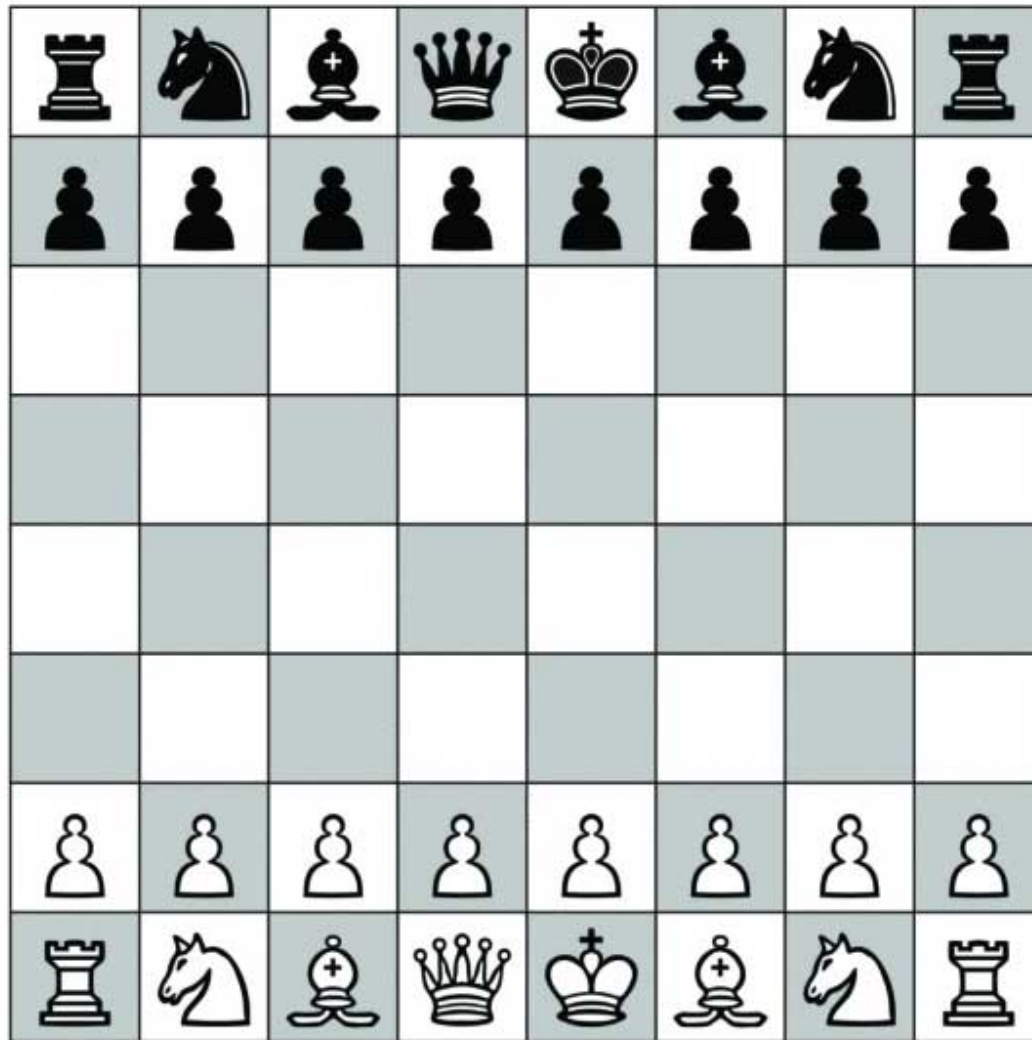
- ▶ Lichess.com
- ▶ ChessforAll
- ▶ Chesskids.com
- ▶ Checkmates on Twitter

There is no right way but I recommend this order Pawn , King , Queen then Knight , Bishops and Rooks , then combinations of 2 pieces , then 3 ....etc...

- ▶ Rule 1 – Keep it Simple
  - ▶ Rules 2 and 3 ...Keep it Simple
- 



# The Plus Minus Game



**A bit of  
tables /  
mental  
maths**

**After 5 minutes  
subtract your  
losses from your  
captures .**