

CHESS

FOR

SABRINA
CHEVANNES



CHILDREN

ACTIVITY

BOOK



Introduction

Jess: Hey, Jamie!

Jamie: Hey, Jess! It's been a while!

Jess: I know! I haven't seen you since we worked on our first book. How have you been?

Jamie: Great, thanks! I have been practising lots of chess and I think that I am even better at it now!

Jess: Yeah, me too. I really think that practice does make perfect.

Jamie: Especially with chess – there is a lot of pattern recognition involved.

Jess: Well, this is why I called you, Jamie. I would like to do some more chess training together in the form of fun puzzles.

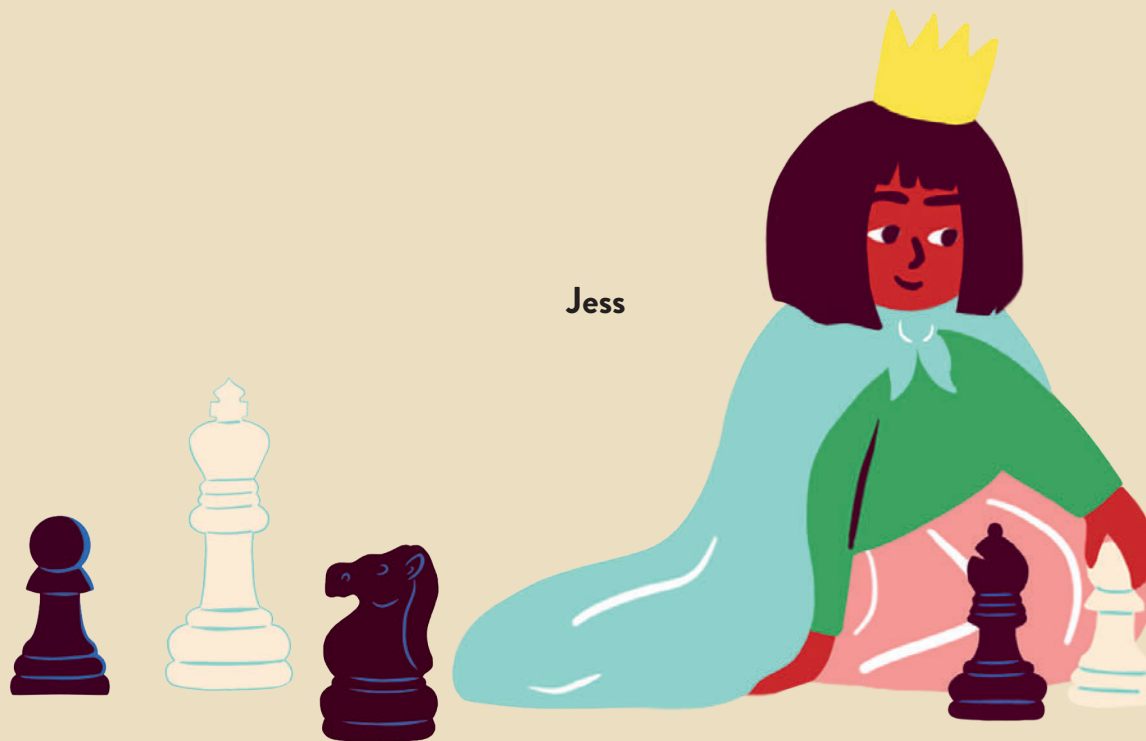
Jamie: Oooh, that sounds like a great idea! I know so many fun games to help us get better at chess.

Jess: I know quite a few too, and I thought I'd invite our friends Marnie and Harry along too so we could all have fun playing together.

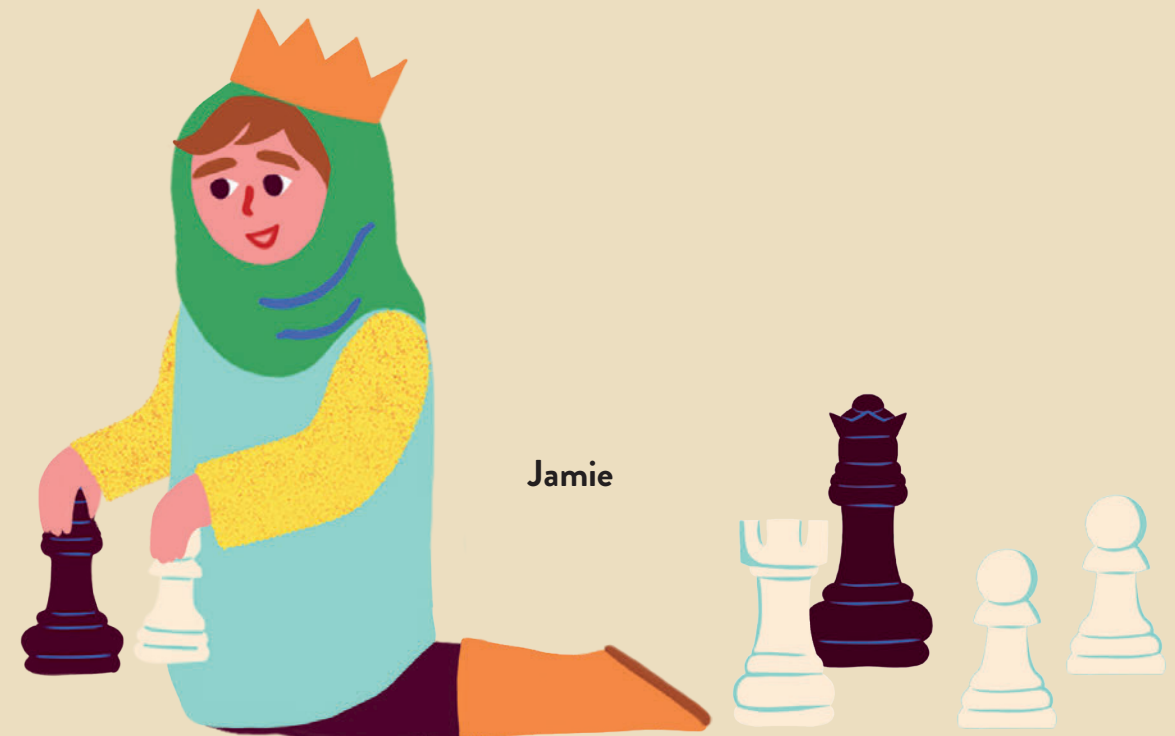
Let's put our ideas together and make a Chess Activity Book for everyone to join in and have fun with us!

Jamie: Great idea... let's get to work!

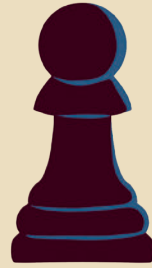
Jess



Jamie



REVISION TIME: The Pawn



Jamie: Since it has been a long time, I think we need to do a little bit of revision on everything we learned in our first book.

Jess: Well, I have been practicing a lot, so I think I remember everything, but it can't hurt to look over things again.

Jamie: Let's start with the pawn!

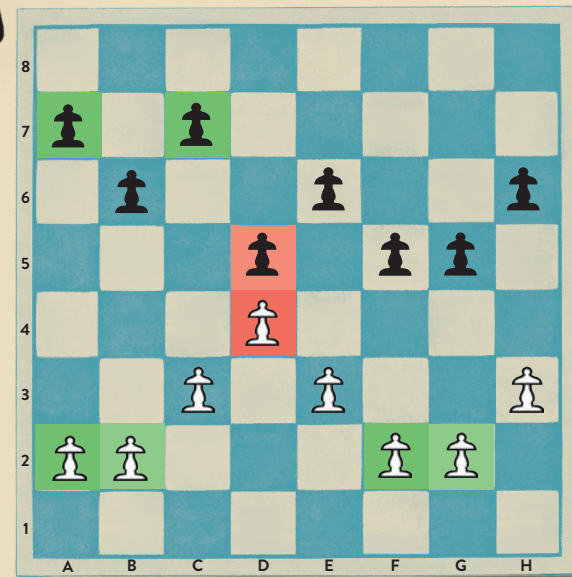
Jess: Ah yes, these little guys are deceptively complicated. Even though they are small, they do so many confusing things!

Jamie: Yes, they are the only pieces that move differently from the way they capture.

Jess: They move forwards, but capture diagonally, right?

Jamie: Yes, they only ever move one square forwards unless they are on their starting square, when they have the option of moving two squares forwards if they want to.

You see, the pawns highlighted in green can still move two squares as they have not yet been moved. The ones in red cannot move at all as they are blocked. The others can all move, but they can only move one square as they have already been moved.



Jess: I always move mine two squares if I am allowed to. Why would you only move one square?! Surely you want to advance as much as possible?

Jamie: Not necessarily... what if someone can capture you if you move two squares?

Jess: Oh yeah, that's true. So that is why we get the option of moving one or two – it depends which is safer!

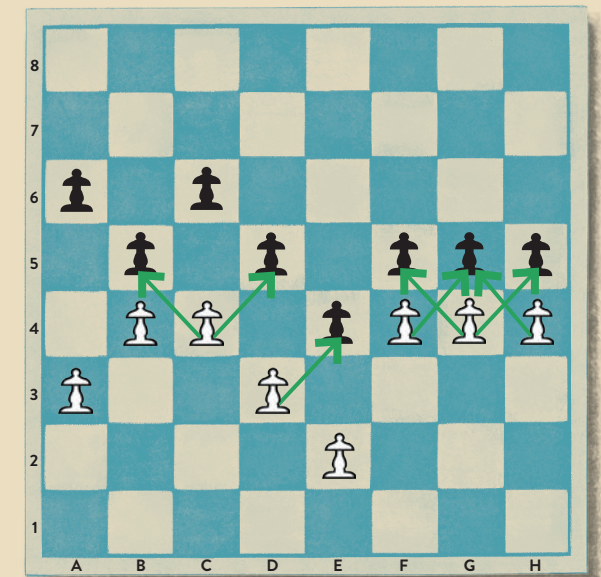
Jamie: Well, they may both be safe, but it means we have extra choices. I suppose it is to compensate for the fact that the pawn cannot move backwards.

Jess: Oh yeah, that is really annoying. I always have to think very carefully before I move a pawn, because I can't move it back if it is a mistake.

Jamie: Exactly!

Jess: Then I have to take care when the pawns are diagonally next to each other, because they can take each other. It's confusing as I just got used to them moving forwards.

Jamie: And with so many of them on the board, there are probably captures everywhere! Look at all the captures that White can make in this position! There are seven different captures to choose from!



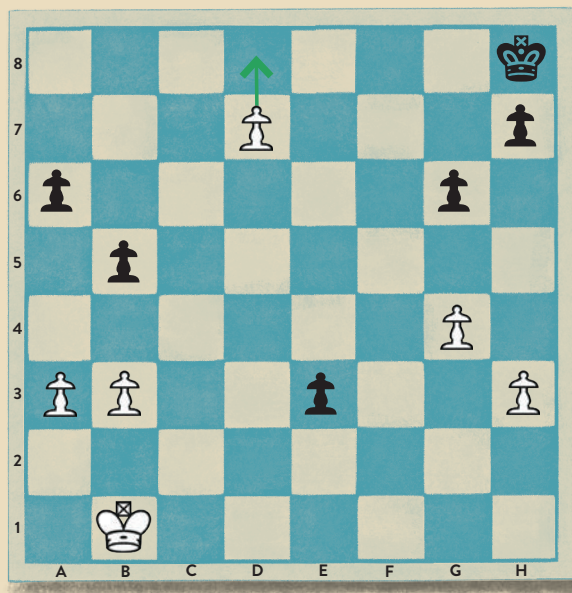
Jess: Yes, but if White can capture Black, then Black can capture White too! This position is crazy!



Jamie: Good point!

Jess: Don't you remember we talked about Pawn Magic in our first book too? The pawn did some really cool extra stuff.

Jamie: Yeah, there were two extra special moves that the pawn made – **promotion** and **en passant**.



Jess: The promotion one was easy: if a pawn got to the end of the board, it could turn into a piece of its choice.

Jamie: That's right. Well, anything except a king!

Jess: Or another pawn!

Jamie: Yeah, that would be silly if it just stayed as itself and couldn't move anywhere considering it can't move backwards!

Jess: What a waste of a promotion that would be!

Jamie: I would always choose a queen because it is the most valuable.

Jess: Me too... I love the queen!

Jamie: What about en passant though, Jess? Do you not remember that one?

Jess: I do, but sometimes I get confused. I swear I have played people and they have just cheated and said it's en passant! So I am not sure what is right anymore!

Jamie: Oh, Jess! You can't let people do that to you! You were the one who taught me last time and now you have gotten all confused yourself.

Jess: I know.

Jamie: It's OK – I will explain it again. There are three main rules you need to remember about en passant:

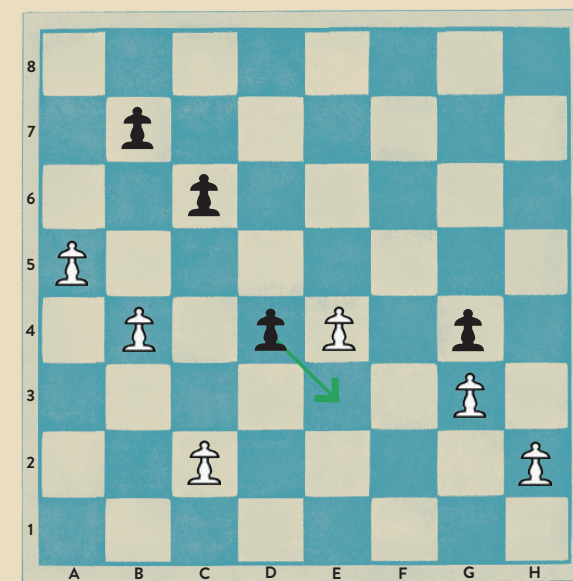
1. Your pawn must be on its 5th **rank**, which is just past the halfway mark.

2. The pawn that you are to capture must be on the **file** next to that of your pawn and move from its starting square two squares, so that it sits next to your pawn.

3. You could then capture the pawn as if it only moved one square.

Jess: I thought that is what you do, but it is still confusing!

Jamie: Look!



If it is Black's move in this position and White has just pushed their pawn to e4, then Black can actually capture it!

Jess: Oh yes, because the black pawn on d4 is on its 5th rank and the white pawn is on the adjacent file having just moved two squares next to it.

Jamie: What if it only moved one square?

Jess: Then it wouldn't be allowed to take it en passant, it would just capture it normally.

Jamie: Very good. The black pawn would end up on e3 and the white pawn would disappear from the board.

Jess: Here's a question for you, Jamie – if Black decided not to do that and instead decided to push their pawn to b5, what do you think White would do?

Jamie: I know what you want me to say! White can take the black pawn by en passant if that happens! However, White doesn't actually need to do that because they can just push the pawn to a6 and still win!

Jess: OK, smarty pants, but en passant is still possible there.

Jamie: Indeed it is. En passant is not compulsory, but in this case, it is definitely worth Black taking the e4 pawn!

Jess: I think I need to put these things into practice!

Jamie: Game of Pawn Wars?

Jess: Bring it on!

Pawn Wars Strategy

Jamie: We have played so many games of Pawn Wars and we beat each other all the time, but do you really know what you are doing?

Jess: Well, I do have a plan most of the time and I've developed a few cool ideas.

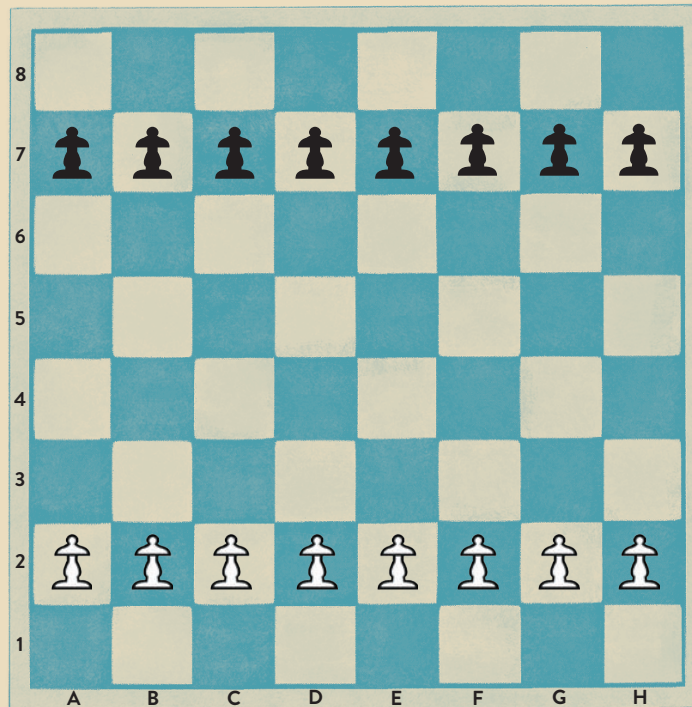
Jamie: Me too! Want to share?

Jess: Hmmm, I'm not sure, because then you may beat me!

Jamie: Just because I know some of your plans, doesn't mean that I can stop them all!

Jess: That's true. Plus, I'm going to keep a few of them a secret anyway.

Jamie: Fair enough. So what tricks have you got?



Jess: OK, so we only have pawns, right? Since they don't move backwards, I want to gain as much space as I can with them so generally I move them two squares forwards at a time whenever I can.

Jamie: But which pawns?

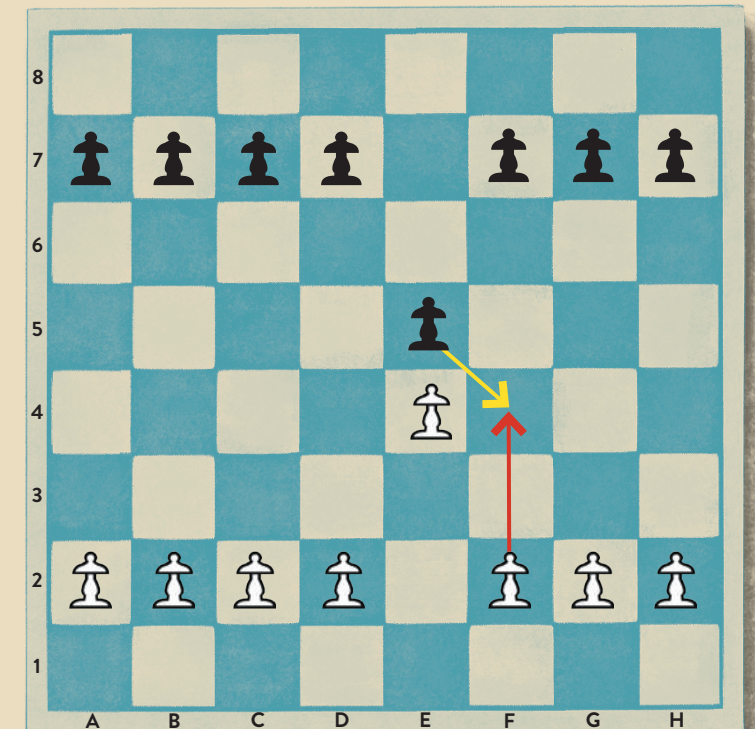
Jess: Well, I start with the centre pawns because controlling the centre of the board is a good idea.

Jamie: I do that too, but I don't move the pawns two squares all the time. Sometimes it is unsafe, so I prepare a double push by pushing the pawn next to it one square.

Jess: What do you mean?

Jamie: Look: →

I want to push my pawn to f4, but if I do, the black pawn on e5 will just capture it for free, which is not good! So, if I push my pawn to g3 first, I can then push my pawn to f4 on the next go.



Jess: Oh yeah, because then if I take you, you take me back and you have two pawns controlling central squares.

Jamie: Exactly! Good, huh?



Jess: Well... if that's what your plan is, I'm going to put my pawn on g5 and stop you!

Jamie: Grrr! That's why I shouldn't tell you my plans!

Jess: So that is what I am going to do whenever we play now; not just think about my plans, but work out what you are going to do and stop them.

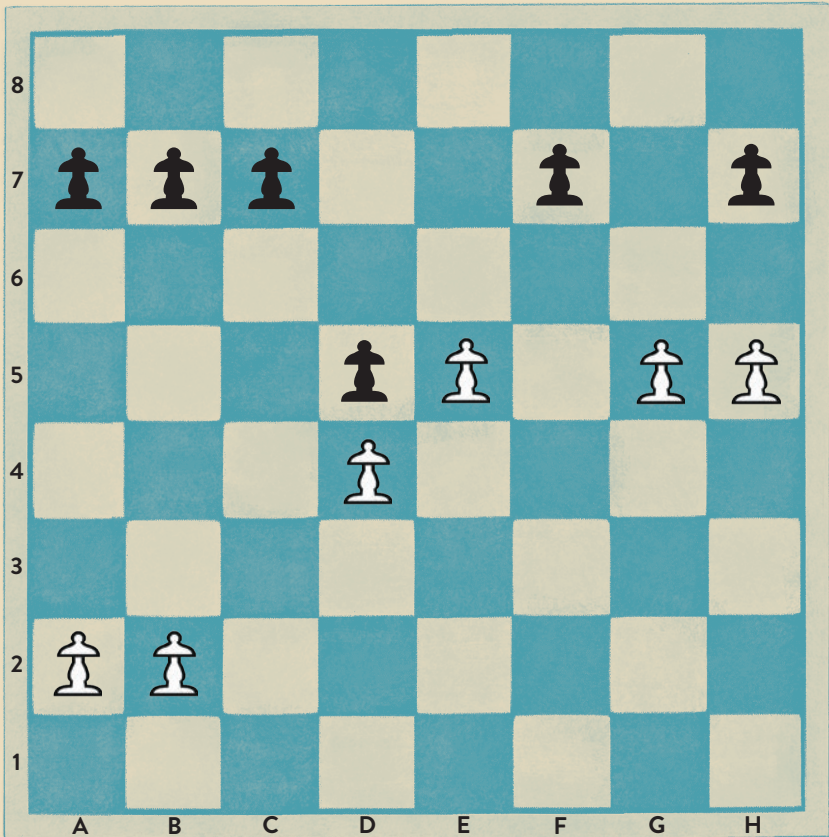
Jamie: Well, yes. That's a good idea in general, not just in Pawn Wars!

Jess: What about **sacrifices** though, Jamie? I make quite a lot of those in this game.

Jamie: What were they again?

Jess: When you give up a piece in order to get something better back. So, in Pawn Wars, I would often sacrifice a pawn in order to sneak one of mine past to get to the end.

Here I would push my pawn to g6, as no matter which black pawn took it, it would create a path for one of mine to go through.



If the h-pawn took it, I could play h6 and that would have a clear path to the end. If the f-pawn took it, then my e-pawn would have a clear path to the end. If neither pawn takes it, I can keep pushing the g-pawn!

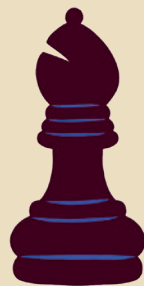
Jess: It might be too late by the time you realize, so you're going to have to try and get one step ahead of me.

Jamie: Oooh this is going to be exciting now!

Jamie: Oh, that's so sneaky! I will definitely be watching out now in case you offer me any 'free gifts'.

REVISION TIME:

Rooks, Bishops and Queens



Jess: Those games were intense! My head feels like it's going to explode!

Jamie: Yeah, I think we overdid it a little bit. Let's do something a bit more relaxing.

Jess: We should revise the **line pieces**.

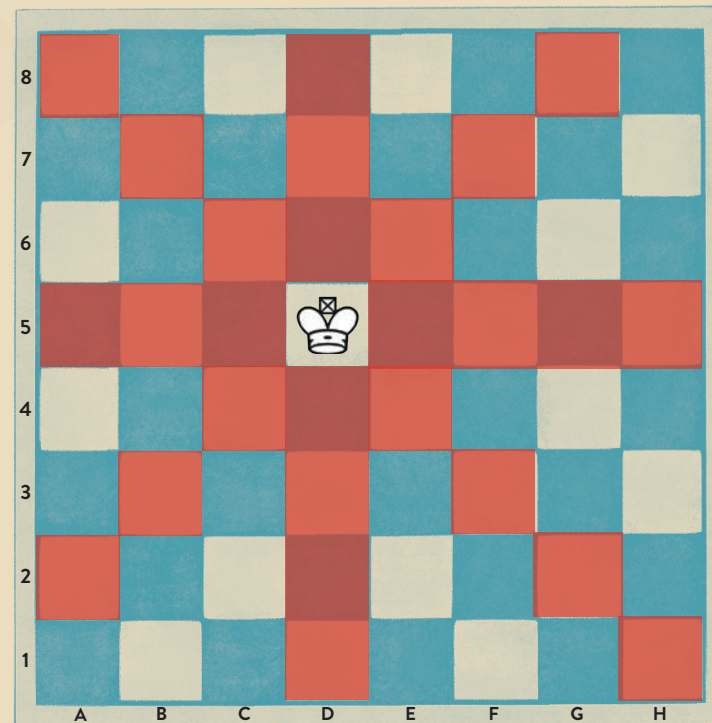
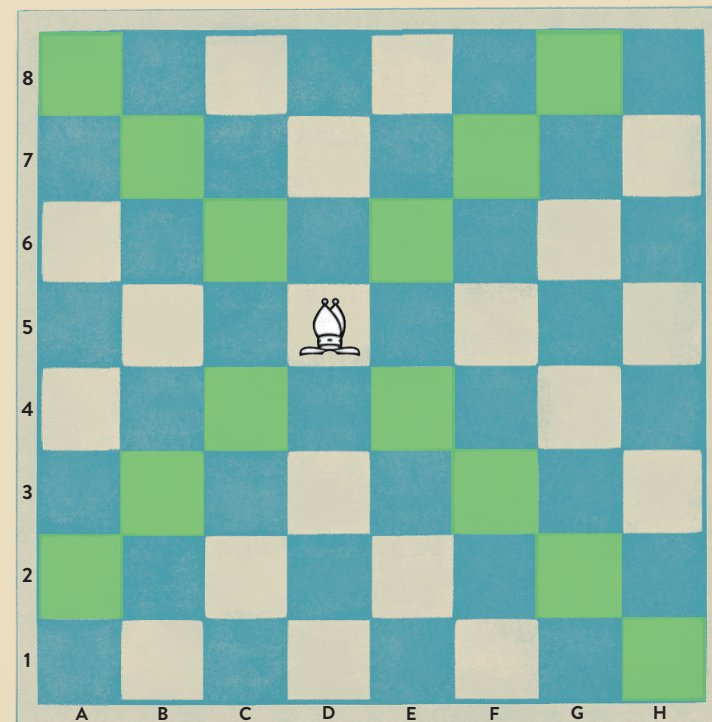
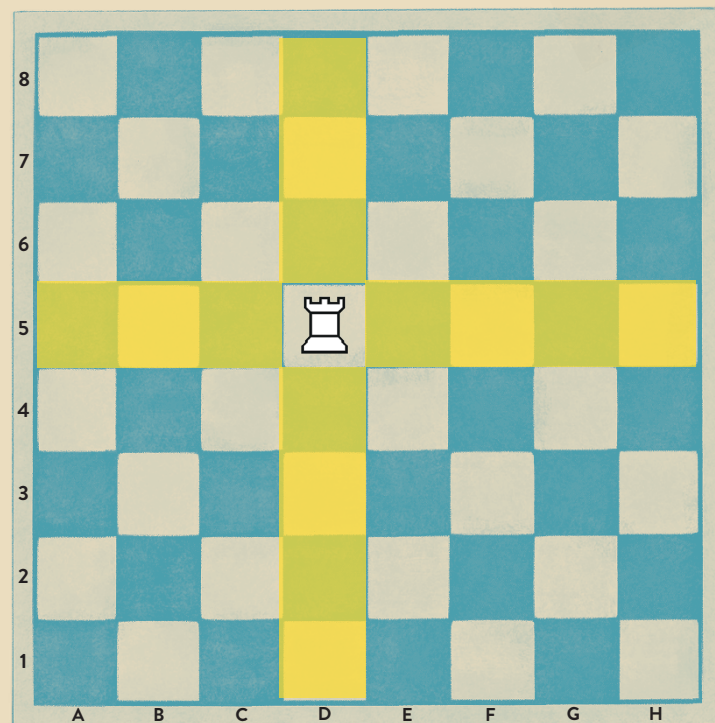
Jamie: The line pieces?

Jess: Yeah, the ones that move in straight lines – the bishops, rooks and queen.

Jamie: Oooh, the line pieces. I suppose that does make sense!



Jess: They are nice and easy to remember. The bishop only moves diagonally, the rook goes forwards, backwards and sideways, then the queen does all of those things!



Jamie: Yeah, they are nice and simple. It is no wonder we have two of each of them!

Jess: We only have one queen!

Jamie: Unless we get a pawn to the end of the board.

Jess: Good point, smarty pants!

Jamie: At least they can travel a lot faster than the pawns!

Jess: Which is why they are more fun.

Jamie: Let's get some games of Cops and Robbers going so we can practise!

Jess: Definitely.

Cops and Robbers Strategy

Jess: Whenever we play Cops and Robbers, you ALWAYS win when you're the cop, Jamie. Why is that?

Jamie: Because robbers should not be allowed to get away with stealing, so I always make sure I catch them!

Jess: OK, silly, but how are you always so good with the pieces?

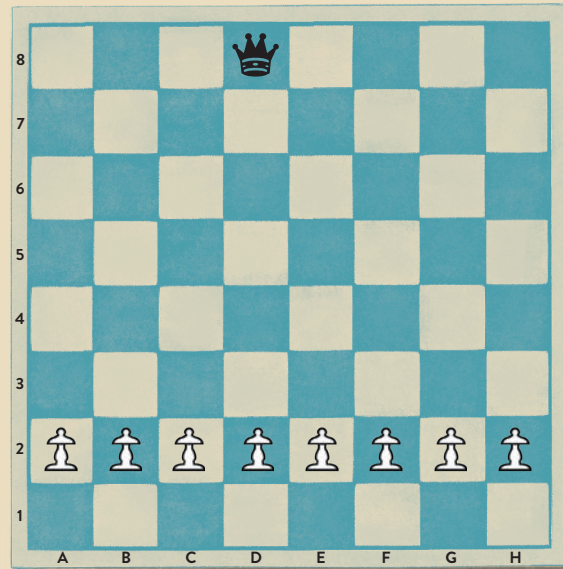
Jamie: I often beat you with the pawns too!

Jess: Exactly! You've got to teach me.

Jamie: Well, I've had a lot more practice than you, so I know some cool tricks.

Jess: Please teach me for when my friend Marnie comes round! She always rubs it in when she wins and I want to take that smug look off her face.

Jamie: OK, let's start with the queen vs. eight pawns.



It is White's turn to start and since we are already attacking the d2 pawn, it would make sense for them to push it to d3 so that we don't take it straight away. This is when it is our turn to start wreaking havoc! What sort of thing do you usually do, Jess?

Jess: I just kind of move my queen along the back rank attacking the pawn on that file.

Jamie: That's okay, but the pawns can keep pushing themselves up to a square where they are defended. Remember, if we lose our queen then we lose the game.

Jess: Well, what do you do?

Jamie: My secret weapon is the **double attack**.

Jess: Of course! Is that the same thing as a **fork**?

Jamie: Yeah! I make sure that with each move, I attack more than one pawn at a time. That way, when one of them moves to safety, I can take the other!

Jess: Oh gosh, so you've only played one move and you've already captured one of my guys!



Jamie: Yup – and when I reach your 2nd rank, I will be skewering your other pawns too!

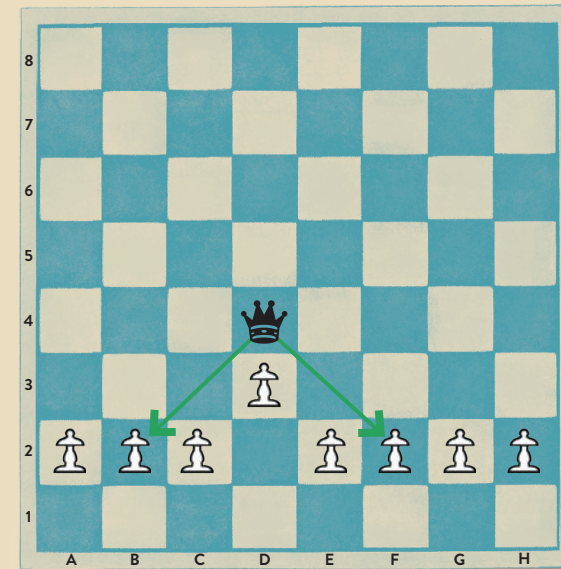
Jess: But isn't a skewer when you attack a more valuable piece and the piece behind it is less valuable?

Jamie: Yes. This is kind of like a **skewer** too, but here the pawns have the same value.

Jess: This is so cool! I'm going to try this on Marnie.

Jamie: There is one thing you have to watch out for, though. If a pawn starts to sneak quite far down the board, don't keep munching on all the free ones further back. Make sure you can stop it before it reaches the 8th rank and promotes!

Jess: I do sometimes get a little bit greedy and forget about that. Thanks for the tips, Jamie – Marnie won't know what hit her.



REVISION TIME:

Knights



Jamie: Clippety-clop and around the corner,
clippety-clop and around the corner,
clippety-clop and around the corner.

Jess: What *are* you muttering, Jamie?!

Jamie: It's how the knight moves, remember?

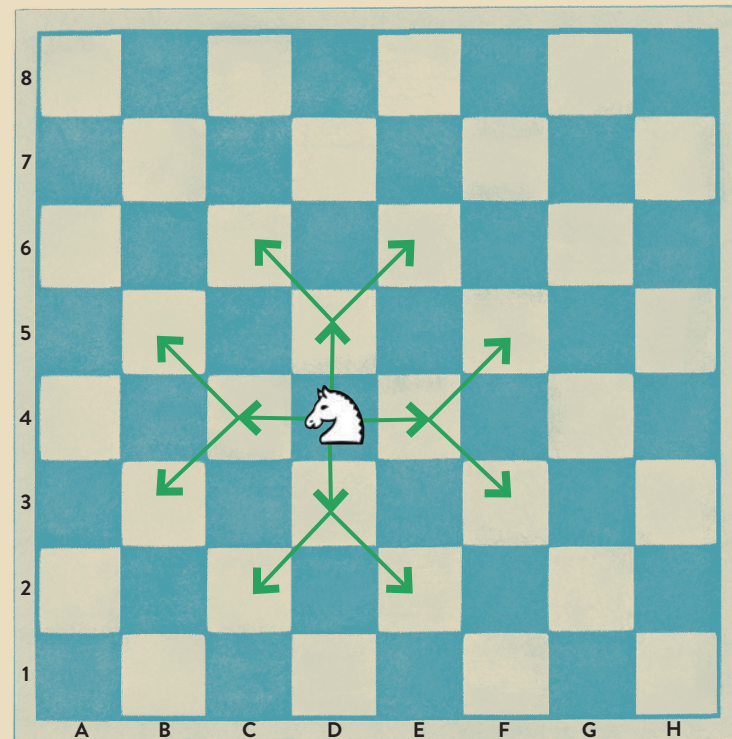
Jess: Ah yeah, your silly rhyme!

Jamie: It helped you to remember, so shhhh.

Jess: I know, I know. I also
tried to remember it a
different way: one forward,
then one diagonal.

Jamie: Huh?! Does that work?

Jess: Yeah... look:



Jamie: I suppose it does! And you can turn
the knight around and go 'forwards' in all
four directions.

Jess: Yes, so I can go one sideways, then
one diagonal or one backwards
then one diagonal.

Jamie: It still makes an L shape.

Jess: It always will, Jamie.

Jamie: It is still so cool how it can jump over
everything in its way... like a real horse!

Jess: Yes, yes, you love horses. We get it.

Jamie: It is a bit annoying that knights can't
just capture everything they jump over and
that they have to land on the actual piece.

Jess: But it would be so difficult for pieces to
be safe from the knight if that were
the case!

Jamie: True!

Jess: Oooh, can we play Hungry
Horses, please?

Jamie: Oh, but you are so good at that
game, Jess!

Jess: That's why I want to play, hehe!
Don't worry – it can be my turn to give
you some tips!

Jamie: Fine. Let's set it up.



Hungry Horse Strategy

Jess: So the key to this game is calculation. You cannot just think of one move, but you need to plan ahead.

Jamie: I always just think of my moves as I go along.

Jess: But then you will never improve! The best chess players always calculate several moves ahead to try and stay ahead of their opponents.

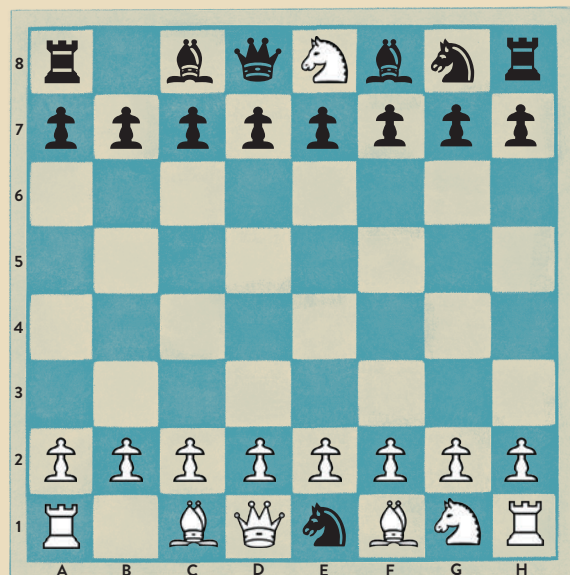
Jamie: OK, so what do you suggest?



Jess: Well, this game is good practice because you don't have to calculate the opponent's moves. Remember, it is just the first person to eat all the pieces who wins. The knights are the only ones that can move and they can't be taken.

Jamie: I only ever look at my plans anyway.

Jess: That's very selfish of you, Jamie. No wonder you miss **tactics** made by your opponent.



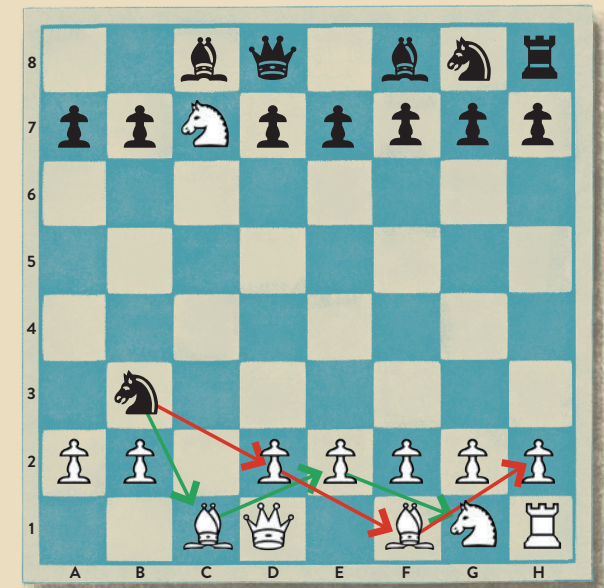
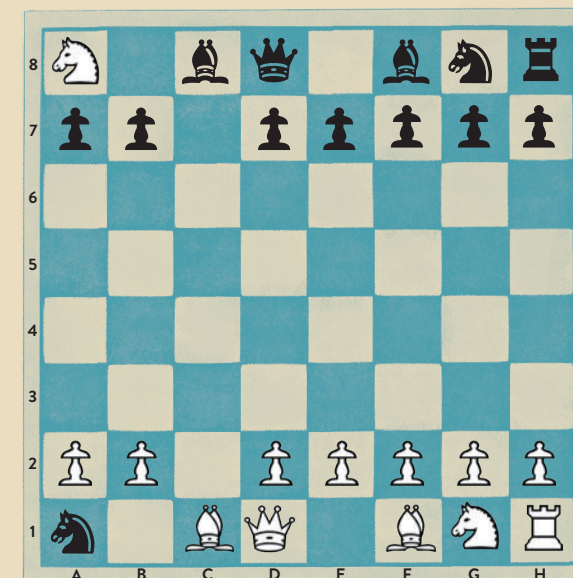
Jamie: I know, I know. I need to learn not to be so greedy.

Jess: Not in this game... get eating!

Jamie: Yum yum! OK, so we've played two moves each and got two pieces each, but now what? I can't eat anymore, so what should I do?

Jess: You can't always take something during a game of chess, so you will often need to create an **attack** on an enemy piece to try and take it on the next go. This is the same here.

Jamie: OK, so if I play my knight back to c7, I can start to move towards the other pieces right?



Jess: Yes, that's fine, but surely you want to try and eat something on as many goes as possible? I think I would play my knight to b3 instead. Then, I have two munching routes ahead of me!

Jamie: Smart! You really are one step ahead of me!

Jess: Ha! One? Don't insult me!

Jamie: OK show off, I will get the hang of this. I must plan ahead how to eat as many pieces in a row as possible. Give me a few games to practise and I will be Hungry Horse champion in no time!

Revision Time:

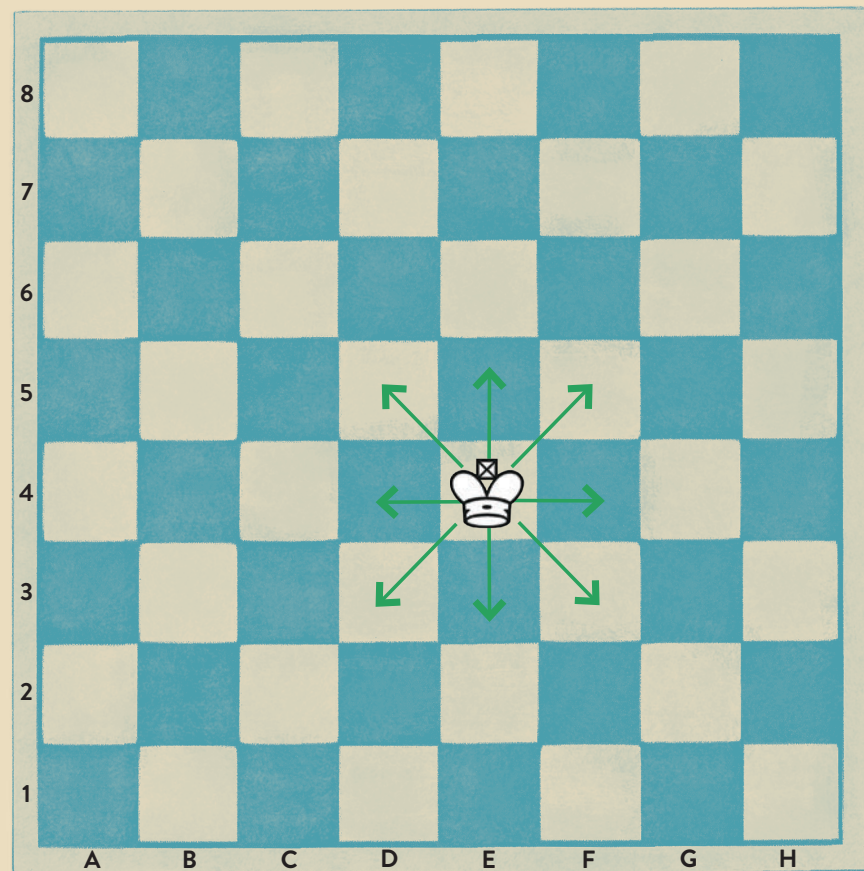
The King

Jamie: Hey, Jess. Did you and Marnie have fun yesterday?

Jess: Yeah, it was good catching up with her, but she's still much better than me at chess!

Jamie: I don't think she is; she is just very confident and sometimes that intimidates you.

Jess: Chess is a funny game like that! People can trick you into thinking they are good.



Jamie: Well, we should get back to work. We still have revision to do.

Jess: Ah yes, the king. That piece is soooo boring.

Jamie: Why? He's the most important piece on the board.

Jess: But he's so old and he can hardly move! That's so zzzz.

Jamie: That's what you may think... but the whole point of the game is to trap the king, so all the creativity around the game is based on the king.

Jess: I never really thought about it like that. OK, so enlighten me. Apart from being able to move just one square in any direction, what else do I need to bother with?



Jamie: What about the most important issue of keeping him safe? Remember the king is NEVER allowed to step into danger at any time.

Jess: Oh yeah! What was that game we played last time to practise keeping the king safe?

Jamie: Mine Alert!

Jess: Yes, let's play that again!