

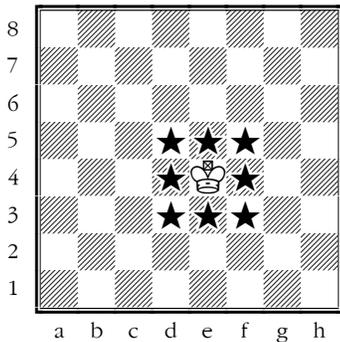
## Meet the Players: King, Knight & Pawn

### Part 1: Introducing the King, Knight and Pawn

#### Concepts:

- How to move your King ♔, Knight ♞, and Pawn ♟!

#### Meet the Players, Part 1: The King is Your Leader!

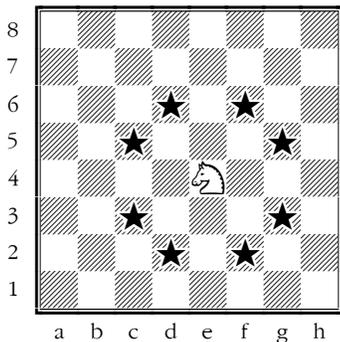


*The KING moves one space in any direction.*

The King is the leader of **your** chess army, and this is a very important job! In fact, the King is the most important chess piece. The King is an old man with a long white beard. He has back problems, and likes to carry around a walking stick. The King is valuable, but he isn't very fast - he is actually the slowest chess piece on the chessboard.

**The King can move in any direction, but only one step at a time.** Since walking is such hard work, and the King is so very important, he likes to sit back and relax behind his castle walls while the other pieces do the work of fighting his wars for him. Though he is slow, don't ever forget that if you lose your King (get checkmated) you lose the game!

#### Meet the Players, Part 2: The Knight is Unlike Any Other Piece: Special Moves!

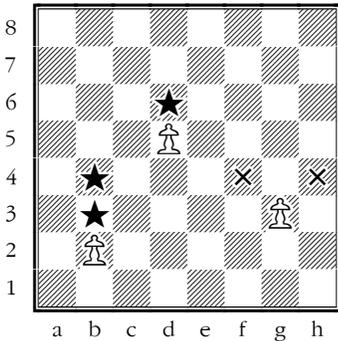


***Only the KNIGHT can jump over other pieces - like an "L".***

The Knight in shining armor is the trickiest chess piece around! He gallops across the kingdom atop his noble steed, who likes to show off by leaping over hedges and small streams. **The Knight moves in an "L" shape: one, two, turn the corner.** The Knight always changes color when he hops: rotating from a **light square to a dark**, or from a **dark square to a light**.

While the Knight can easily outrun a King, he too is one of the slower pieces on the chessboard. However, it is impossible to block a Knight, as he is the only piece that can jump over other pieces. Remember though, he doesn't "*capture*" or take the pieces he jumps over! **A Knight only captures a piece that is on the square it lands on...**

## Meet the Players, Part 3: The Pawns! The “Little Guys” Can be Mighty!

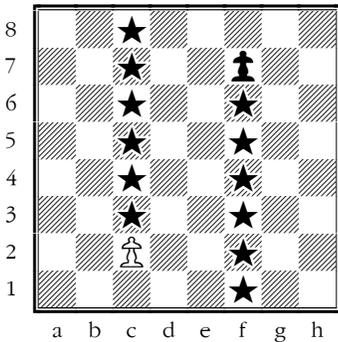


The PAWN moves forward but **only captures diagonally**.

The Pawn is the most plentiful piece! He's not a trained soldier, and can't do fancy hops like the noble Knight. Instead, he moves by stepping one square in front of him. He's been ordered by the King to keep charging forward, and never look back. Forward, march! On his first move (b2-pawn), the Pawn is so excited, he can move two steps forward instead of one, but only if he chooses to do so.

It's scary moving around in the world of powerful Kings, Queens and Knights, and so the Pawn is always a little bit nervous. He's too embarrassed to capture pieces directly in front of him, so he sneaks up on them at an angle. The Pawn captures diagonally one step forward (see g3-pawn).

## Follow the Stars, and Reach the Moon

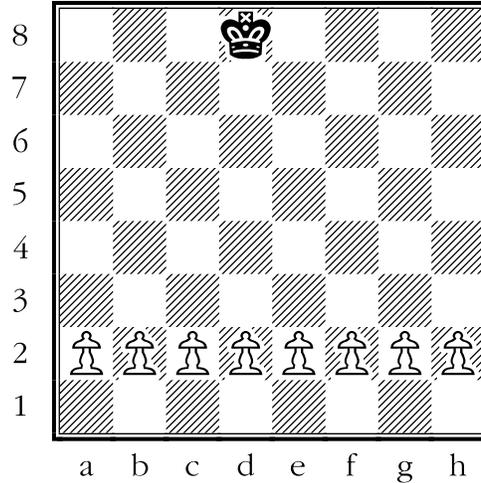


Each Pawn's “**path to promotion**” is highlighted with stars.

If a Pawn is so brave and adventurous to make it all the way across the board to the other side, the pawn can **promote** himself into a more powerful chess piece! The pawn can choose to be a Queen – even if you already have one, which means you **could** have up to nine Queens in a chess game – a Rook, a Knight or a Bishop. The “promoted Pawn” cannot become a King or remain a Pawn!

You do this by replacing the Pawn with the desired Knight, Bishop, Rook, or Queen once it reaches the edge of the board. For white, the pawns must reach the 8<sup>th</sup> Rank, while black's pawns must reach the 1<sup>st</sup> Rank. Whichever piece is chosen to relieve the pawn of his duties is placed on the “Queening square” (it is usually called a *Queening square* because the most likely choice for promotion is a Queen).

## The Farmer and the Piggies!



- Level 1:** ♖ ♖ ♖ ♖ ♖ ♖ ♖ vs. ♔
- Level 2:** ♖ ♖ ♖ ♖ ♖ ♖ ♖ vs. ♘ ♘
- Level 3:** ♖ ♖ ♖ ♖ ♖ ♖ ♖ vs. ♘ ♘ ♔
- Level 4:** ♖ ♖ ♖ ♖ ♖ ♖ ♖ vs. ♖ ♖
- Level 5:** ♖ ♖ ♖ ♖ ♖ ♖ ♖ vs. ♖ ♖ ♔
- Level 6:** ♖ ♖ ♖ ♖ ♖ ♖ ♖ vs. ♖ ♖
- Level 7:** ♖ ♖ ♖ ♖ ♖ ♖ ♖ vs. ♔
- Level 8: Design your own!**

### RULES/GOAL:

*The piggies have escaped from their piggy pen and are running across the yard in search of food! The farmers must catch all the piggies before even one can reach the barn at the far end of the yard.*

You play white starting with level 1. Advance the pawns to the other side of the board. If a pawn reaches the 8<sup>th</sup> rank, white wins.

## The Farmer and the Piggies – Instructor Handout

*This is a sample lesson introducing the Farmer and Piggies game. This Instructor's Guide should be used in conjunction with the Farmer and the Piggies Mini-Game.*

	<b>The Piggies</b>	Piggies can move one square forward at a time. On their first move, piggies can choose to move one or two steps. Piggies can capture mean farmers diagonally one square.
	<b>Mr. MacDonald</b>	Mr. MacDonald can move one square at a time in any direction.
	<b>Sheep Dogs: Wolfy and Rex</b>	Sheep Dogs move in “L” shapes: one, two, turn the corner. Sheep Dogs always changes their color square on each move.
	<b>Farm Hands: Bart and Bob</b>	Farm Hands can move as far as they want along a diagonal. Farm Hands always stay on the same color square that they start on.
	<b>The Tractors</b>	Tractors can move as far as they want up, down, left, or right.
	<b>Mrs. MacDonald</b>	Mrs. MacDonald can move as far as she wants up, down, left, right, or diagonally.

- *Italics* – Physical gestures you make
- **Bold** – What you say
- Normal – comments/instructions

*(Set up 8 white pawns on the demo board)*

**Old MacDonald had a farm ... ee-ii-ee-ii-ooo**

**and on that farm there lived...8 piggies!** *(gesture to the pawns) ... ee-ii-ee-ii-ooo*

**One day, the piggies escaped from their piggy pen** *(gesture to the first rank)*

**and started running across the yard** *(move some piggies, saying "oink, oink, oink")*

**toward Mr. MacDonald's barn** *(gesture to the eighth rank)*

**Mr. MacDonald** *(place the black king on e8)* **was lying in bed**

**when he looked out the window...and said** *(point accusingly out the window as if you are Mr. M)*

**"Ahhhh! Hey you piggies, get back here!"**

**And he ran out to stop them.**

**Now, if just one piggy can make it all the way down the board to the barn**

**he will eat Mr. MacDonald's corn, and Mr MacDonald won't have food for the winter.**

**But, if Mr. MacDonald can catch all the piggies, he will protect his corn and feed his family.**

**Now, how does Mr. MacDonald move around? Does anyone know?**

**That's right, Mr. MacDonald can move in any direction, but only one square.**

**Mr. MacDonald is an old man, with a long white beard and a walking stick.**

**He's very slow, and can only move one square at a time, and then he has to stop and take a rest. But he can move in any direction.**

**How do the piggies move? Does anyone know?**

**That's right, piggies move one square forward at a time.**

**Can they move backward? No. Can they move sideways? Nope.**

**On it's very first move, a piggy is so excited that he can move one or two squares.**

Show the e-pawn and King charging each other. When the King is on e5 and the Pawn on e4, demonstrate that the King can capture the Pawn, but the Pawn cannot capture the King. Show how Pawns capture.

Have the class play a game with you, where you are Mr. MacDonald and they are the Piggies.

The King stands no chance, and the class should win. Let the students figure out how to beat you. If you foresee the class losing, then subtly suggest the idea of using pawns on opposite sides.

**Tips:** refer to each piggy by a name that starts with the same letter as it's file: (e.g. Amanda, Betty, Christopher, David, Egor, Freddy, Gregory, and Harry). This helps to personify them, and gets the kids to start noticing file names.

Once the children have all had a chance to play a game or two (ideally each pair will play as both the Farmer and the Piggies), then bring them back to the demo board, and continue the story.

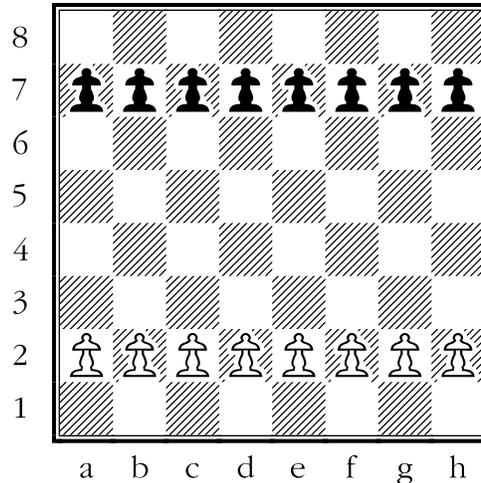
**So Mr. MacDonald went running back to the house crying** (*fake cry "boo hoo hoo"*)

**But then he wiped his eyes** (*wipes your eyes*)

**and whistled for his two faithful sheepdogs: Wolfie, and Rex.** (*produce the Knights*)

Show how the Knights move. Play a quick game against the kids with just one Knight versus their Piggies, so they see how it works. Continue showing each example before practicing...

## Pawn Wars!



**Level 1 – Diagramed position (with only Pawns).**

**Level 2 (Hard) – Add White King on e1 and Black King on e8.**

**NOTE: This Mini-Game can also be used in Lessons 14 and 15.**

**RULES/GOAL:** The first player to get a pawn to the other side of the board (promote) wins!

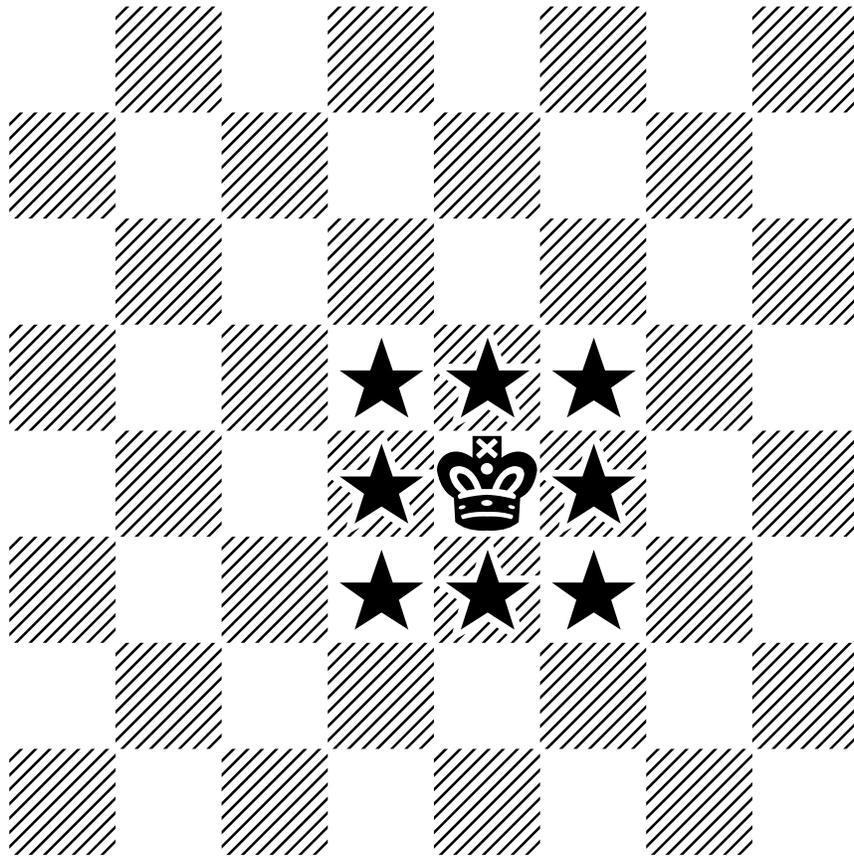
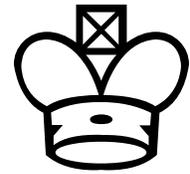
### Pawn Wars Mini-game: Tips to the Game!

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- Students should practice the position, rotating colors.
- Try to get your pawn to the other side, but be aware of your opponent trying to stop you! The King's make this game extra fun and extra hard!

Lesson 1

# The King

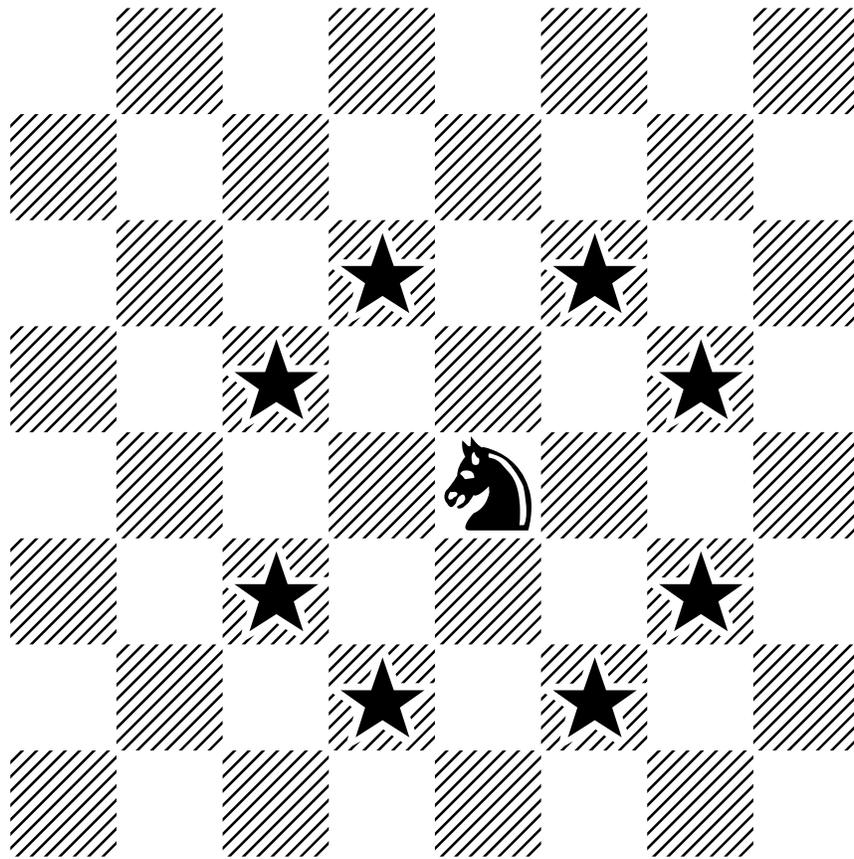
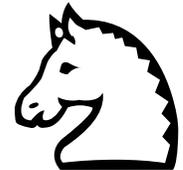


*The King moves one step in any direction*

*Practice Moving the King!*

Lesson 1

# The Knight

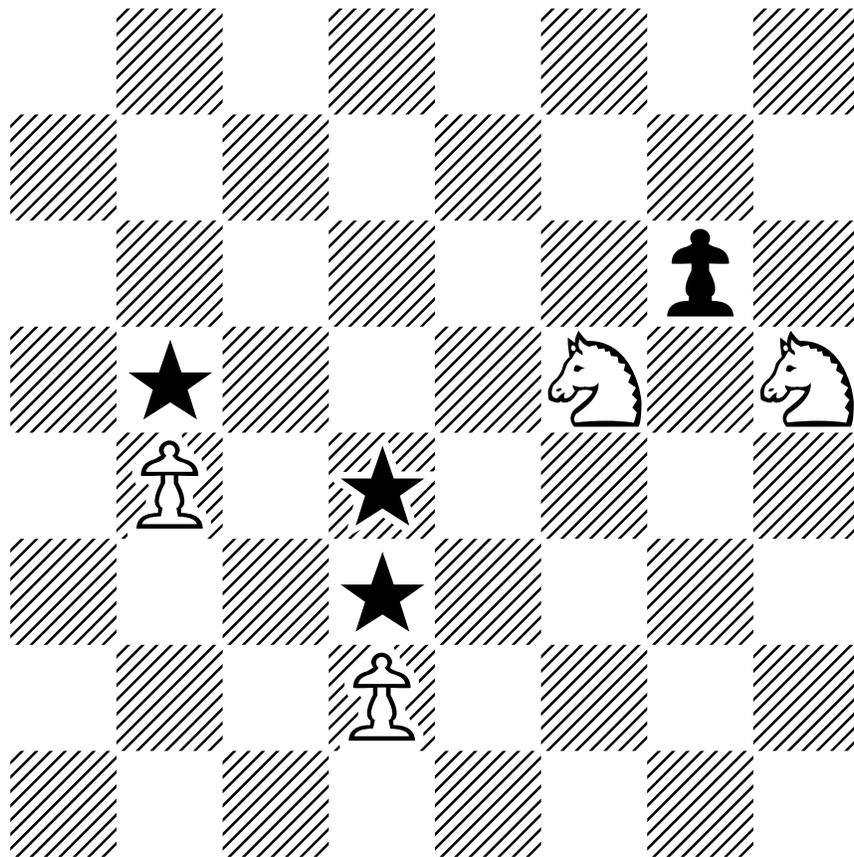
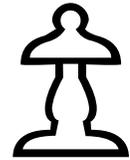


*Only the Knight can jump over other pieces with his fancy “L-shaped” hop.*

*Practice Moving the Knight!*

Lesson 1

# The Pawn



*The Pawn moves one step at a time, but captures pieces diagonally. On his first move, he can move one or two spaces.*

*Practice Moving the Pawn!*