

Lesson 4

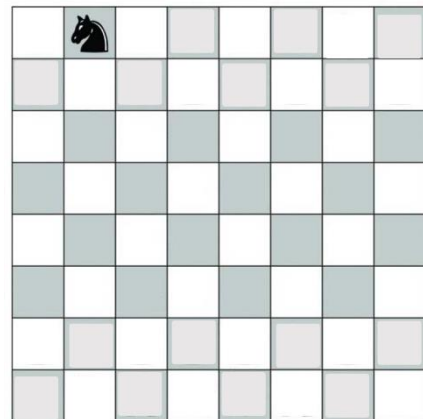
The Dark Knight

Note: As mentioned in lesson 3 the knight is a difficult piece to understand and so this lesson aims to further develop students' understanding of it.

A Knight's Tour

This is a puzzle and can be attempted by an individual or a group of students. The knight can start anywhere on the board. You will need up to 64 counters for this.

Aim: The knight must travel to all 64 squares on the board once and only once. The counters are used to mark the squares it has visited already. The starting square is the first square "visited". At times students will realise that their chosen path is incorrect and they should be encouraged to analyse what they would do differently next time before starting again.



Hint: Start at an edge of the board and aim to visit the all squares within 2 squares of the edge first before attempting to visit the centre 16 squares. A solution is readily available online with a simple Google search.

The Dark Knight Game

The Dark Knight Game is set up as shown. It is an excellent game to practice the three pieces

learned so far. Continue to encourage students to

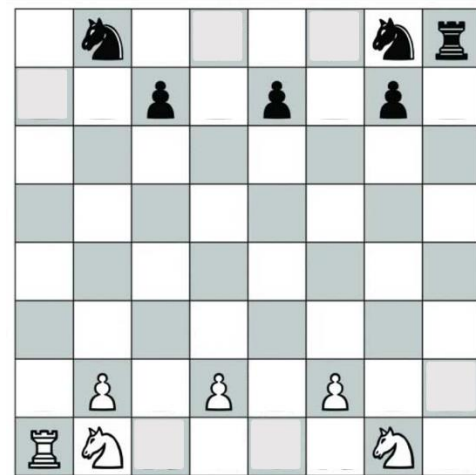
verbalise the “hippity, hippity, hop” movement.

Some students will begin to internalise the pattern

and move their knight from its start position to the

finishing position without “bouncing” over other

squares/pieces.



Aim: The aim of this game is to get one pawn to the

other side of the board first or capture all your opponents pieces. This is a good game for

students to understand that chess has three possible results; win, lose and draw. If all a

student’s pawns are captured they have not lost – they cannot win now but they can still

fight for a draw. If all the pawns are captured (on both sides) then a draw is the result.