

Chess

1

# LEARNING TO THINK BY PLAYING

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Internet Chess Club - Elementary School - Grade 1

For more than two thousand years, the game of chess has fascinated millions of people, who have found in it a way to test their intelligence and character.

In my case, to become World Champion, I had to play some very difficult games but there was a day when I also began by learning the moves of the pieces that are taught in this book.

Everything that we learn today may be of use to us tomorrow. It's important to note that life and chess set out similar situations: we have to solve problems, make plans and make decisions.

This collection is aimed precisely at learning to "think better". I think that the objective can be achieved in a fun way while we discover the secrets of chess.

So ... Welcome to this exciting journey through the realm of the sixty four squares!

**GM Vladimir Kramnik**  
World Chess Champion



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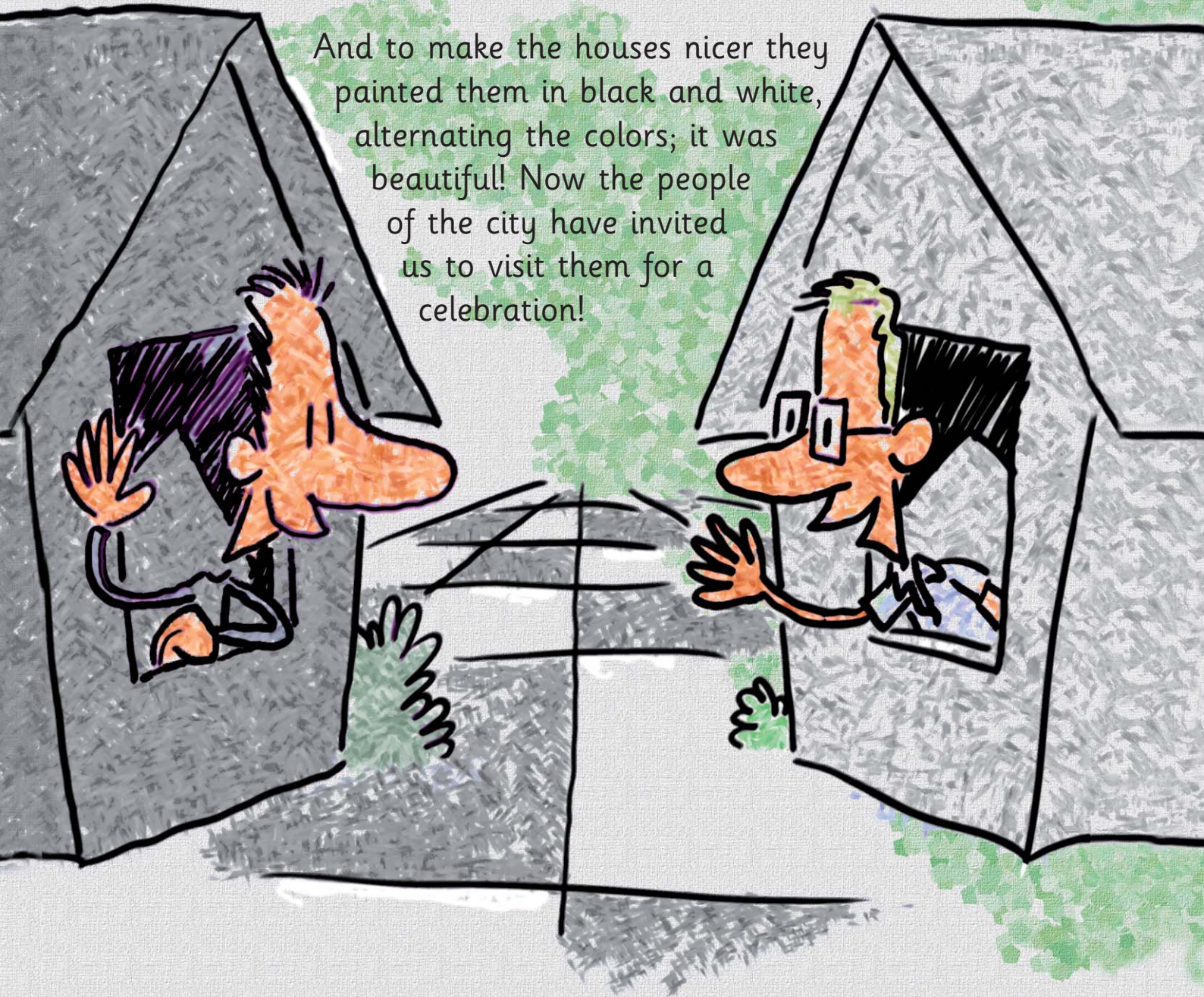
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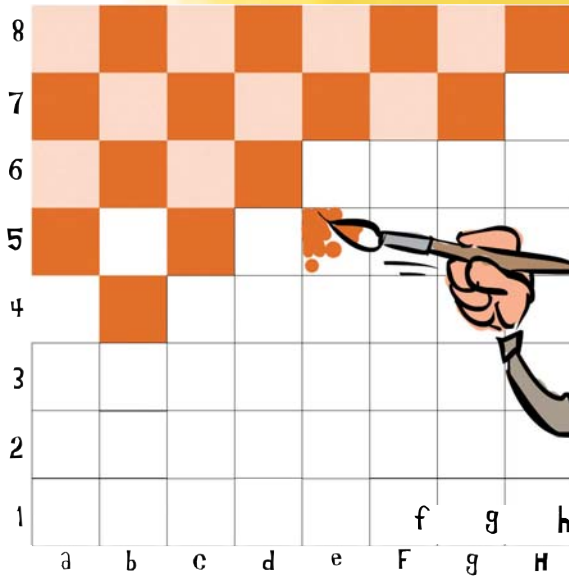
# 1. THE BOARD

There once was a country called **BOARD**. It was like a perfectly square city full of small houses called **SQUARES**. To avoid getting lost its inhabitants decided to name the streets. There were eight on which they could go up and down, called **FILES**, and there were also eight **RANKS**, that went from left to right; of course, it's a square country! To avoid confusion, they decided to name the files with letters and the rows with numbers, so it was easier to find a place, as each square had a letter and a number.

And to make the houses nicer they painted them in black and white, alternating the colors; it was beautiful! Now the people of the city have invited us to visit them for a celebration!







## PAINT AND COLOUR THE BOARD

Here is a chess board. The painters have forgotten to finish it. Finish coloring in the rest of the board.



## THE LETTERS OF THE BOARD

Arrange this series of letters:

c h e d a b g f

a, b, \_\_, \_\_, \_\_, \_\_, \_\_, \_\_

And finish the sentence:

Each letter begins the name of a

\_\_\_\_\_

## THE NUMBERS OF THE BOARD

Continue the series of the numbers that are used on the board:

1, 2, \_\_, \_\_, \_\_, \_\_, \_\_, \_\_

And finish the sentence:

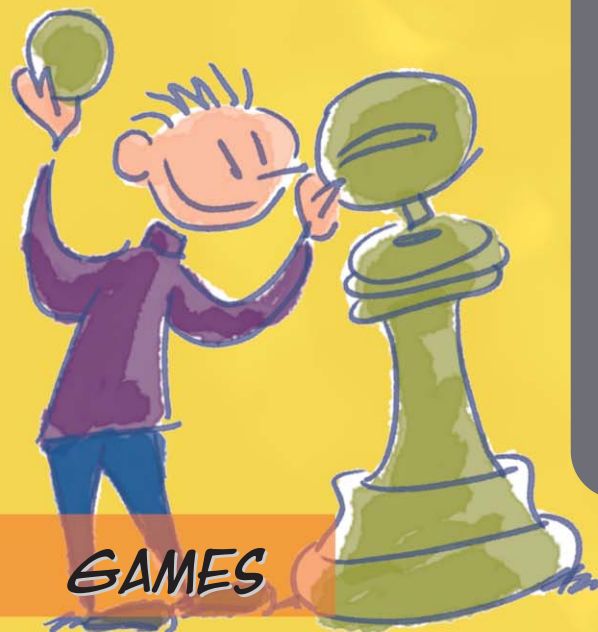
Each number begins the name of a

\_\_\_\_\_

## REMEMBER

In this lesson we have learned:

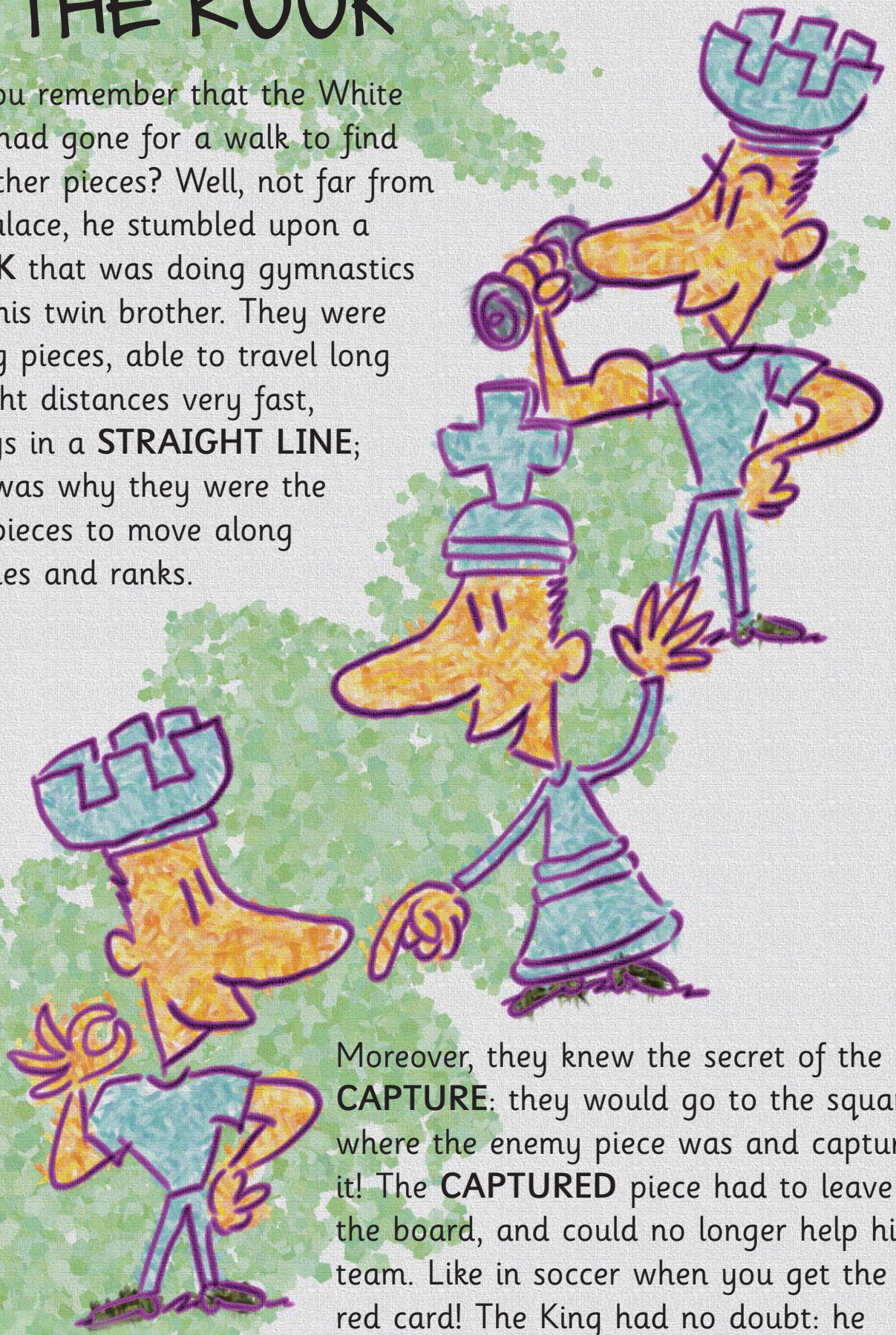
- ❑ The **BOARD** is a square made up of **8 ranks** and **8 files**.
- ❑ There are 64 squares in total, half of them are white and half of them black.
- ❑ The **WHITE** square must be on the right corner.
- ❑ The **RANKS** are the **HORIZONTAL** lines of the board.
- ❑ The **FILES** are the **VERTICAL** lines of the board.





# 4. THE ROOK

Do you remember that the White King had gone for a walk to find the other pieces? Well, not far from his palace, he stumbled upon a **ROOK** that was doing gymnastics with his twin brother. They were strong pieces, able to travel long straight distances very fast, always in a **STRAIGHT LINE**; that was why they were the best pieces to move along the files and ranks.

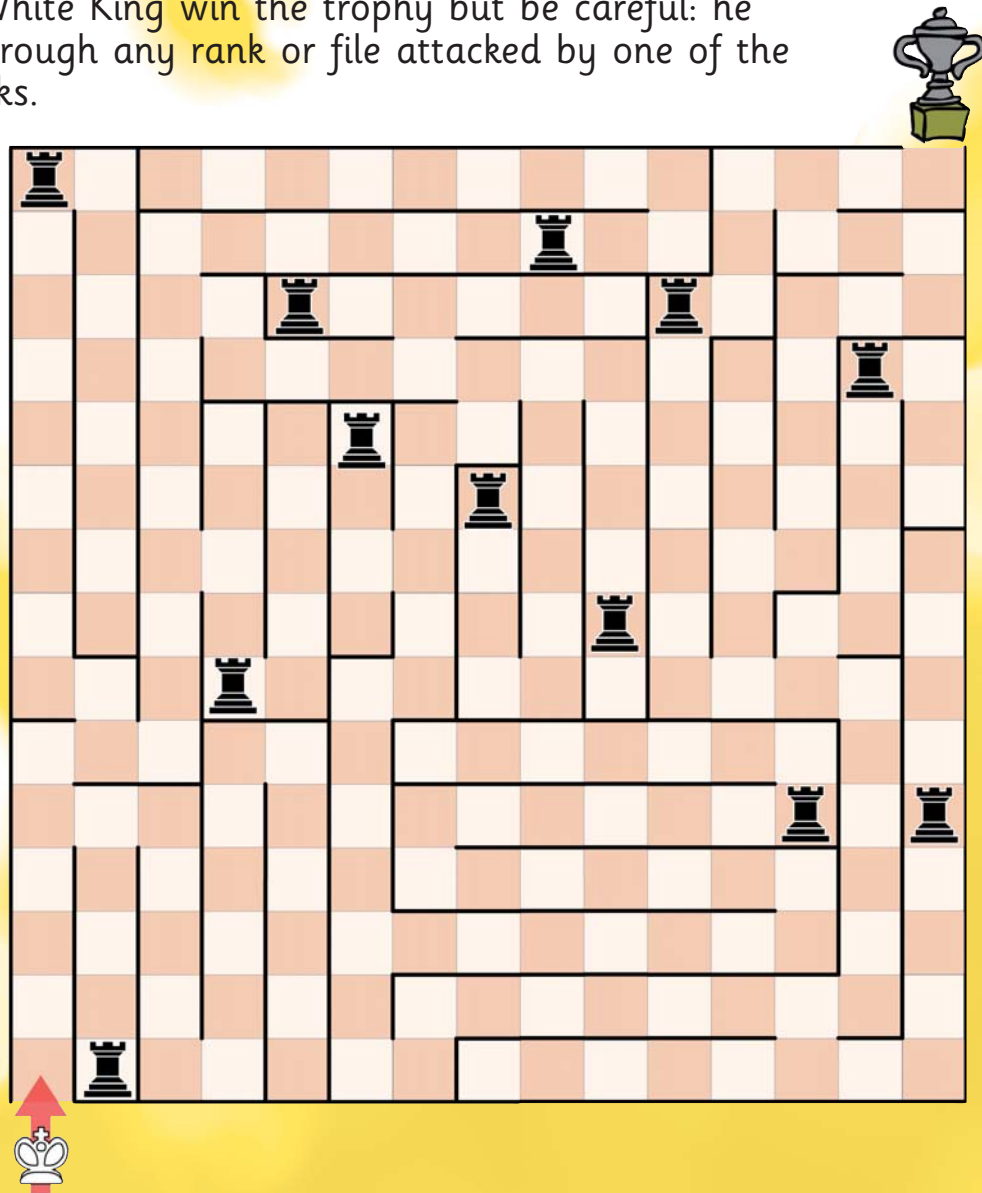


Moreover, they knew the secret of the **CAPTURE**: they would go to the square where the enemy piece was and capture it! The **CAPTURED** piece had to leave the board, and could no longer help his team. Like in soccer when you get the red card! The King had no doubt: he included them in his team and decided that they would keep an eye on the corners of his kingdom.



## THE LABERINTH OF CHECKS

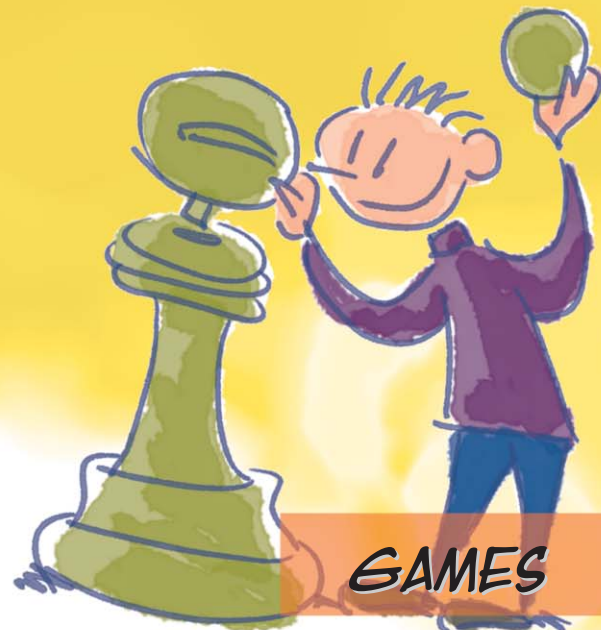
Help the White King win the trophy but be careful: he can't go through any rank or file attacked by one of the enemy rooks.



### REMEMBER

In this lesson we have learned:

- ❑ When an enemy piece attacks the King we say it's in **CHECK**.
- ❑ When a King is in **CHECK** he has to save himself. If he doesn't he will be making an **ILLEGAL MOVE**.
- ❑ One of the ways to save the **KING** is to **ESCAPE** from the **CHECK**.

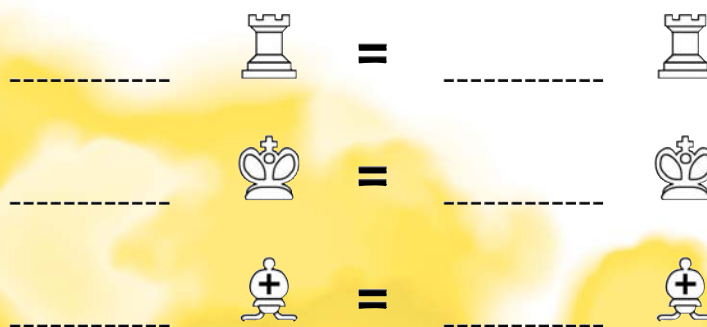
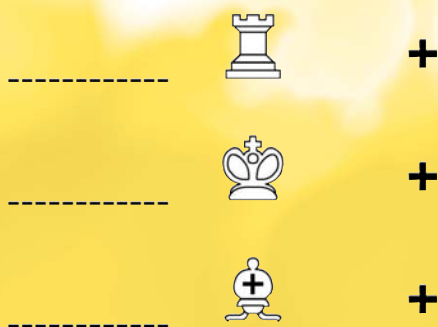
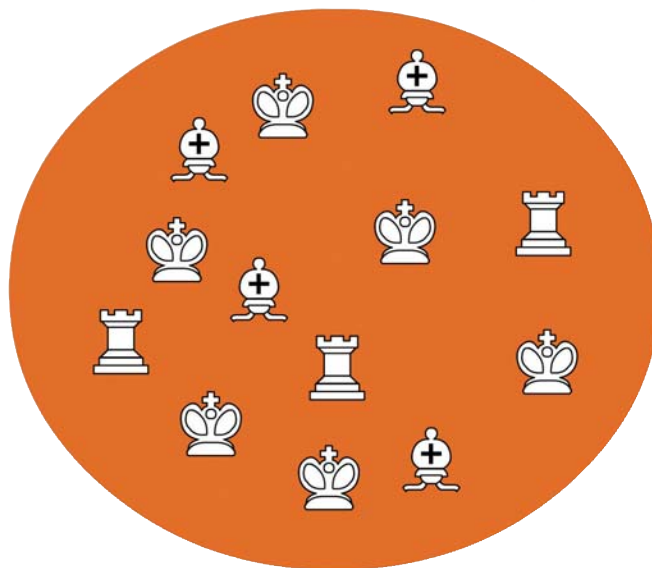
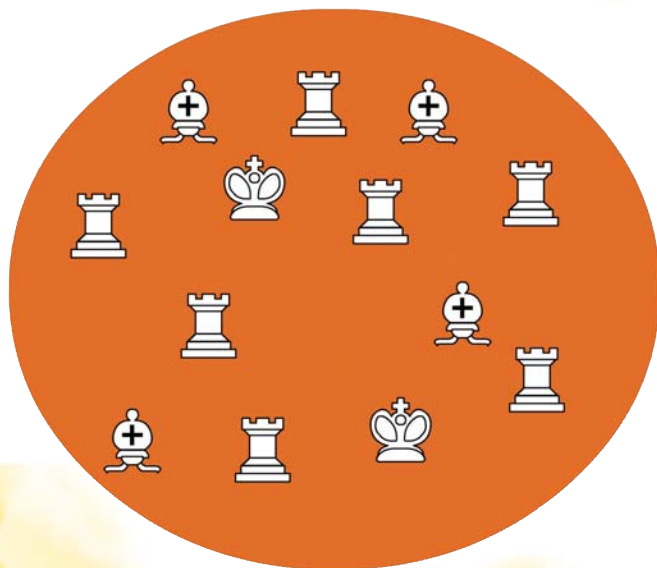


**GAMES**



## COUNT AND ADD UP THE PIECES

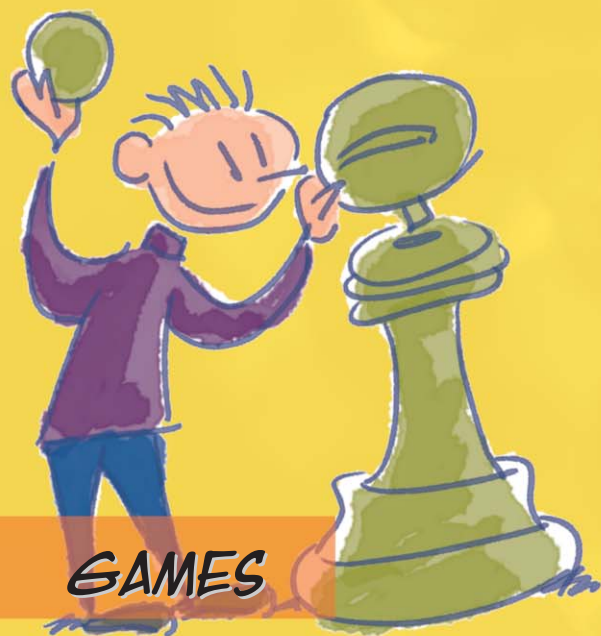
Count the pieces of each set and then add them up.



## REMEMBER

In this lesson we have learned:

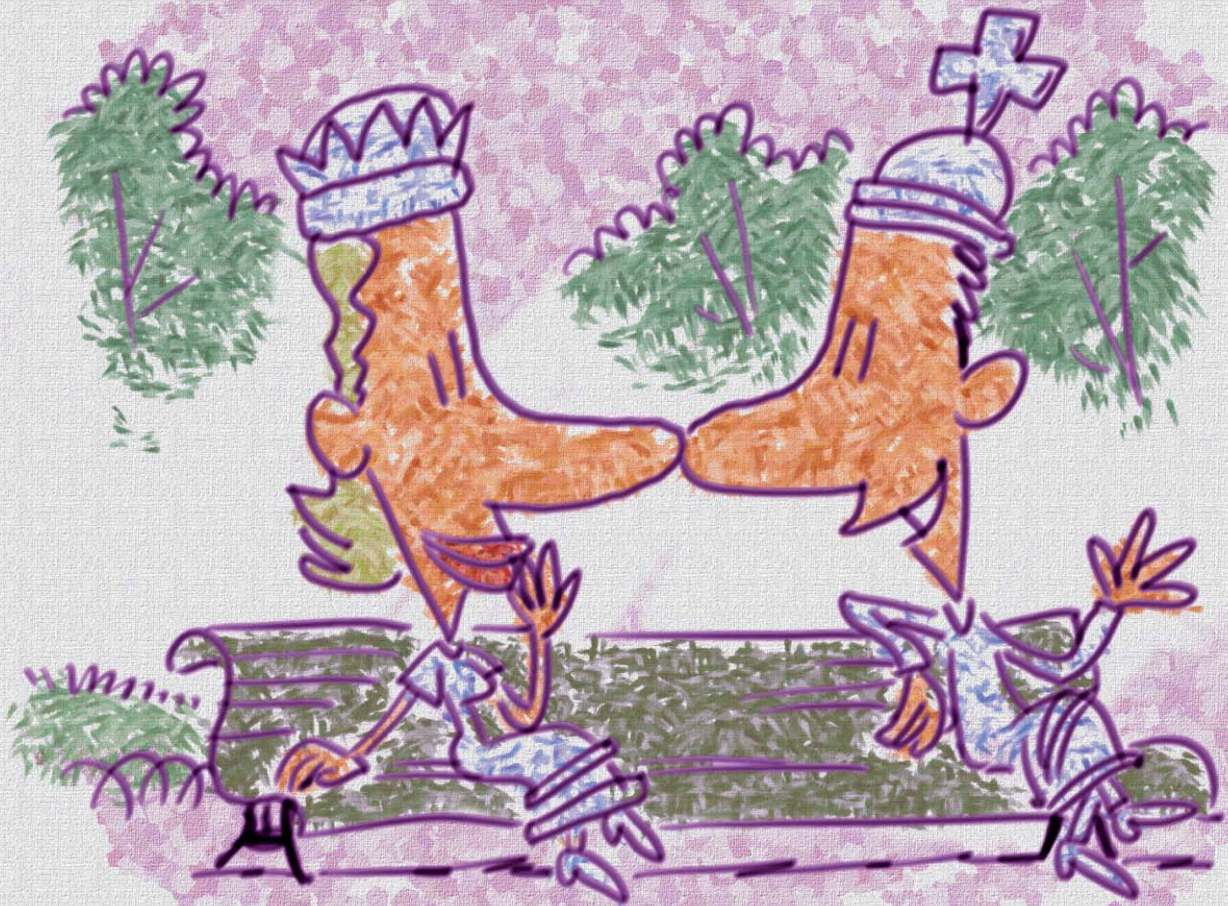
- ❑ Sometimes, the **CHECK** can be saved by capturing the piece that is giving it.
- ❑ Remember that you can also defend against the **CHECK** by moving the King away.
- ❑ Now you know two ways to save the King against a **CHECK**... but there are more!





## 8. THE QUEEN

The King was happy: now that he had the Rooks and Bishops, the enemy pieces no longer came to bother him. So he went for a walk in the palace gardens. When he arrived he noticed far away a piece that was playing and dancing, running around like crazy in all directions. Undoubtedly, it was a **QUEEN**. He recognized her right away, as she was the only piece almost as tall as he was, and she was also wearing the pretty crown that only Queens have. He approached and invited her to sit down and chat.



The Queen explained to him that she had learned how to move in a straight line from a friend of hers, the Rook, and that her neighbor, who was a Bishop, had taught her how to move diagonally. Indeed, the Queen was an incredibly powerful piece! He gave her a beautiful white palace as a gift, right next to his, which she accepted. It was a great day!

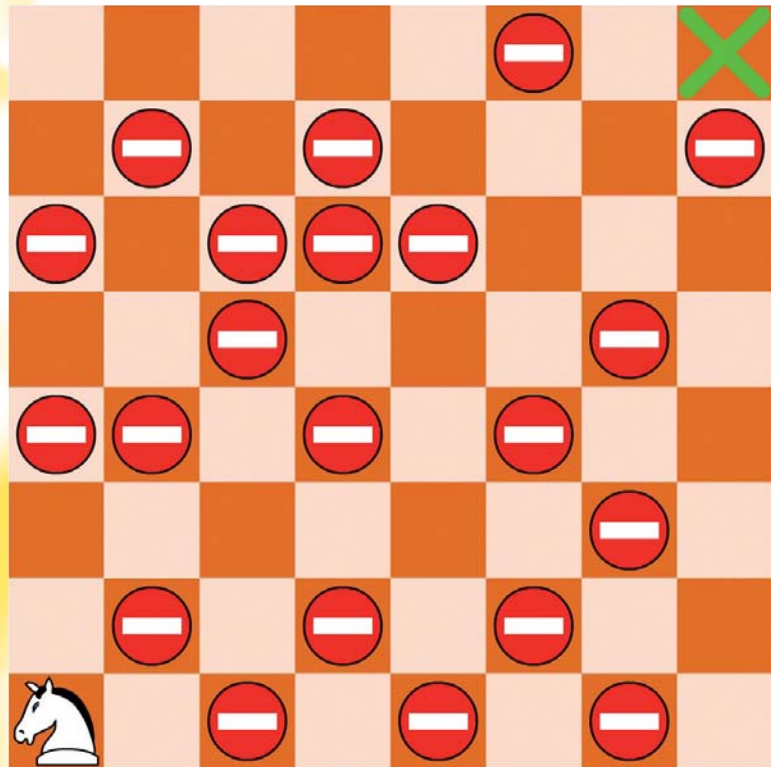


## THE KNIGHT'S JOURNEY

Help the Knight to reach the 'X' on the square **h8**. He can jump over the signs but he can't step on them. Each Knight move must be shown with a number.

**How many moves did you need?**

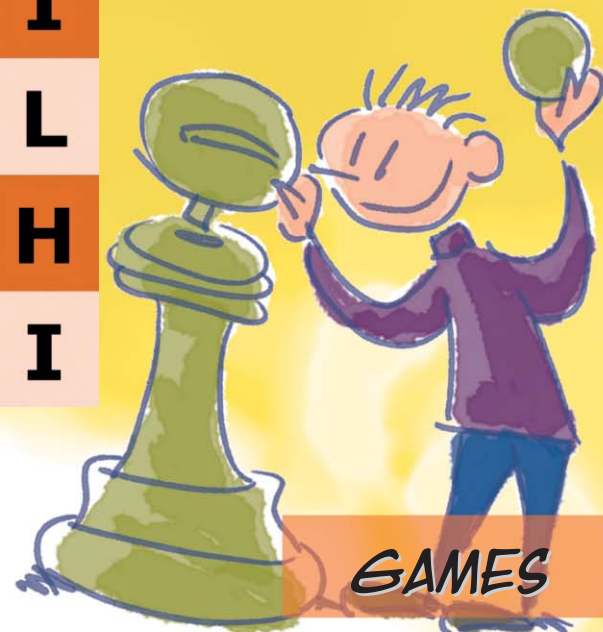
The shortest path can be done in six moves.



## THE KNIGHT WORD SEARCH

Try to make the Word **KNIGHT**, starting word the green 'K' and jumping like a Knight.

Mark your path with a 'X'.



**GAMES**



# NOTES