

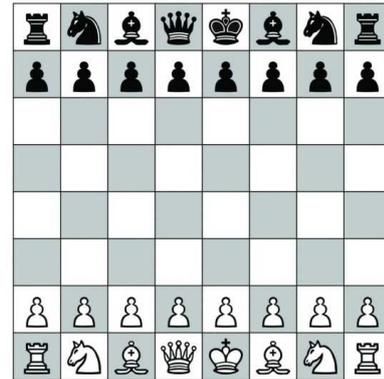
Lesson 8

Early Chess

Setting up the Chess Board

Begin the lesson by discussing with students the rules for setting up the chessboard.

- The board – “white on the right”
- Pawns – on rank 2 and 7 (second row from the back)
- Rooks in the corners
- Knights next to Rooks
- Bishops next to Knights
- “The Queen goes on her own colour”
- The King goes on the last square available next to the Queen



Next ask students (in their playing pairs) to set up their chess boards. As students get more and more practice in setting up the chess board the only rules to remind them of are

- The board – “white on the right”
- “The Queen goes on her own colour”

The rest follows intuitively.

Early Chess (Capture the King)

The board is set up as shown above (typical chess set up).

Aim: The first player to capture the opposition King is the winner.

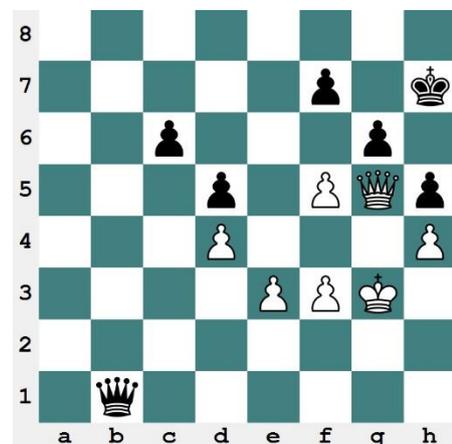
Note: It is essential that students are informed that this is not real chess just another chess mini game to practice all the pieces with. Students have covered all the pieces but not all the rules!

History Note: Early Chess is close to the original rules of chess which is thought to have originated in India. When the game spread to Persia (modern day Iran) the rule of winning by checkmate was added.

Safe and Unsafe Moves

Once all students have had a chance to play a game or two of Early Chess ask everyone to freeze their games (pause the games – they can come back to it after).

1. Introduce the phrases “safe move” and “unsafe moves”.
2. Create a random collection of pieces on the demo board such as the one shown here.
3. Ask students can they see any “safe moves”.



Examples: black pawn to e6, black Queen to g1

4. Similarly ask students can they see any “unsafe moves”. *Examples: white pawn to e4, white Queen to g4, black pawn to c5, black King to h6, white King to g4*
5. The rule: it is illegal in chess for the King to make an unsafe move – he cannot move to square where he could be captured. If a player does move their King to an unsafe square by accident then they move their King back to the square it was at and make another move instead.
6. Clarify: it is not illegal for the white Queen to move to h6 in the above example – its just a bad move and the Queen will be captured by the black King but it is illegal for the black King to move to h6 as Kings are not allowed to move to unsafe squares (black King can be captured by the white Queen at h6).
7. Allow students to continue their previously frozen games with this new rule.