

MaDD Training Academy – Level Two “Blue” Activities

0009	I can demonstrate how to checkmate with a queen, rook and king, versus a lone king You play with the lone king, and they have a rook, queen and king. At first, they can choose the starting position. We suggest the “staircase method” of checkmating a queen and rook – if you are unsure what this is, just let us know and we will help. Once they have the staircase method secure, try them again with the pieces on these positions: • White king: a7 • White queen: b8 • White rook: h6 • Black king: f5 Their aim is to checkmate Black in seven moves or less in this position, if they are using the staircase method effectively
0010	I can demonstrate how to checkmate with two rooks and a king, versus a lone king At first, they can choose the starting position. Just like in lesson 0009, we suggest the staircase method for this. There is one extra risk that the king can chase and capture the rooks – if you are unsure, we can demonstrate how to solve this at club night. Once they have the staircase method secure, try them again with the pieces on these positions: • White king: e3 • Black king: c8 • Black rooks: g7 and b1 Their aim is to checkmate White in eight moves or less in this position, if they are using the staircase method effectively
0011	I can castle kingside and queenside These are the important things to remember: • You can castle to either side of the board (known as kingside or queenside castling) • You always move the king first, either two squares left, or two squares right • With the same hand, you then move the rook to the opposite side of the king (some people are tempted to move the king and rook at the same time – this is classed as “illegal” in chess) • For the rules on when you are/aren’t allowed to castle, see online lesson 0013 If you are unsure about anything, just let us know and we can send a YouTube video, or demonstrate at club night

0012	I know the value of the six different pieces This is the points value of each piece – important to know when it comes to deciding whether to take a piece or not. Queen = 9 Rook = 5 Bishop and knight = 3 Pawn = 1 King = we say that the king is “priceless” as it can never be captured
0013	I can demonstrate good start-of-game etiquette: handshakes, saying good luck This is an activity that can only be done at club night
0014	I can explain what the touch move rule is, and demonstrate this when I play In a chess game, the touch move rule is part of “good sportsmanship” and we strongly encourage this to be followed right from the start: • When it is your turn, as soon as you touch one of your pieces, you are committed to moving that piece • As soon as you let go of the piece after your move, you are committed to making that move • You can touch a piece, then keep hold of it until you decide where to move it, but it is better to decide your move before touching anything *Touching a piece to adjust it comes later in the training This activity can be classed as “signed off” when they have demonstrated it during a game at club night
0015	I know how to use a chess clock, and can demonstrate this in a game This is an activity that can only be done at club night
0016	I can demonstrate how to checkmate with a queen and king, versus a lone king For this, we recommend the following steps: • Use your queen to gradually force the enemy king to the edge • Be careful to avoid stalemates once the king is on the edge, or in the corner • Once the king is at the edge, bring your king closer until you can deliver checkmate with the queen If you are unsure on how to explain this, we can demonstrate at the club, or send a YouTube video to watch Once they have this method secure, try them again with the pieces on these positions: • White king: e7 • White queen: b8 • Black king: e4

	Their aim is to checkmate Black in ten moves or less in this position, if they are using the method effectively
0017	I know the names of two different openings, and can explain the first two moves of these openings to somebody else We can teach this at the club, but they are welcome to use books/the Internet to find the names of two chess openings and research them This activity can be classed as "signed off" when they have demonstrated the openings at club night
0018	I can explain the rules of pawn promotion to somebody else. I know which four pieces a pawn can promote to We can demonstrate this at the club, or send a YouTube video to explain it, if you are unsure. It is useful to remember that a pawn can promote to a queen, rook, bishop or knight (if a pawn promotes to any of the latter three, it is called underpromotion, and this will be covered later). This activity can be classed as "signed off" when you feel they can competently explain pawn promotion to somebody (an adult can check this at club night if needed)
0019	I can explain the three main opening principles These are: • Start with a pawn move that helps to control the centre of the board (usually 1.e4, 1.d4 or 1.c4) • Develop your knights and bishops as quickly as possible • Move your king to safety (by castling) – we recommend they aim to castle before move ten This activity can be classed as "signed off" when they have demonstrated the opening principles in a game at club night
0020	I can make the first five moves in a game, and explain my reasons for these moves This activity can be classed as "signed off" at the same time as activity 0019 at club night
0021	I can demonstrate good end-of-game etiquette This is an activity that can only be done at club night
0022	I can explain the rules of en passant to somebody else at the club They can use a book/the Internet to research en passant if they wish, or we can explain it at club night. This activity can be classed as "signed off" when they have explained/demonstrated en

	passant competently
0023	I can say which letter represents which piece when writing down moves King = K (it's important to remember that we use capital letters for the pieces) Queen = Q Rook = R Bishop = B Knight = N (because K is taken by the king) Pawns don't have a letter – we simply write down the square they move to, e.g b4
0024	I can make six moves in a game, and show how to write these moves down This is an activity more suited to club night, as we can provide a notation sheet for them to write their moves on