

BATSFORD CHESS

CHESS

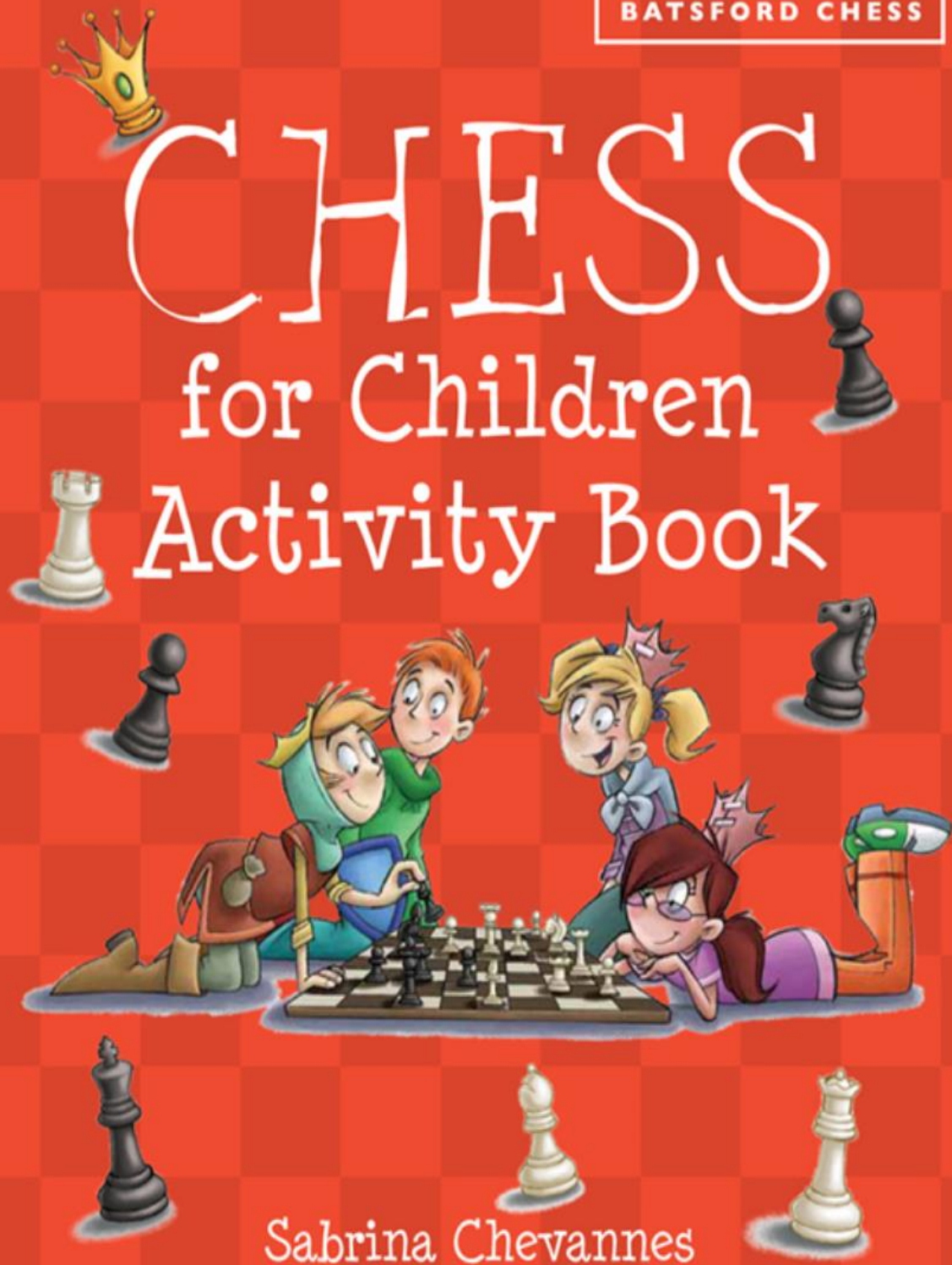
for Children

Activity Book



Sabrina Chevannes

BATSFORD CHESS



Chess for Children

ACTIVITY BOOK





Chess
for
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Contents

Introduction

REVISION TIME: The Pawn

Pawn Wars Strategy

REVISION TIME: Rooks, Bishops and Queens

Cops and Robbers Strategy

REVISION TIME: Knights

Hungry Horse Strategy

A Knight's Tour

Chess Variants

Jesön Mor

REVISION TIME: The King

Mine Alert

Introduction to Strategy

STRATEGIZE: Knights vs. Bishops

REVISION TIME: Chess Notation

Co-ordinate Bingo

REVISION TIME: Check and Checkmate

Checkmate Challenge

PUZZLE TIME: Mate in One

Three Check Chess

Thinking Ahead

PUZZLE TIME: Mate in Two

Progressive Chess

REVISION TIME: Scoring Points

Chess Maths

Good Capture/Bad Capture?

Giveaway Chess

STRATEGIZE: Opening Principles

PUZZLE TIME: Yes, No or Maybe

REVISION TIME: Pins, Forks and Skewers

SPAF

REVISION TIME: More Tactics

Spot the Tactic

Spot the Threat, Stop the Threat

Walk the Dog Challenge

[Shadow Mate Challenge](#)

[Box 'em in Challenge](#)

[GAME TIME: Guess the Move](#)

[Bughouse](#)

[Goodbye](#)

[Glossary](#)

[Index](#)

[Answers to Puzzles](#)



Introduction

Jess: *Hey Jamie!*

Jamie: *Hey Jess! It's been a while!*

Jess: *I know! I haven't seen you since we worked on our first book. How have you been?*

Jamie: *Great, thanks! I have been practising lots of chess and I think that I am even better at it now!*

Jess: *Yeah, me too. I really think that practice does make perfect.*

Jamie: *Especially with chess – there is a lot of pattern recognition involved.*

Jess: *Well, this is why I called you, Jamie. I would like to do some more chess training together in the form of fun puzzles.*

Jamie: *Oooh, that sounds like a great idea! I know so many fun games to help us get better at chess.*

Jess: *I know quite a few too, and I thought I'd invite our friends Marnie and Harry along too so we could all have fun playing together. Let's put our ideas together and make a Chess Activity Book for everyone to join in and have fun with us together!*

Jamie: *Great idea... let's get to work!*



REVISION TIME:

The Pawn



Jamie: *Since it has been a long time, I think we need to do a little bit of revision on everything we learned in our first book.*

Jess: *Well, I have been practicing a lot, so I think I remember everything but it can't hurt to look over things again.*

Jamie: *Let's start with the pawn!*

Jess: *Ah yes, these little guys are deceptively complicated. Even though they are small, they do so many confusing things!*

Jamie: *Yes, they are the only pieces that move differently from the way they capture.*

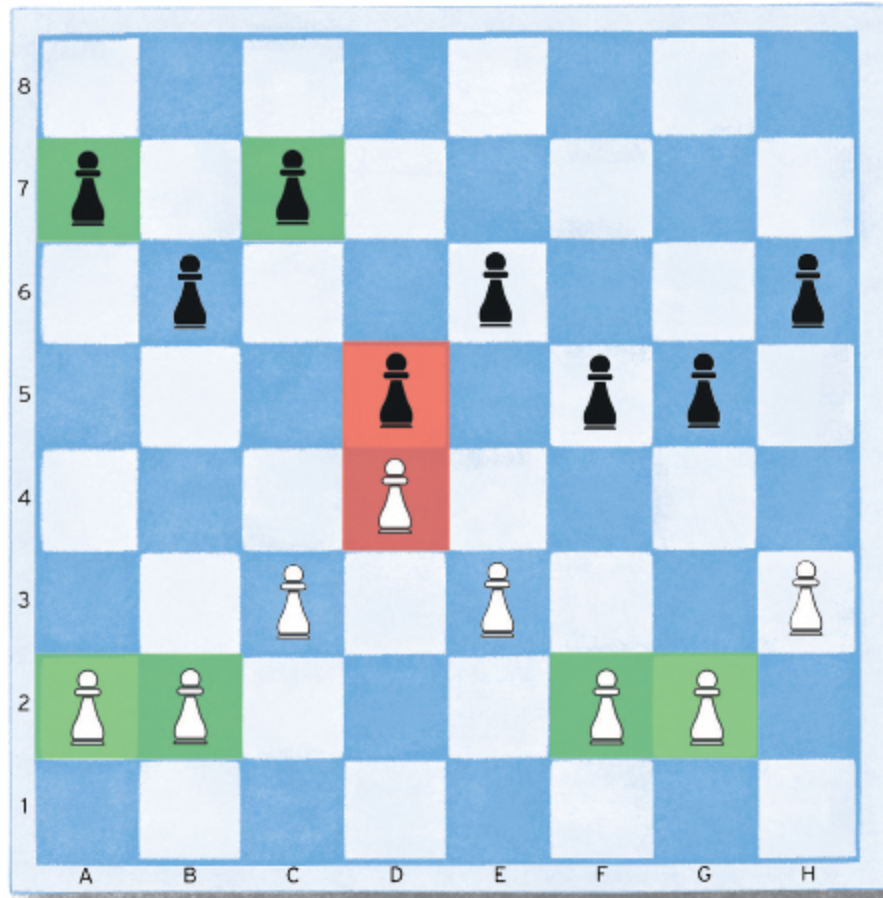


Jess: *They move forwards, but capture diagonally, right?*

Jamie: *Yes, they only ever move one square forwards unless they are on their starting square, when they have the option of moving two squares forwards if they want to.*

You see, the pawns highlighted in green can still move two squares as they have not yet been moved. The ones in red cannot move at all as they are blocked. The

others can all move, but they can only move one square as they have already been moved.



Jess: *I always move mine two squares if I am allowed to. Why would you only move one square?! Surely you want to advance as much as possible?*

Jamie: *Not necessarily... what if someone can capture you if you move two squares?*

Jess: *Oh yeah, that's true. So that is why we get the option of moving one or two – it depends which is safer!*

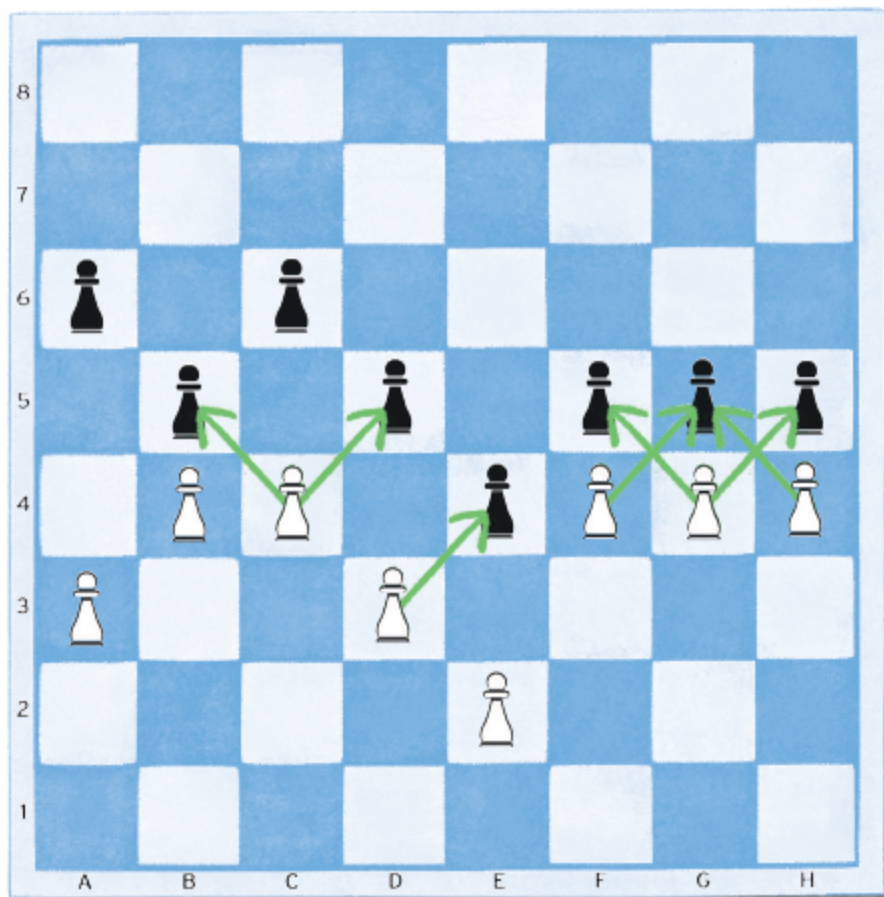
Jamie: *Well, they may both be safe, but it means we have extra choices. I suppose it is to compensate for the fact that the pawn cannot move backwards.*

Jess: *Oh yeah, that is really annoying. I always have to think very carefully before I move a pawn, because I can't move it back if it is a mistake.*

Jamie: *Exactly!*

Jess: *Then I have to take care when the pawns are diagonally next to each other, because they can take each other. It's confusing as I just got used to them moving forwards.*

Jamie: *And with so many of them on the board, there are probably captures everywhere!*



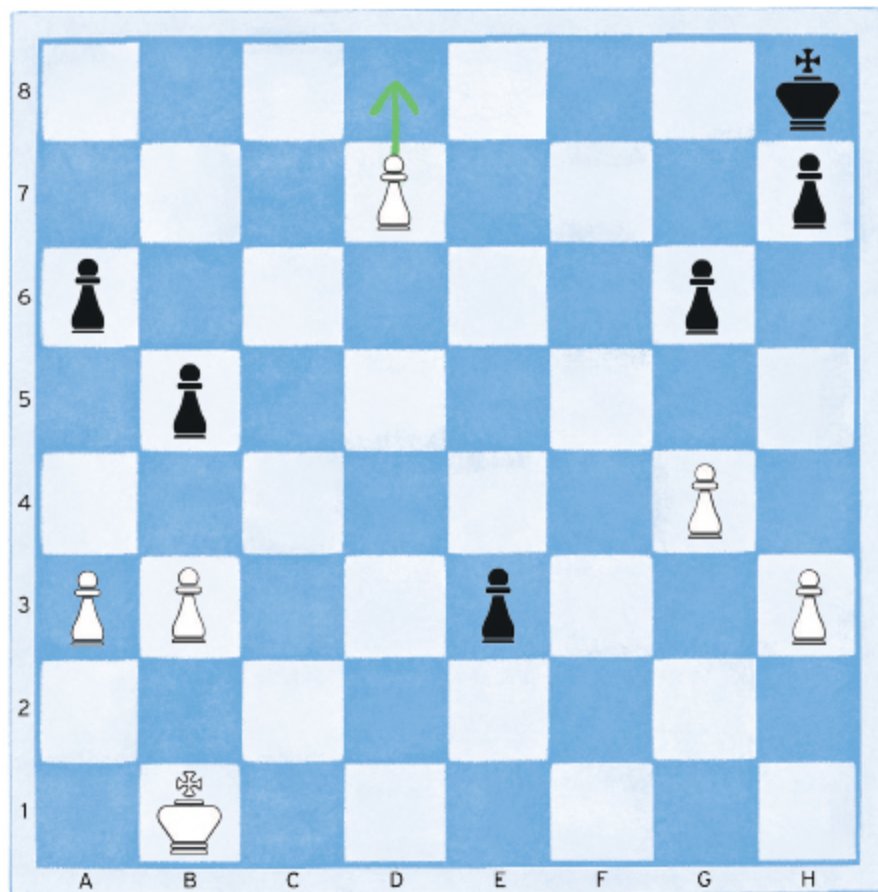
Look at all the captures that White can make in this position! He has seven different captures to choose from!

Jess: *Yes, but if White can capture Black, then Black can capture White too! This position is crazy!*

Jamie: *Good point!*

Jess: *Don't you remember we talked about Pawn Magic in our first book too? The pawn did some really cool extra stuff.*

Jamie: *Yeah, there were two extra special moves that the pawn made – Promotion and En Passant.*



Jess: *The promotion one was easy: if a pawn got to the end of the board, it could turn into a piece of its choice.*

Jamie: *That's right. Well, anything except a king!*

Jess: *Or another pawn!*

Jamie: *Yeah, that would be silly if it just stayed as itself and couldn't move anywhere considering it can't move backwards!*

Jess: *What a waste of a promotion that would be!*

Jamie: *I would always choose a queen because it is the most valuable.*

Jess: *Me too... I love the queen!*



Jamie: *What about en passant though, Jess? Do you not remember that one?*

Jess: *I do, but sometimes I get confused. I swear I have played people and they have just cheated and said it's en passant! So I am not sure what is right anymore!*

Jamie: *Oh, Jess! You can't let people do that to you! You were the one who taught me last time and now you have gotten all confused yourself.*

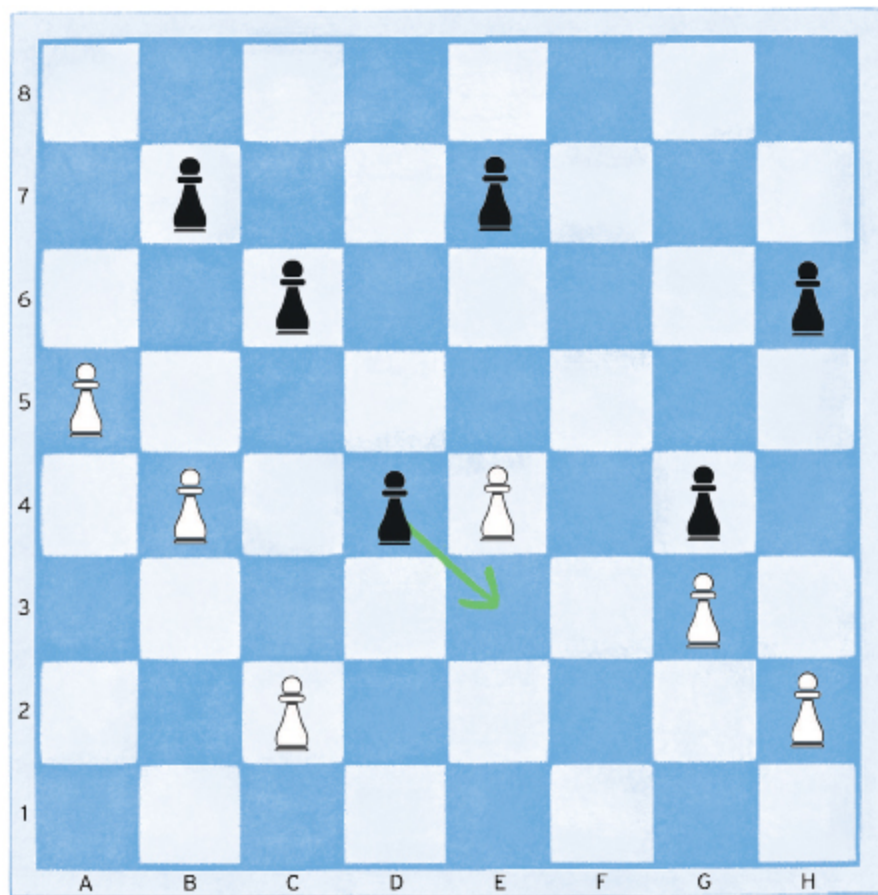
Jess: *I know.*

Jamie: *It's OK – I will explain it again. There are three main rules you need to remember about en passant:*

1. *Your pawn must be on its 5th rank, which is just past the halfway mark.*
2. *The pawn that you are to capture must be on the file next to that of your pawn and move from its starting square two squares, so that it sits next to your pawn.*
3. *You could then capture the pawn as if it only moved one square.*

Jess: *I thought that is what you do, but it is still confusing!*

Jamie: *Look!*



If it is Black's move in this position and White has just pushed his pawn to e4, then he can actually capture it!

Jess: *Oh yes, because the black pawn on d4 is on its 5th rank and the white pawn is on the adjacent file having just moved two squares next to it.*

Jamie: *What if it only moved one square?*

Jess: *Then it wouldn't be allowed to take it en passant, it would just capture it normally.*

Jamie: *Very good. The black pawn would end up on e3 and the white pawn would disappear from the board.*

Jess: *Here's a question for you Jamie – if Black decided not to do that and he decided to push his pawn to b5, what do you think White would do?*

Jamie: *I know what you want me to say! White can take the black pawn by en passant if that happens! However, White doesn't actually need to do that because he can just push the pawn to a6 and still win!*

Jess: *OK smarty pants, but en passant is still possible there.*

Jamie: *Indeed it is. En passant is not compulsory but in this case, it is definitely worth Black taking the e4 pawn!*

Jess: *I think I need to put these things into practice!*

Jamie: *Game of Pawn Wars?*

Jess: *Bring it on!*

Pawn Wars Strategy

Jamie: *We have played so many games of Pawn Wars and we beat each other all the time, but do you really know what you are doing?*

Jess: *Well, I do have a plan most of the time and I've developed a few cool ideas.*

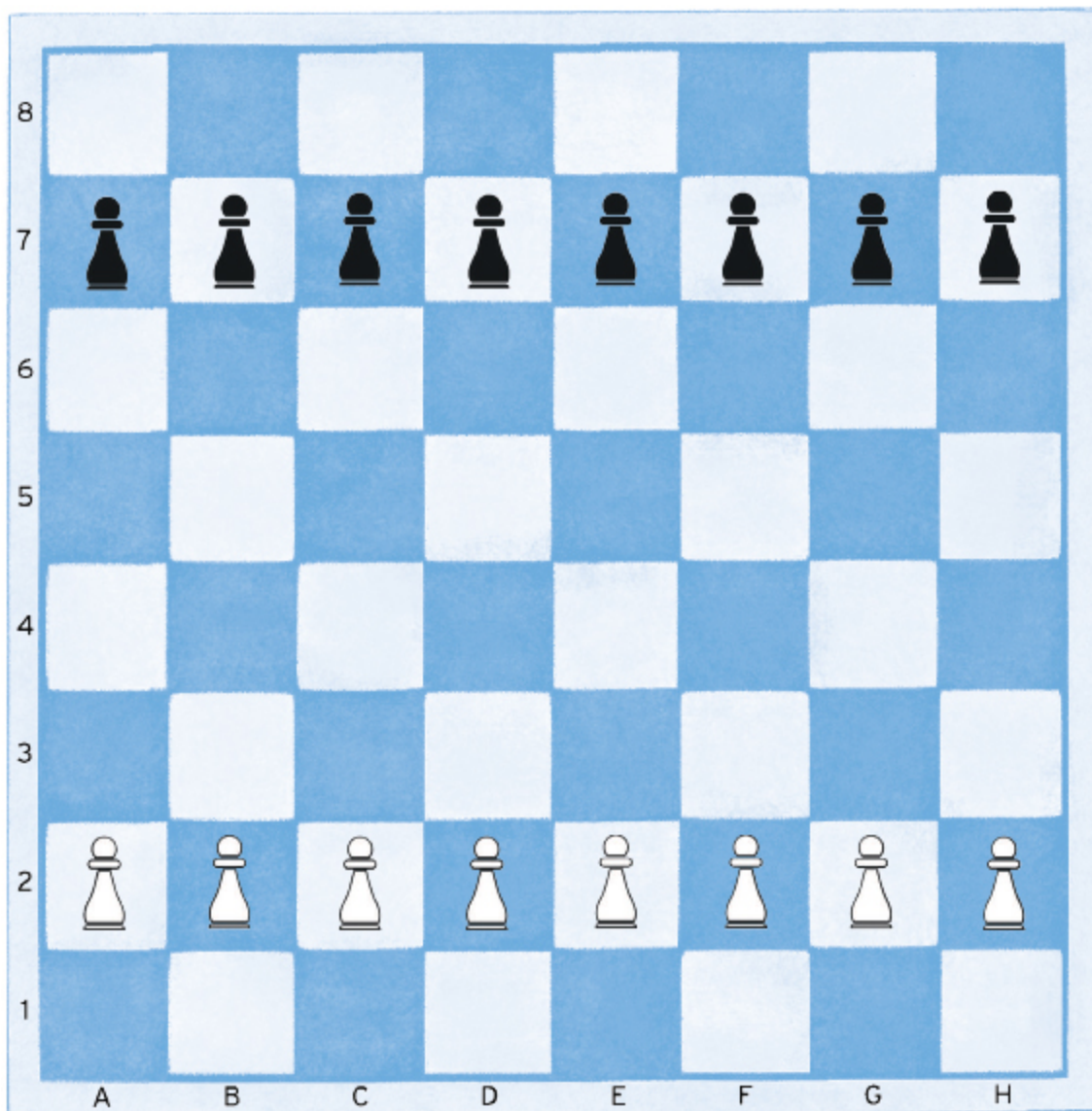
Jamie: *Me too! Want to share?*

Jess: *Hmmm, I'm not sure, because then you may beat me!*

Jamie: *Just because I know some of your plans, doesn't mean that I can stop them all!*

Jess: *That's true. Plus, I'm going to keep a few of them a secret anyway.*

Jamie: *Fair enough. So what tricks have you got?*



Jess: *OK so we only have pawns, right? Since they don't move backwards, I want to gain as much space as I can with them so generally I move them two squares forwards at a time whenever I can.*

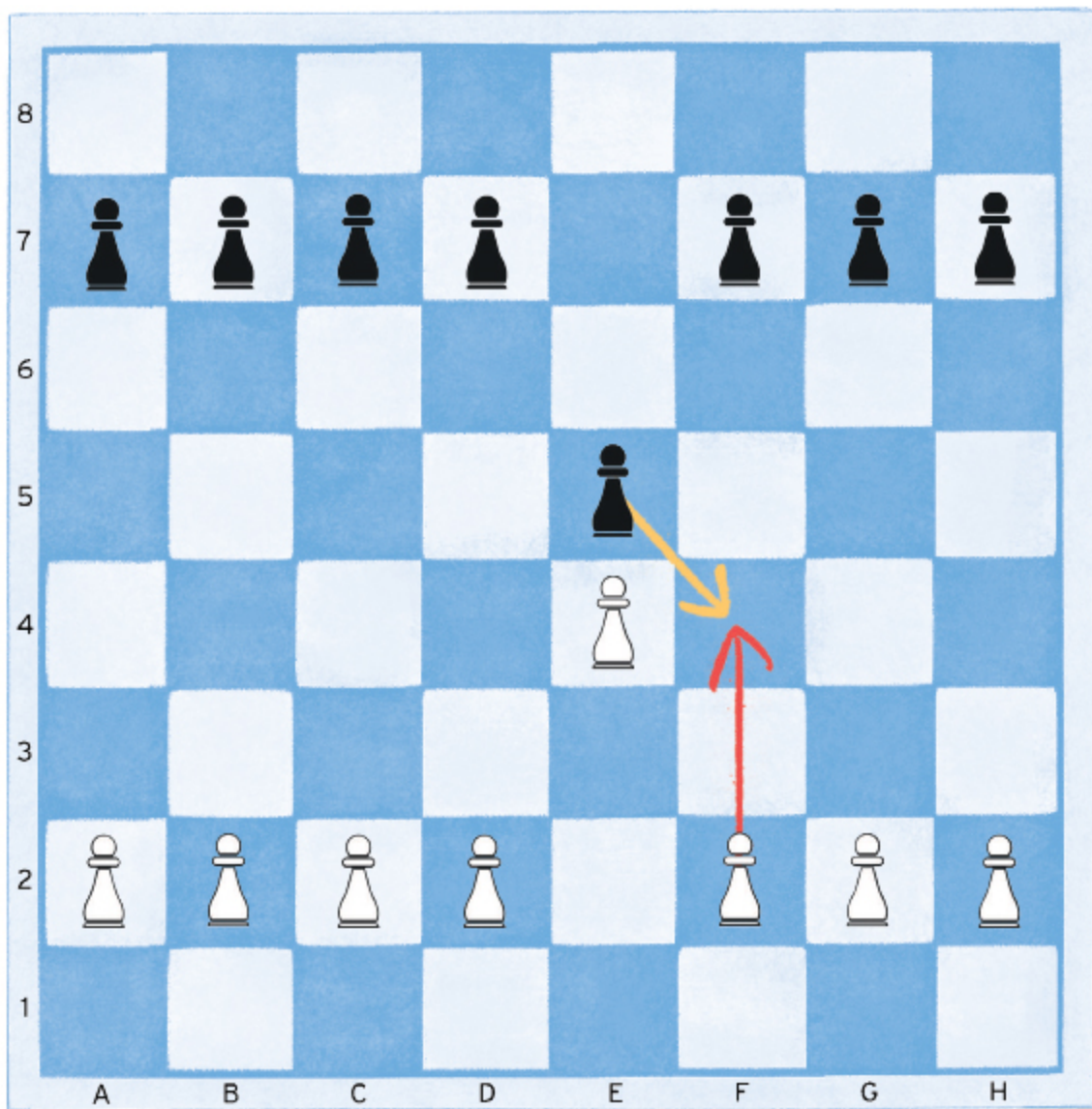
Jamie: *But which pawns?*

Jess: *Well, I start with the centre pawns because controlling the centre of the board is a good idea.*

Jamie: *I do that too, but I don't move the pawns two squares all the time. Sometimes it is unsafe, so I prepare a double push by pushing the pawn next to it one square.*

Jess: *What do you mean?*

Jamie: *Look:*



I want to push my pawn to f4, but if I do, the black pawn on e5 will just capture it for free, which is not good! So, if I push my pawn to g3 first, I can then push my pawn to f4 on the next go.

Jess: *Oh yeah because then if I take you, you take me back and you have two pawns controlling central squares.*

Jamie: *Exactly! Good huh?*



Jess: *Well... if that's what your plan is, I'm going to put my pawn on g5 and stop you!*

Jamie: *Grrr! That's why I shouldn't tell you my plans!*

Jess: *So that is what I am going to do whenever we play now; not just think about my plans, but work out what*

reason why the threat is there is because of the strong battery between the queen and bishop down that diagonal. If the connection between them is blocked, the threat is no longer there.

Answer: 1...Ne5.

Puzzle 2: *Black is threatening Qa1#. However, White cannot defend the square, nor block the path to a1, so the options are limited. The only choice is to run! Luckily, White is already up on material and can hide safely on d2.*

Answer: Kc1!

Puzzle 3: *Attack is the best form of defence. There is a lot going on here and Black has a knight on f4 that is being attacked, but White's king is in trouble. Therefore, Black should strike whilst the iron is hot.*

Answer: 1...Qg2+ 2. Qxg2 fxg2#.

Puzzle 4: *Black is threatening checkmate on b2, but White has an attacking position. Can he get in there first with a checkmate? We must only analyze forcing moves as it is checkmate next move. Rxg6+ fxg6, Qxg6+ looks tempting, but after Kh8, White has nothing. Therefore, it is better to just defend rather than losing the material.*

Answer: 1. Bc1.

Puzzle 5: *Strange to have to spot the threat when Black is already forking White's rooks. However this is all about trying to find a way out of it. The answer seems a little bit counter-intuitive but it is clever.*

Answer: 1. Bxc4! Nxc4 and the rooks are forked again. However, after 2. Rh2+, White will then have a spare move to get the other rook to safety after Black deals with the check.

Puzzle 6: Another checkmate is threatened on b2, but this time White IS quicker. White can play a fantastic sacrificial combination to deliver a forced mate in three.

Answer: 1. Rh8+ Kxh8 2. Qh6+ and the queen cannot be captured due to the pawn on g7 being pinned. After Kg8, 3. Qxg7 is checkmate.

Guess the Move

Move 2:

d4.....2 points

Nf3, Nc3, d3 1 point

Move 3:

Nc32 points

e5, exd5, Nd22 points

Bd3, f3..... 1 point

Move 4:

Nxe4..... 1 point

Move 5:

Qd3.....3 points

Nxf6+, Ng3, Nc3, Bd3.....2 points

Move 6:

dxe5.....2 points

Move 7:

Bd2.....3 points

Nc3, Nd2.....2 points

Move 8:

0-0-0.....3 points

f3..... 1 point

Move 9:

Qd8+.....5 points

Re1.....2 points

Move 10:

Bg5+.....3 points

Bf4+, Bc3+..... 1 point

Move 11:

Bd8# and Rd8#.....3 points

Maximum:.....27 points.

