

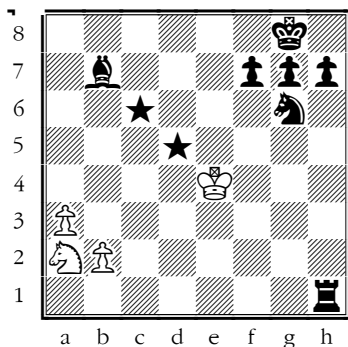
The Aim (Goal) of a Chess Game

Part 1: Check and How to Escape Check

Concepts:

- How do you win a chess game?
- What is this "check" thing??
- How to get out of check!

What is Check? – Check! Shah!! Schach!!! - Attacking the King in Chess:



Which piece is screaming "Shah!" here? That's right, it's **the BISHOP!**

Every chess piece in the kingdom is well aware that capturing the enemy King is the way to win – and that being the piece that captures (traps) him is the way to glory!! Before chess became famous all over the world, it was played in Iran, and the word for "King" there was "Shah." Every time a piece would attack the King, the piece would get so excited it screamed "Shah!" as loud as it could...

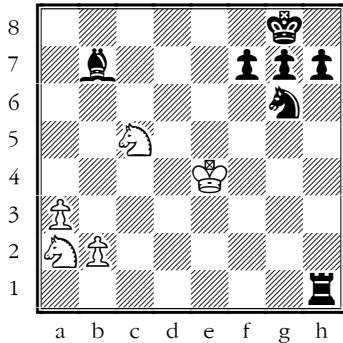
The Shah, hearing his name screamed, would know that he was in immediate danger and needed to move to safety! As the game moved out through the world from Iran, the scream of "shah!" changed as well. In some countries, it became "schach!" in others, "schack!" and even "schchikuchack!". In English it became "check!" So, today we say check if we attack the King!

You might be thinking that screaming at your opponent while he/she is thinking would be rude – and you'd be right! However, it **is considered polite** to alert your opponent when their King is under attack by saying "check" -- **without screaming it** – in a chess game.

However, some people will try to **assassinate** your King in stealthy ninja-fashion by **not** saying "check". Though a player is not required to announce check, according to the rules of chess, you cannot win simply by capturing the enemy King. If you capture the opponent's King because he/she did not know the King was attacked, you simply have to go back to before you took the King, and let him/her choose a different move to save the game. **The only way to win the game is to completely trap the king (checkmate)** – and we are going to learn about this in just a few minutes (Part 2)

First, you need to know the **three ways of escaping check**:

Escape Route #1 – Capture the Enemy Piece!

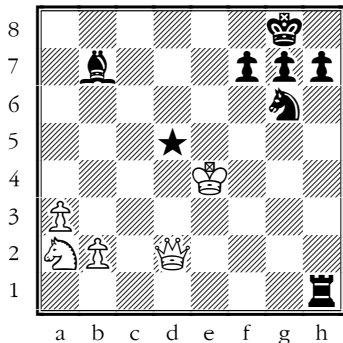


The **c5-KNIGHT** is not ready to let the black **BISHOP** get all the glory!

Capture the enemy! Almost always your best option to get your King out of check and into safety is to **capture the enemy piece that is attacking your King!** Not only is the King saved in this way, but an example is set: "if you dare to check me, you shall rot in my prison. **Muahahaha!**"

When people are scared (like a King who has been checked) they like to regain a sense of peace by showing how powerful they are. The King has been known to throw big parties for any one of his soldiers whom captured an enemy piece that had the nerve to attack his royal highness! Before you consider either of the following two options, see if you can capture the "checking piece"...

Escape Route #2 – Block the Enemy Piece!

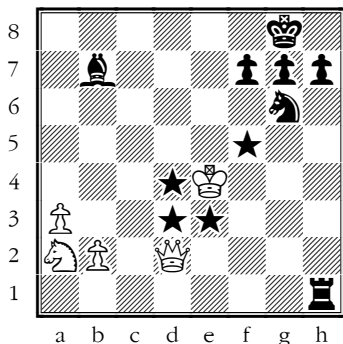


She's not happy, but the **QUEEN gives herself up** to save the **KING**.

Get in the way! The King, as you know well by now, is a pretty lazy guy. So he's still expecting his loyal soldiers to take care of this noisy "Check"-screaming pest for him. "If you can't capture him for me, then at least make sure **you** get captured, **not me!**", he encourages his troops.

This may not be their favorite duty, but in the royal kingdom, the rules are the rules. The other pieces **must** prevent their King from being captured, and so they can often be seen stepping into the line of fire themselves (also called "**blocking**") in order to shelter him. No piece, not even the all mighty powerful Queen, is as important as the King! In our current diagram, the Queen pays the price!

Escape Route #3 – Run Away from the Enemy Piece!



When all else fails, you will see the **KING** running.

Run!!! Lazy as he may be, the King is not willing to get locked away. He just knows the enemy King would come down to his cell and laugh at him... every day! If none of his soldiers can save him by capturing or blocking the checking piece, the King will decide to make a run for it himself!

Although I'm calling it running, he'll of course only move one space at a time (he is awfully old after all). Sometimes just one square is far enough to escape getting captured though. Notice here that the King has four ways to run away to a safe square (d4, d3, e3, and f5), so it would probably be a bad idea to block with the Queen!

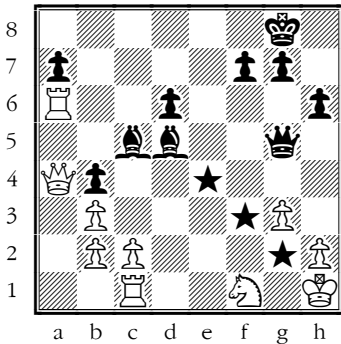
The Aim (Goal) of a Chess Game

Part 2: Checkmate and Introduction to Stalemate

Concepts:

- How to win a chess game: *Checkmate!*
- Intro to *Stalemate!*

When the King Cannot Escape... **Checkmate!**

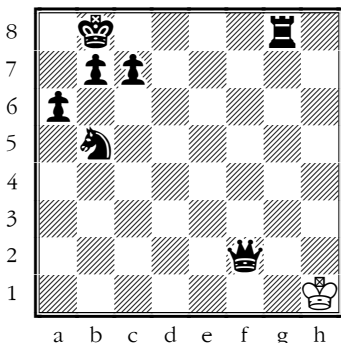


The trap is complete: the white King is done for!

You win the game when one of your pieces says "check," and the enemy King has no way to escape: they can't capture, block, or run! Setting up a checkmate is very tricky, but you can use logic to realize that it often means:

- Separating the King from his allies (the pieces that would capture or block your attacker)...
- Surrounding him with your pieces (so that he has no safe squares to run to)...
- Finally, apply the deadly blow by giving check (that's right, don't forget to attack him) – Black's Bishop on d5 is checking the King on h1: Checkmate! The Bishop on c5 guards the g1-square from the King...

When a King Has Nowhere To Go, BUT is NOT in Check – He is Stalemated!



*The King is trapped but **not attacked**. Black missed their chance!*

At first, everything looks good here for black. Black has captured all the opponent's pieces, chased the poor King into a corner (h1), and attacked all the squares he could run to. White's King is quite surrounded! However, you forgot one important thing: you didn't attack him! Since he is not attacked, it is not a checkmate.

A King is **not allowed to move onto a square that is unsafe!** Here the white King has no safe squares (any move would place him in check). For failing to checkmate properly, the game is declared a draw (tie game)! It's nice to share... but with all those extra pieces, black should have figured out a way to checkmate! If white still had another piece to move, it wouldn't be stalemate. For more on stalemate, move onto Lesson 4 – Part 3.

The Aim (Goal) of a Chess Game

Instructor's Guide

Lesson 3 should give the students a firm grasp of the goal of a chess game: surrounding and trapping the enemy King. They should also begin to understand how to see if the King can escape.

Key Concepts:

- Checkmating the enemy King is the Goal
- Check is a way to attack the enemy King
- Three ways of escaping check: Capture, Block, and Run
- Checkmate
- Stalemate

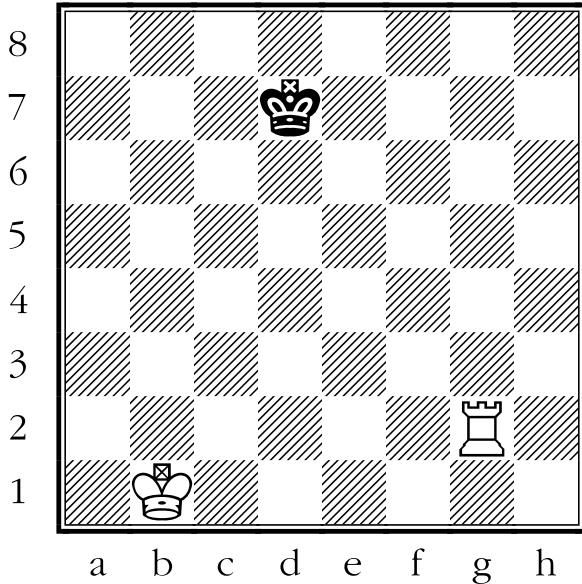
Make sure your students grasp the important but “counter-intuitive” concept that you cannot capture the King! The only way to win is to trap (checkmate) the enemy King. The ninja joke is supposed to make this idea stand out, but that moment is a good opportunity to add emphasis. Stop and ask the students whether they are allowed to capture the enemy King.

Practical Notes and Advice – Lesson 3:

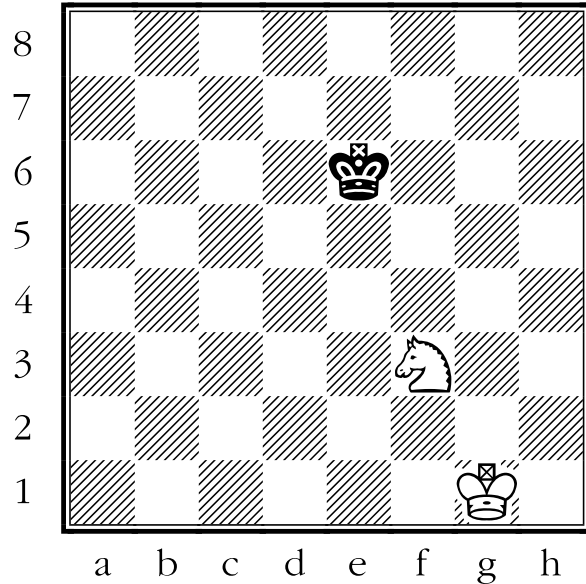
- **Let the students try the “Checking worksheet” before “Escaping Check.”**
- **As you go through the three methods of escaping check, use the worksheets associated to reinforce the concepts. This will increase retention.**
- **Let the students know that the choice to capture, block, or run is going to be an important decision. They will often have to choose which is best in a game.**
- **Checkmate is: check with NO capture, block, or run possibility. When they have a checkmate before their eyes, emphasize that this is the goal of the game. You may want to go over a couple examples from the worksheets in class.**
- **Let them know stalemate will be revisited in the next lesson. The point is to re-emphasize that without “check” there is no “checkmate.” Do this while the differences between Checkmate and Stalemate are still fresh.**

Lesson 3: Check the King!

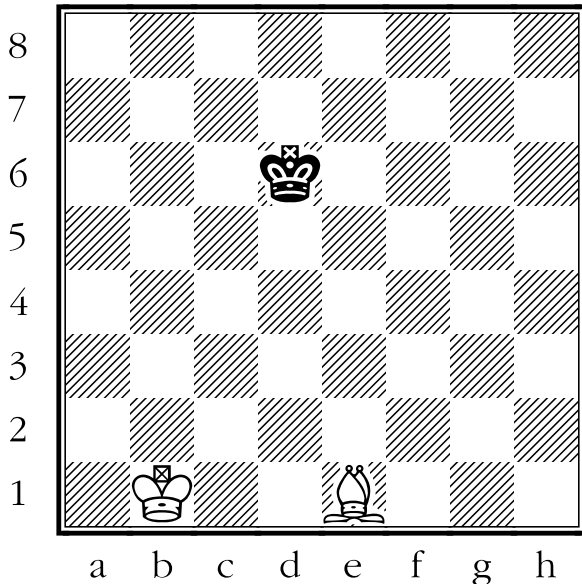
Follow the instructions beneath each diagram.



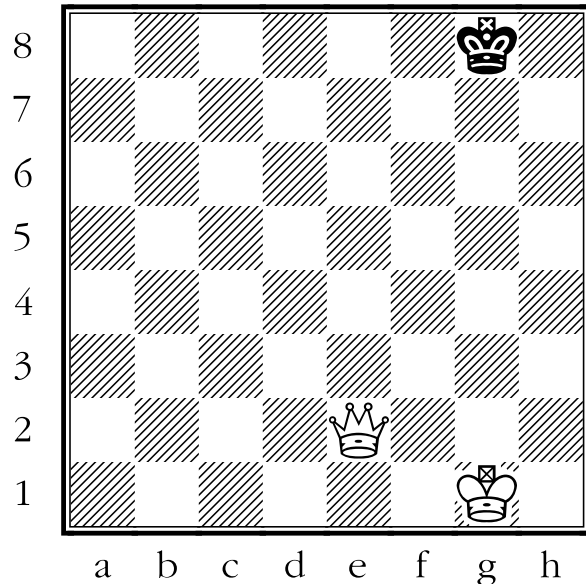
*Draw arrows to show the **two** ways the **Rook** can put the black King in check!*



*Draw arrows to show the **two** ways the **Knight** can put the black King in check!*



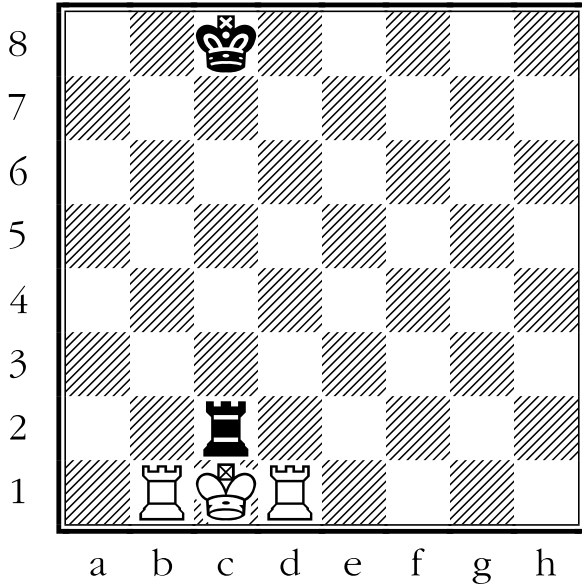
*Draw arrows to show the **two** ways the **Bishop** can put the black King in check!*



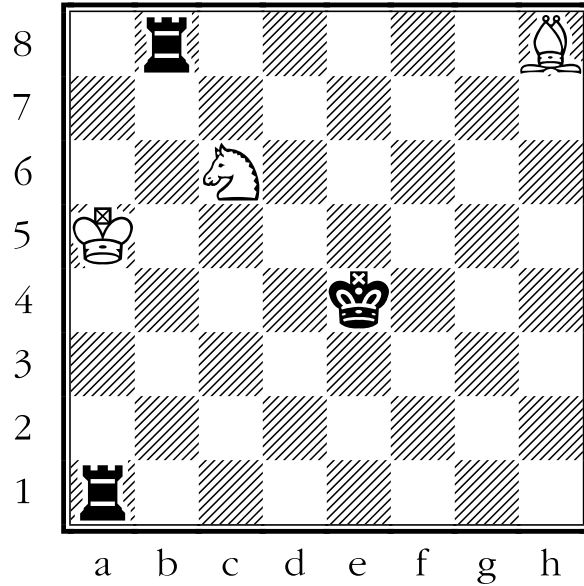
*Draw arrows to show the **six** ways the **Queen** can put the black King in check!*

Lesson 3: Capture the Checker!

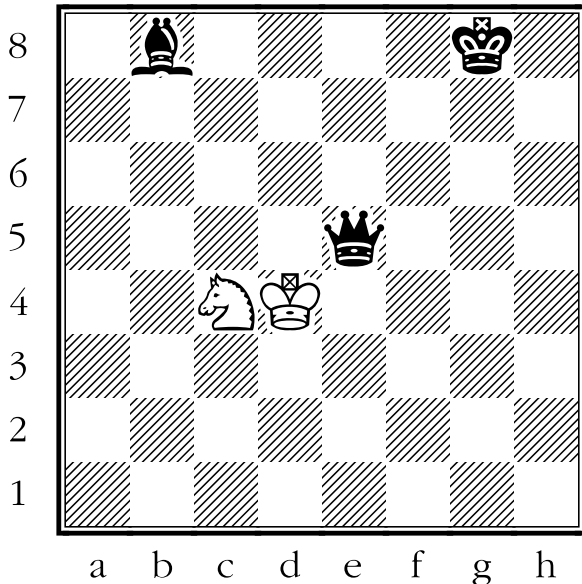
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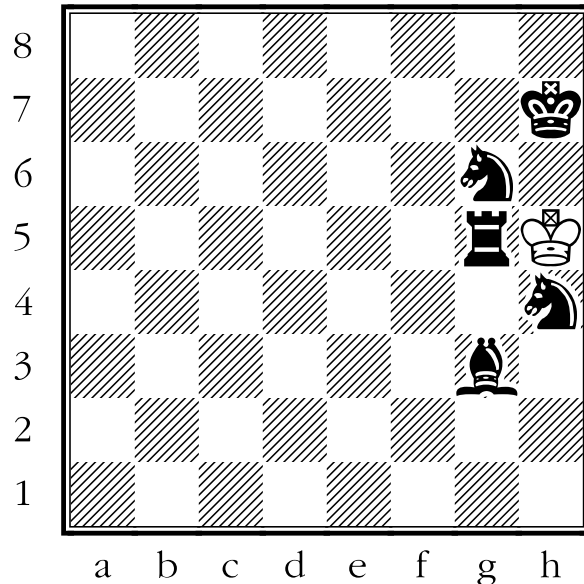
Draw an arrow to show how white can capture the “checker” and escape check



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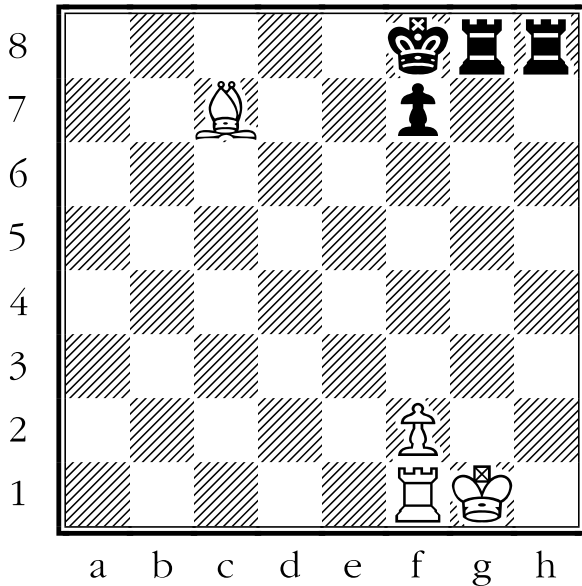
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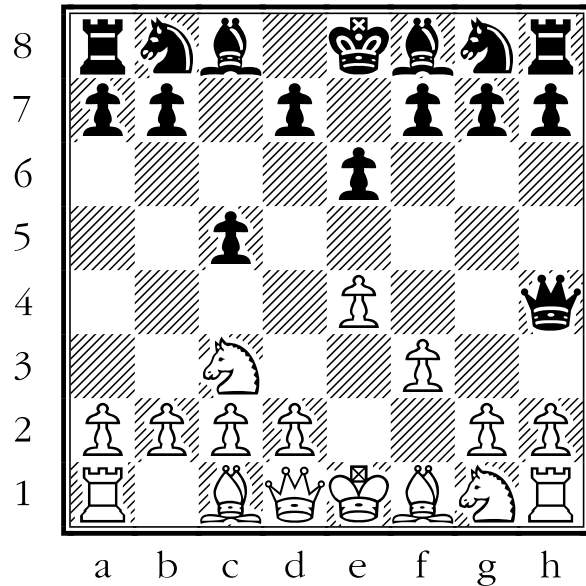
Draw an arrow to show how white can capture the “checker” and escape check

Lesson 3: Blocking Check!

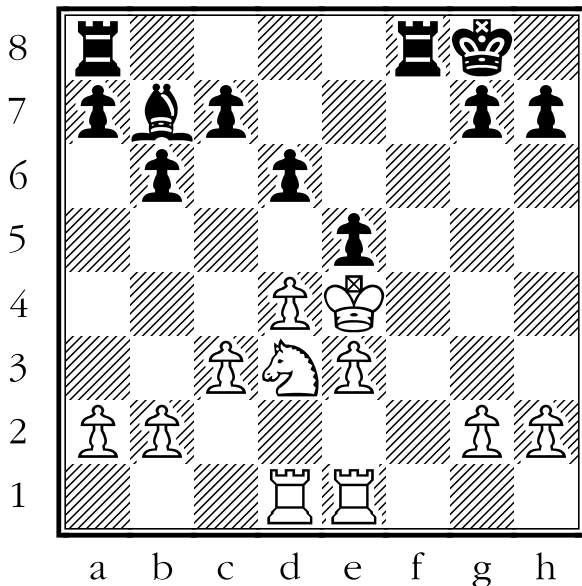
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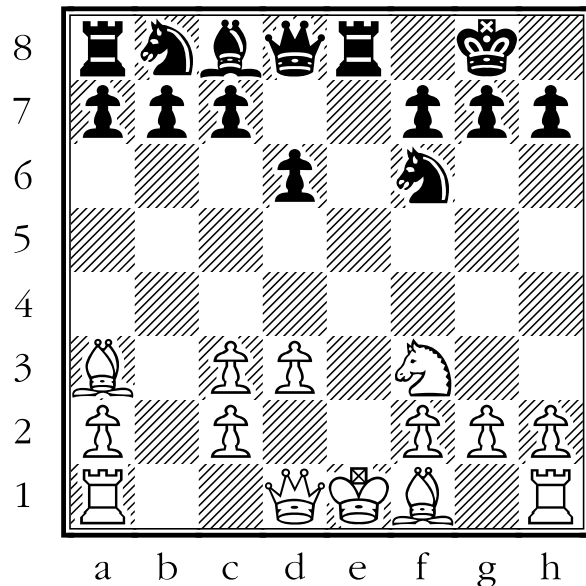
*Draw an arrow to show how white can **block** the piece checking the King*



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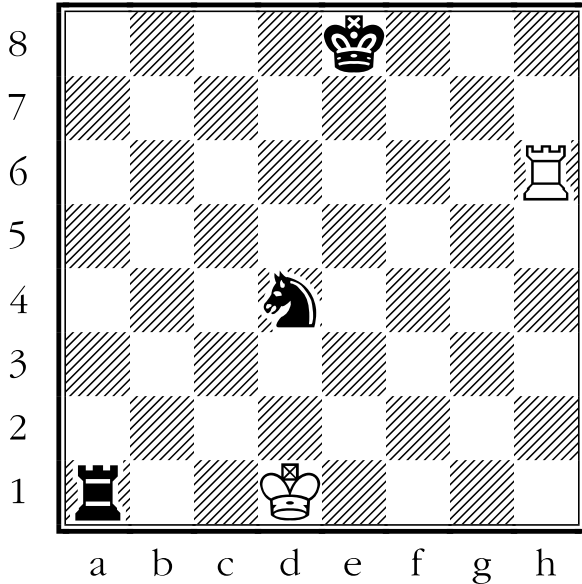
*Draw an arrow to show how white can **block** the piece checking the King*



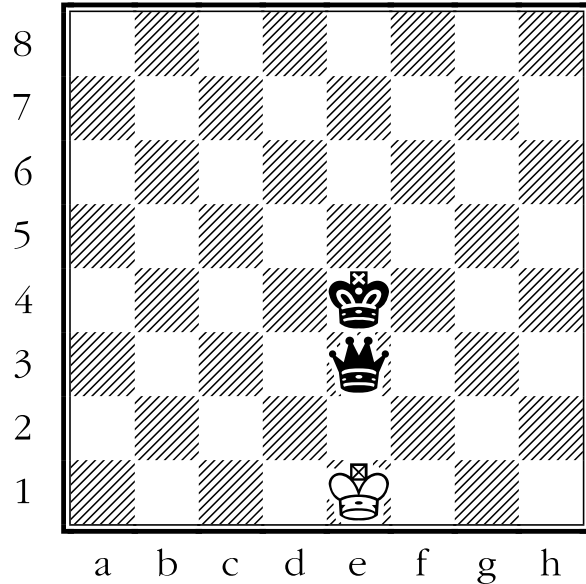
*Draw an arrow to show how white can **block** the piece checking the King*

Lesson 3: Running from Check!

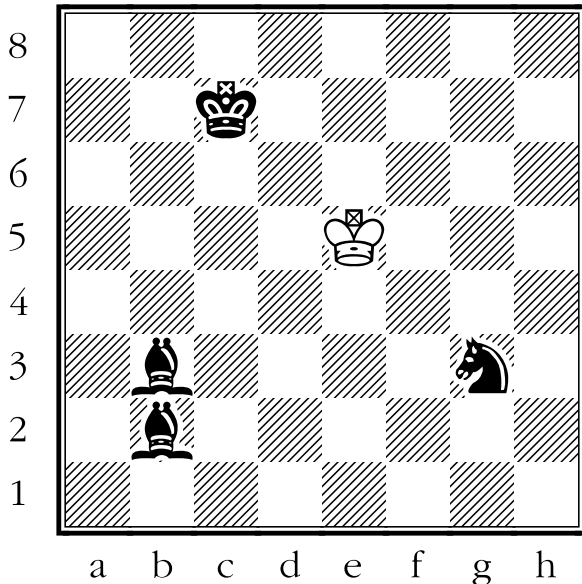
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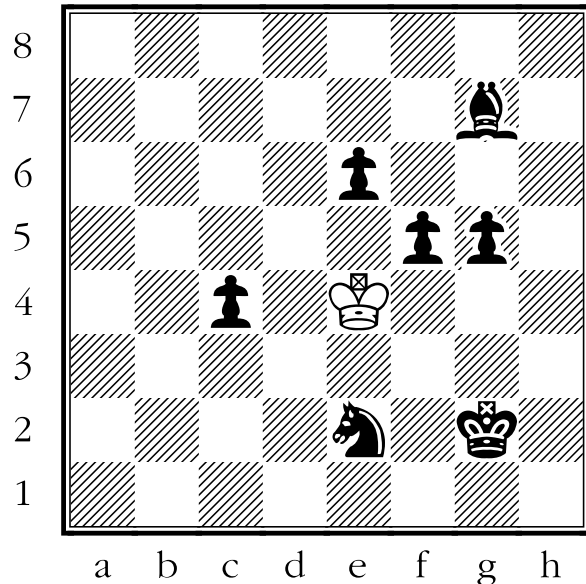
Draw arrows to show how the white King can move out of check to a safe square



Draw arrows to show how the white King can move out of check to a safe square



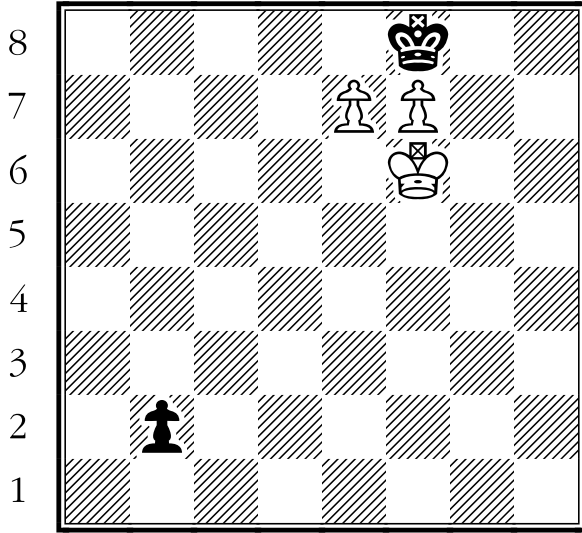
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Lesson 3: Is This Checkmate?

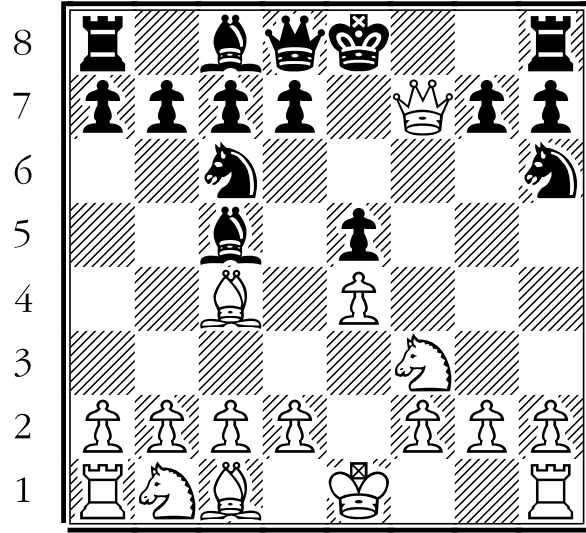
In each of these positions, the black King is in check. Is he in "checkmate"?
Circle the correct answer beneath each diagram.



a b c d e f g h

Circle the correct answer:

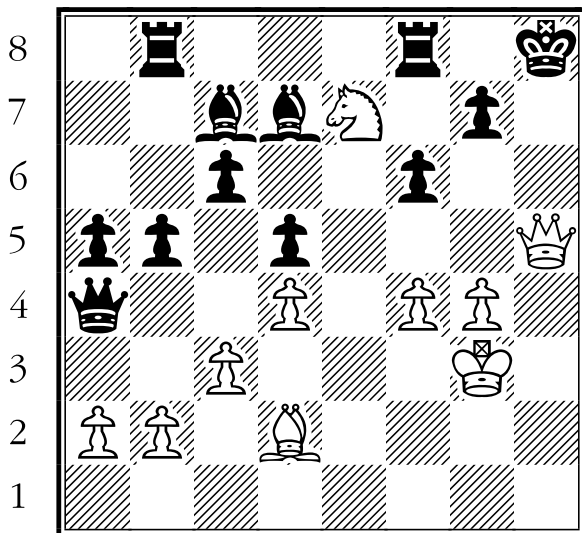
Yes? Checkmate? No?



a b c d e f g h

Circle the correct answer:

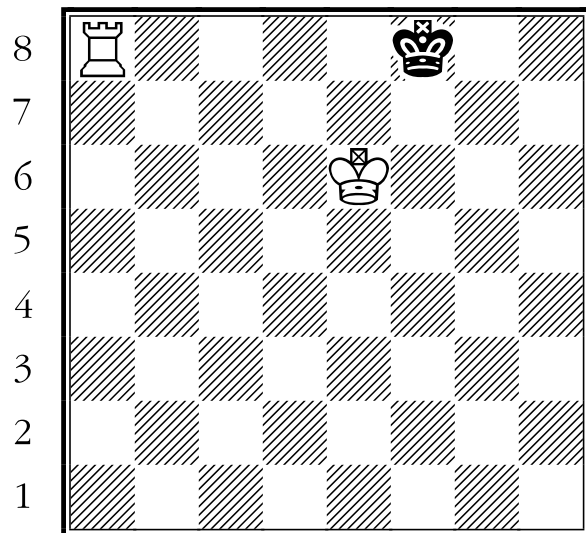
Yes? Checkmate? No?



a b c d e f g h

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Yes? Checkmate? No?



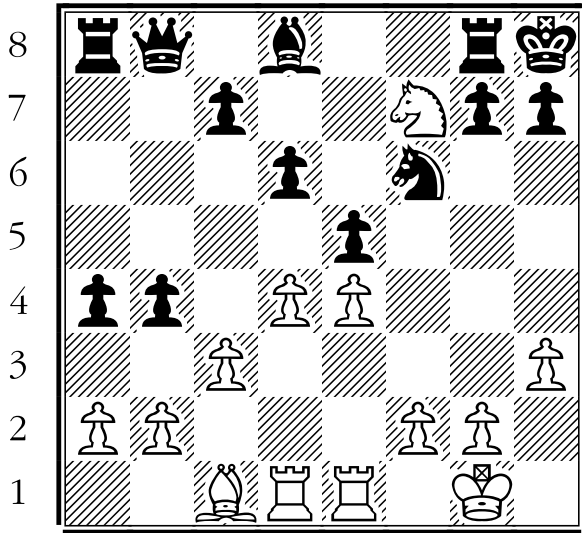
a b c d e f g h

Circle the correct answer:

Yes? Checkmate? No?

Lesson 3: Is This Checkmate?

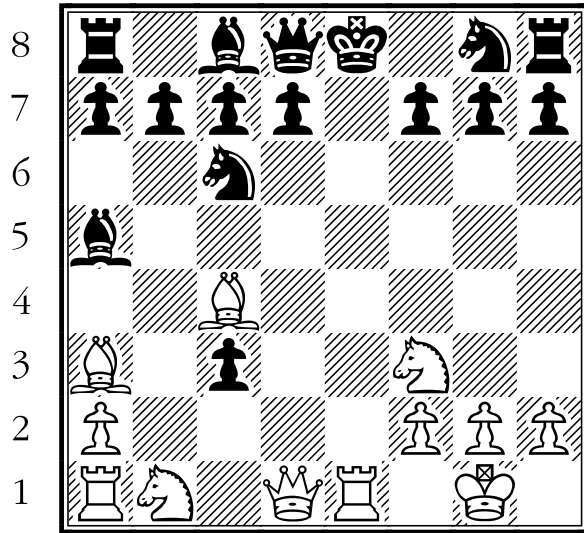
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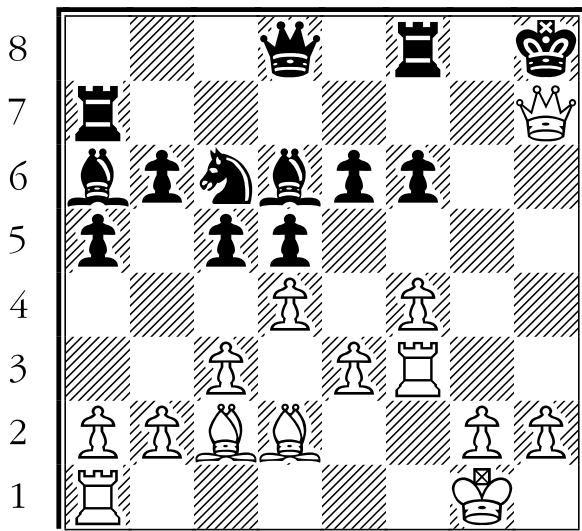
Yes? Checkmate? No?



a b c d e f g h

Circle the correct answer:

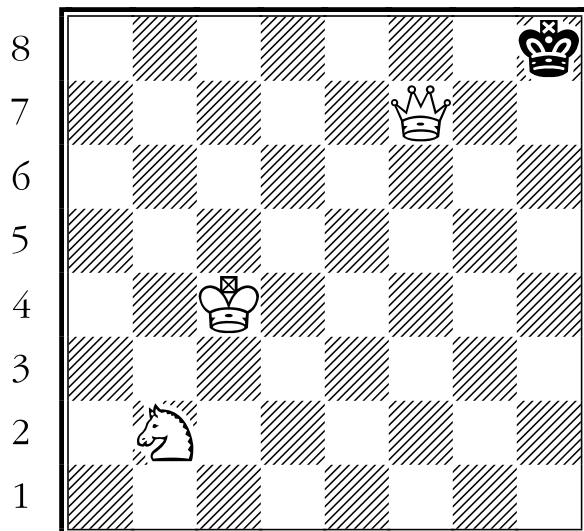
Yes? Checkmate? No?



a b c d e f g h

Circle the correct answer:

Yes? Checkmate? No?



a b c d e f g h

Circle the correct answer:

Yes? Checkmate? No?

The Aim (Goal) of a Chess Game

Answer Key

Worksheet Page 1 – Check the King:

Diagram #1 – Arrows drawn from the Rook to d2 and g7.

Diagram #2 – Arrows drawn from the Bishop to b4 and g3.

Diagram #3 – Arrows drawn from the Knight to d4 and g5.

Diagram #4 – Arrows drawn from the Queen to a2, c4, e6, e8, g2 and g4.

Worksheet Page 2 – Capture the Checker:

Diagram #1 – Arrow drawn from King on c1 to black Rook on c2.

Diagram #2 – Arrow drawn from Knight on c4 to black Queen on e5.

Diagram #3 – Arrow drawn from Bishop on h8 to black Rook on a1.

Diagram #4 – Arrow drawn from King on h5 to black Rook on g5.

Worksheet Page 3 – Block the Checker:

Diagram #1 – Arrow drawn from white Bishop on c7 to g3-square.

Diagram #2 – Arrow drawn from white pawn on d4 to d5-square.

Diagram #3 – Arrow drawn from pawn on g2 to g3-square.

Diagram #4 – Arrows drawn from white Queen on d1 to e2-square, Knight on f3 to e5-square, and **(BEST)** Bishop on f1 to e2-square.

Worksheet Page 4– Running from Check:



Lesson 3

Diagram #1 – Arrow drawn from King on d1 to d2-square. Black Knight guards c2 and e2.

Diagram #2 – Arrow drawn from King on e5 to f4-square. No other safe squares.

Diagram #3 – Arrows drawn from King on e1 to d1 and f1 squares.

Diagram #4 – Arrow drawn from King on e4 to e3-square

Worksheet Page 5 – Is This Checkmate?:

Diagram #1 – Yes.

Diagram #2 – Yes.

Diagram #3 – No.

Diagram #4 – No.

Worksheet Page 6 – Is This Checkmate?:

Diagram #1 – Yes.

Diagram #2 – No.

Diagram #3 – No.

Diagram #4 – No.