

MaDD Training Academy – Level Six Blue Activities

0050	I can beat an opponent at the club with 8 minutes on the clock This is a club night activity (although feel free to practice at home so they get a good grasp of how quickly to play in an 8-minute game)
0051	I can place eight queens on the board so that none of them can capture each other It's unlikely you'll have 8 queen chess pieces at home, so feel free to use counters, pieces of paper etc. If finding a solution to eight queens proves tricky, start with a challenge of four queens, then keep moving up.
0052	I can place four pieces on the board so that the Black king is in checkmate Here are four puzzles: The aim is to place the pices on the squares given, so that the Black king is in checkmate. The four pieces are given, and the squares to put them on: 1) White king – Black king – White knight – Black bishop g8 – h8 – g6 – h6 2) White king – Black king – White bishop – White pawn f6 – g6 – h6 – g5 3) White king – Black king – White rook – White knight f8 – h8 – h7 – g5 4) White king – Black king – White rook – White bishop a8 – b8 – b7 – c6
0053	I can show how to stop a flank pawn promoting when I only have a king A flank pawn means a pawn on the a-file or h-file. Set the board up to the following position: White king on b2 White pawn on a5 Black king on h8 You play White and they Black – can they prevent the pawn from promoting, and thereby get a draw? (The key is to keep the Black king on the h-file, and White cannot push him away without getting stalemate). Try the same position but on the other side of the board. Also try them playing with the White king and pawn, to make sure they understand that the Black king cannot be forced from the edge of the board.
0054	I understand what the term "gambit" means, and I can demonstrate two named gambits to somebody else. A gambit means sacrificing a pawn, usually in the opening of the game, in the hope of achieving an advantage later in the game. Some common gambits to research are: • The King's Gambit (1.e4 e5 2.f4) • The Danish Gambit (1.e4 e5 2.d4 exd4 3.c3)

	• The Smith-Morra Gambit (1.e4 c5 2.d4 cxd4 3.c3) • The Halloween Gambit (1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 4.Nxe5)
0055	I can demonstrate the first 3-4 moves of the Four Knights Opening The Four Knights can be reached via several move orders: 1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 or 1.e4 e5 2.Nc3 Nf6 3.Nf3 Nc6 It can also involve opening with a knight first, although this is less common: 1.Nf3 Nf6 2.Nc3 Nc6 3.e4 e5
0056	I can win the "candy grab" king vs king mini game against somebody else Start with an empty chess board, then place the White king on e1 and the Black king on e8. In the central 16 squares (from c3 to f3 and c6 to f6, and all the squares in between), either place sweets, counters, pennies etc – White moves first, and the aim of the mini game is to collect more sweets/counters/pennies than your opponent. The normal rules of chess apply – kings cannot move next to each other. As an extension – the eight central squares nearest White's side of the board can have a different coloured counter to the eight central squares on Black's side of the board – the aim of this mini game is to capture more "enemy" sweets/counters/coins than your opponent, and you cannot collect the ones on your own side of the board. Somebody at the club can demonstrate this if needed