

Chess

2

LEARNING TO THINK BY PLAYING

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Internet Chess Club - Elementary School - Grade 2

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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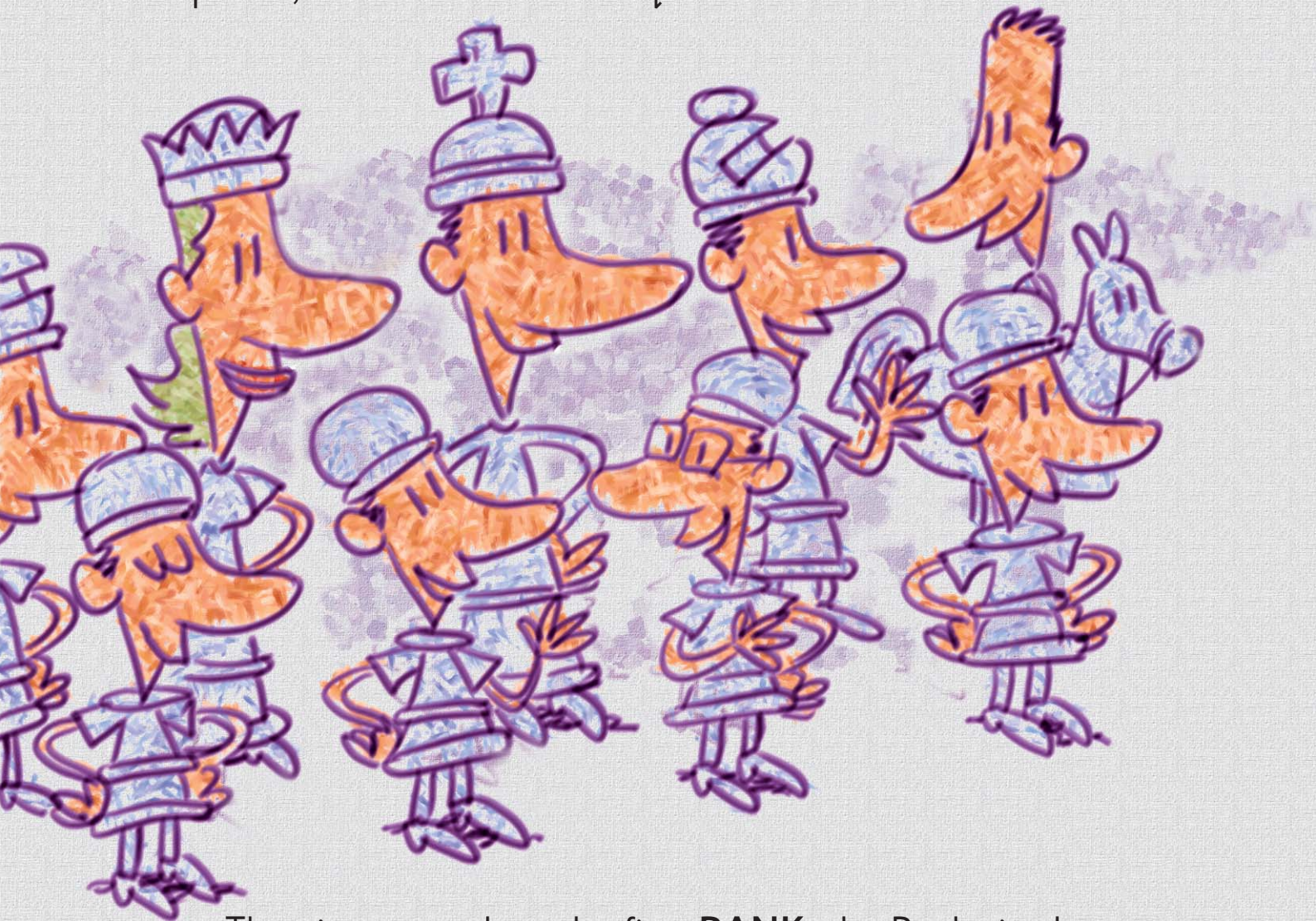
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1. THE GAME

The two armies, complete with eight pieces and eight Pawns, rallied their troops and lined up for the start of the game period, each on its correct square.



The pieces stood on the first **RANK**: the Rooks in the **CORNERS** of the board, one on the right and one on the left; the Knights next to them and then the Bishops. The King and the Queen occupied the middle squares. The Queen insisted on standing on the square the color that matched her dress: the White Queen on the white square and the Black Queen on the black square. The Pawns lined up on the second rank in front of their armies pieces. Once everyone was in their place, the game began in silence: the White Pawn in front of the King began to march forward as fast as possible, advancing two squares to control the **CENTER** of the board. “May the best team win!” the Kings sportingly said to each other.

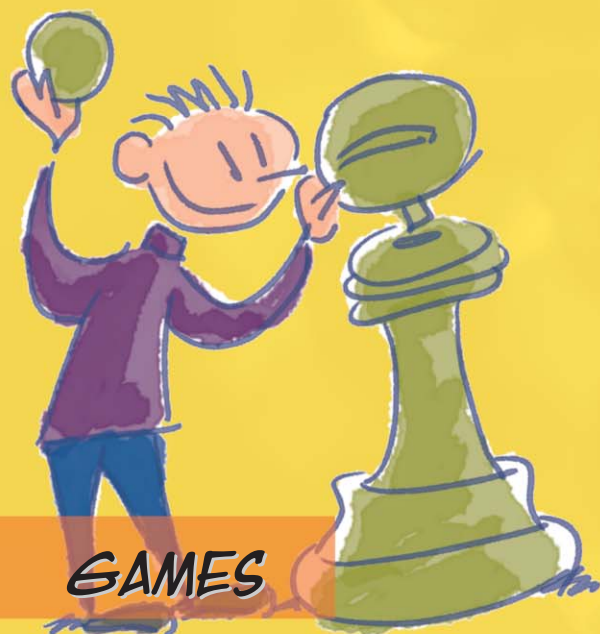
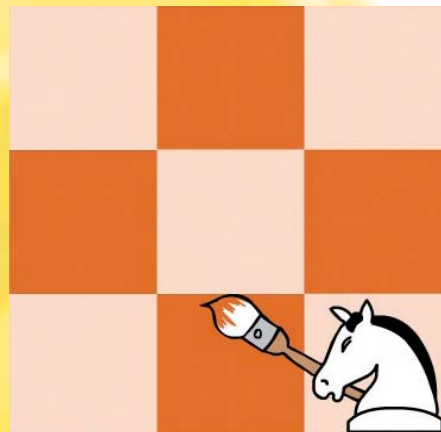
a8	b8	c8	f8	e8	g8	b7	
a7	c8	c7	d7	c6	f7	g7	h6
a6	b6	c6	b4	e6	f8	b6	h7
a5	c5	c4	g6	d5	f5	b5	h5
b4	g6	c5	d4	e3	g5	g4	h4
c4	b3	c3	g3	d2	f3	h3	g3
a2	c7	b1	d2	e2	g2	b2	h2
	b4	d4	c1	f1	g1	d2	h1

THE ROAD HOME

Walk home one square at a time. You can only step on the squares which are named correctly.

THE PAINTER KNIGHT

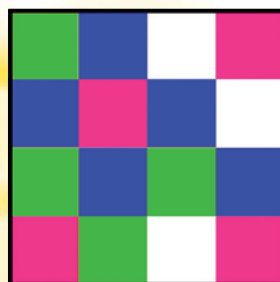
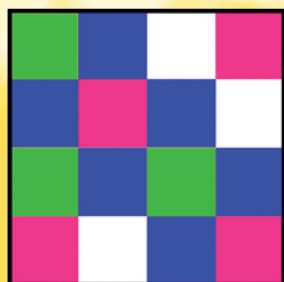
The Knight has to paint the room, but he must do it by jumping around. Write down the jumps that he makes, from 1 to 9, without repeating any squares. When you have finished finding the 9 squares color them.



GUESS THE PIECE

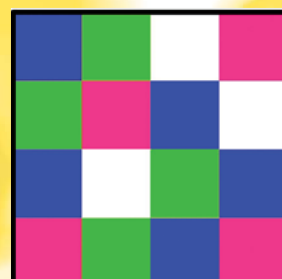
The Black Kings are in **stalemate**.

Which piece hides underneath the ghost?



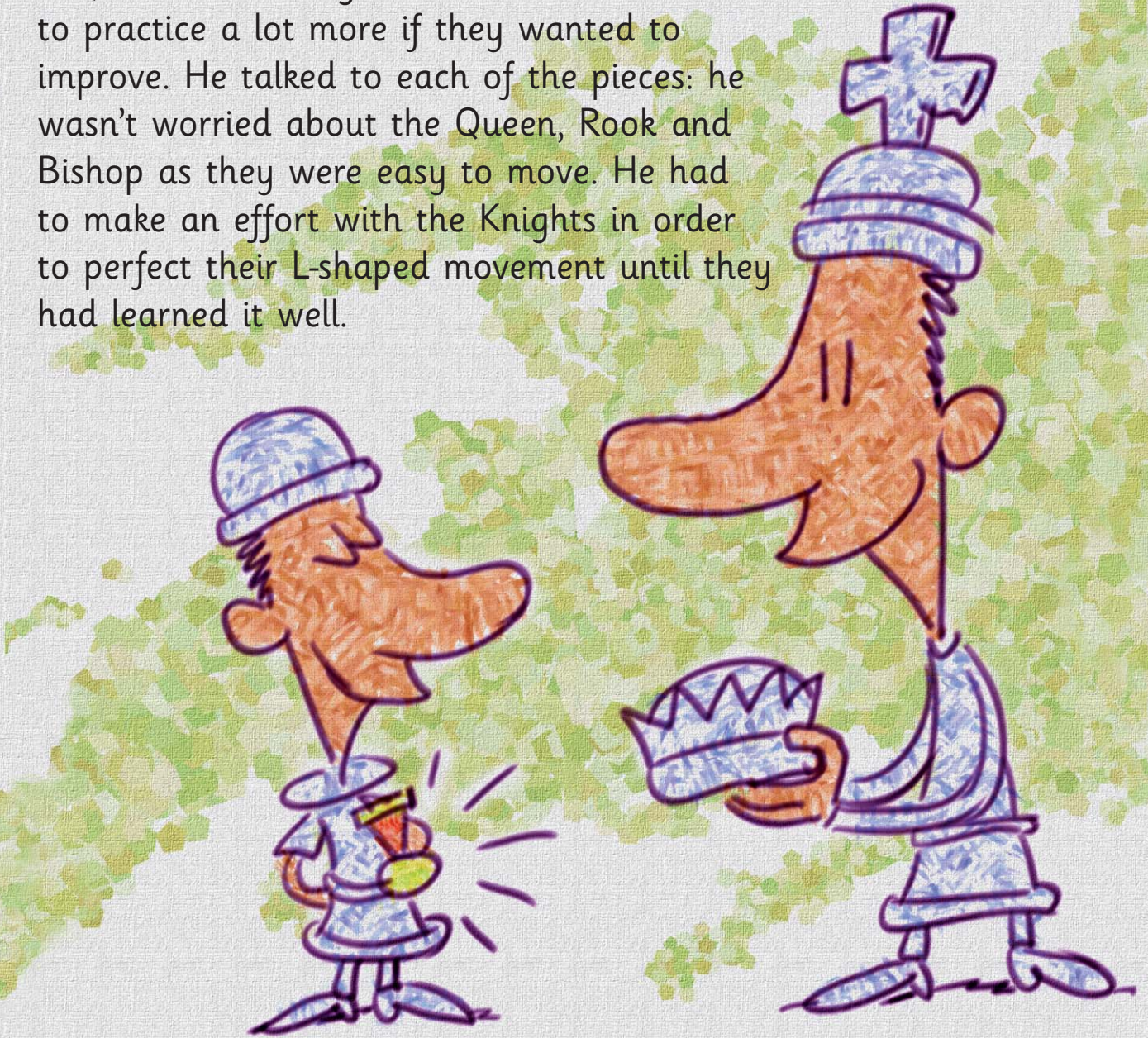
THE SAME TWO

Find the two figures that are exactly the same and circle them.



3. THE PROMOTION

After the first game, which was a really close call, the White King understood that he had to practice a lot more if they wanted to improve. He talked to each of the pieces: he wasn't worried about the Queen, Rook and Bishop as they were easy to move. He had to make an effort with the Knights in order to perfect their L-shaped movement until they had learned it well.



Finally, he spent some time with the pawns, which were very slow. He told them that if they got to the end of the board there would be a prize for them: they would be **PROMOTED** and changed into any piece they liked: Queen, Rook, Bishop or Knight. "Hurrah!" shouted the Pawns. Now they had a clear goal in the game: **PROMOTE** and become a more powerful piece.

WORDSEARCH

In this Wordsearch, find all the words that you already know, in all directions and circle them:

CHESS - CHECK

CASTLING - PAWN

RANK - SQUARE - ROOK

C	S	I	N	K	K	H	C
R	H	H	C	O	H	A	S
I	O	E	O	H	S	H	Q
G	H	R	S	T	T	O	U
C	K	A	L	S	L	P	A
N	S	I	E	K	N	A	R
I	N	Q	Z	K	I	W	E
G	K	S	R	F	A	N	I



SHORT CASTLING
IS POSSIBLE



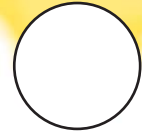
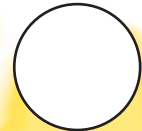
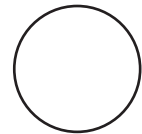
LONG CASTLING
IS POSSIBLE



CASTLING IS
FORBIDDEN

TRAFFIC SIGNS

Use one of the signs in each line, showing if castling is possible.

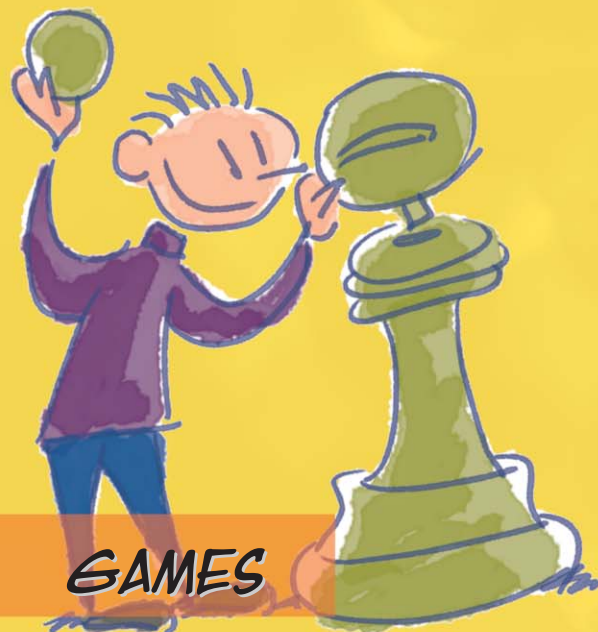


REMEMBER

In this lesson we have learned:

CASTLING

- ❑ The King and the Rook are both move in the same turn.
- ❑ The four Rules of castling must be obeyed.
- ❑ Castling is used to protect the King better.



THE LEFT-OVER PIECES

There are too many black pieces to start the game in the trolley on the left. Draw the left-over pieces in the small trolley.



It's swift and moves on the diagonals.



It jumps around.



It's slow but very important.



It never goes backwards.



It's the most powerful piece.

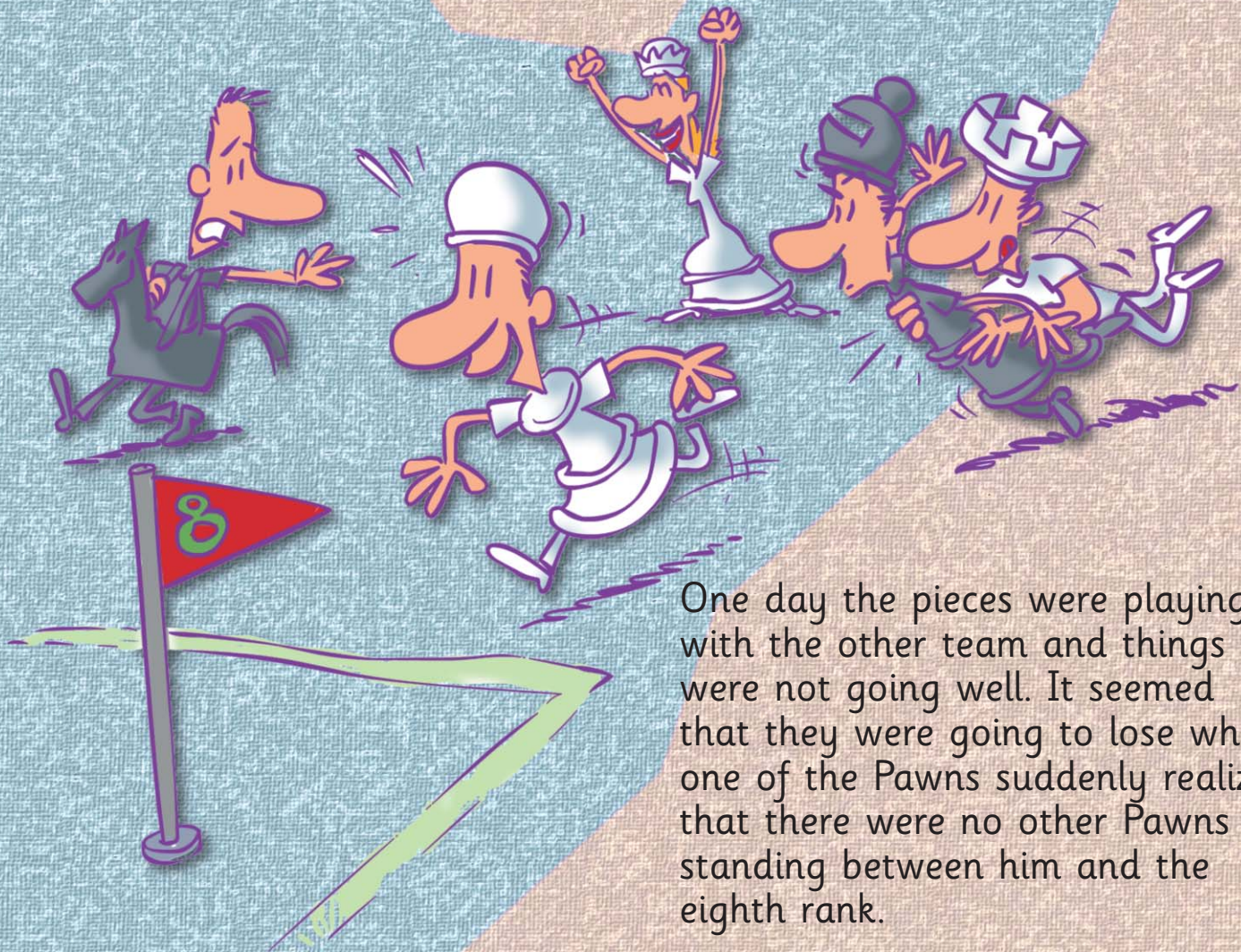


Strong and swift, it always moves in a straight line.

REVIEW THE PIECES

To refresh our memory, name each piece and then use an arrow to join it with the correct description on the right.

7. THE PROMOTION OF THE PAWN

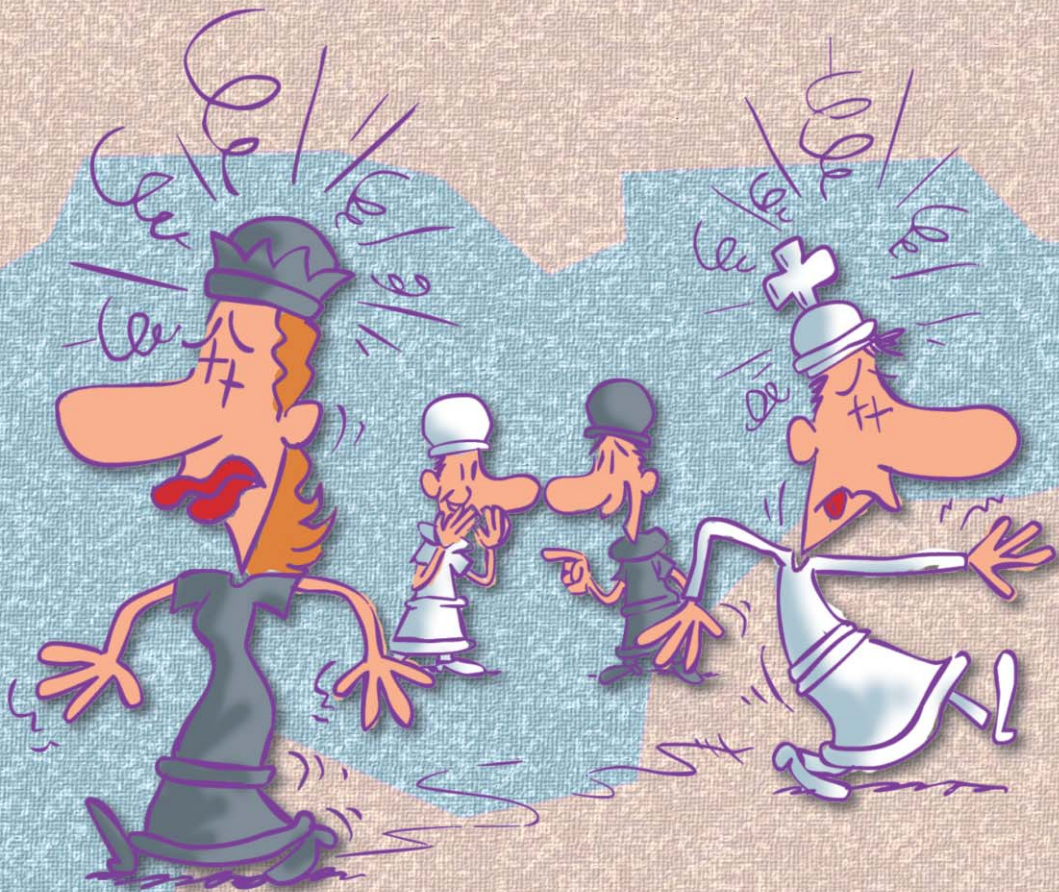


One day the pieces were playing with the other team and things were not going well. It seemed that they were going to lose when one of the Pawns suddenly realized that there were no other Pawns standing between him and the eighth rank.

When the rest of the pieces realized they began to help him reach his goal, because he would become Queen and help them turn the game round. Bishops, Rooks, Knights and even the Queen began to push aside, capture and distract the enemy's pieces until the pawn was able to march to the end of the board. She was quickly crowned Queen, and together they were able to check mate very quickly.

The team returned home very happy because thanks to the promotion of the Pawn they had been able to win a difficult game. They decided that, henceforth, would always take into account the possibility that any of the Pawns, both their own or their opponent's, could reach the eighth rank: Something like that can easily mean the difference between winning and losing!

10. THE DRAW BY THREEFOLD REPETITION



In one of their friendly games, Black was about to lose: they barely had any pieces left and his king had hardly any protection. However, the black Queen managed to penetrate into enemy territory and dangerously check the white King, who could only move to the side. Then the Queen checked again, and the white King could only return from whence he came.

Then another check like the first one, and another like the second one... Both pieces went around and around until, inadvertently, they both ended up rather dizzy and in the same situation as at the beginning. To prevent this from happening again a new law was passed: if the same position was repeated three times, the two teams would agree a draw stop spinning around like fools.