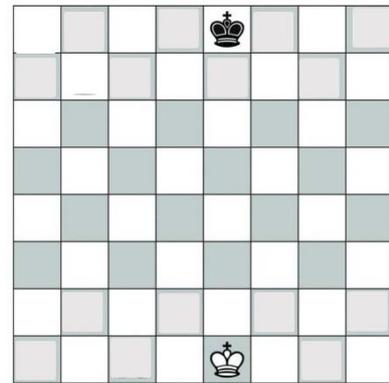


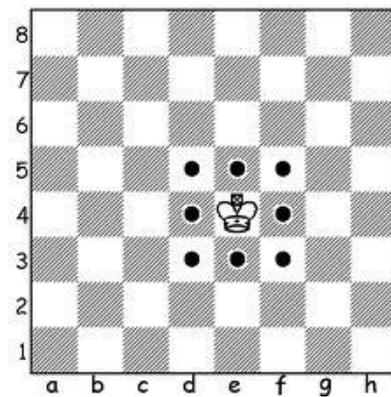
Lesson 7 The King

The King:

- *Where does it start?* Each player gets one King to start with. The starting positions can be seen in the diagram on the right. Once the Rooks, Knights and Bishops are placed on the board, the Queen must go on her own colour and so the King will take the final place remaining.



- *How does it move?* The King is the most important piece on the board but it's not very mobile. It is similar to the Queen in that it can move in every direction BUT it can only move one square at a time. In the diagram on the right the King can only move to the black-dotted squares in one move.

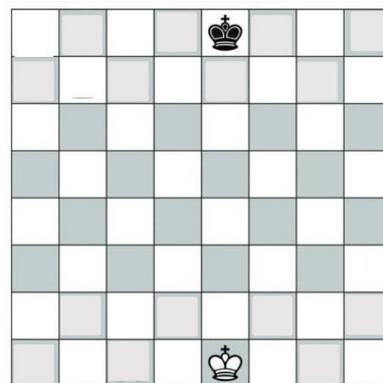


- *How does it capture?* The King can capture similar to how it moves. For instance, if an opposition piece is at any of the black-dotted squares above then the King can capture it.

Note: It is a rule in chess that the opposing Kings can never stand next to each other (they had a big argument years ago and haven't spoken since!). There must always be at least one square between the Kings – like a “force-field”.

Capture the Counters

Simple classroom counters can be used to reinforce the understanding of any piece. Here we will use them to practice with the King. Set up the board as shown. Provide the black player with 4 red counters and the white player with 4 blue counters. The white player places a blue counter anywhere on the board. Next the black player places a red counter anywhere on the board. Next the black player places a red



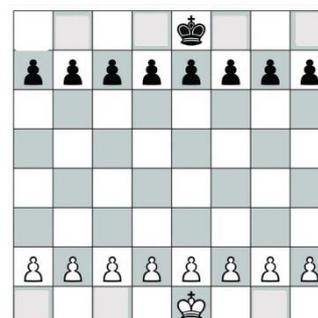
counter anywhere on the board. White places a counter, followed by Black and so on until all 8 counters are on the board.

Aim: White must collect the red counters (placed on the board by Black) while Black must collect all the blue counters (placed on the board by White). The first player to collect their assigned counters by moving their King to that square wins. [Initially you can allow players to move onto squares which have counters but to increase the challenge as you see fit these squares can be called out-of-bounds.]

Indoor Football

The board is set up as shown. The King is the goalkeeper and the pawns are footballs.

Aim: Black “scores a goal” by getting a pawn to the other side – similarly for white. Ask the students to keep score (e.g. 2-0, 4-3,



etc). To increase the challenge set up the game again but insist that the pawns must get to the other side safely (if the pawn moves to the other side and the King can capture it immediately then it is not safe – last ditch save!). The King can “come off his line” also.