

MaDD Training Academy – Level Seven Blue Activities

0057	I can visualise how to move a piece from one square on the board to another The aim of this activity is to do this without a chessboard in front of you, but if it proves too tricky, it is fine to use one to practice 1) To move a bishop from c1 to g7 in 2 moves, which two squares could it move to on the first move? 2) To move a knight from f1 to c2 in 2 moves, which square must it move to first? 3) To move a rook from a6 to g5 in 2 moves, which two squares could it move to on the first move? 4) To move your queen from b7 to g2 in 2 moves (with a rook stood on f3), which two squares could you move your queen to on the first move?
0058	I can give the names of three famous grandmasters and their countries of origin Here are some grandmasters that they could research: • Bobby Fischer (American) • Magnus Carlsen (Norwegian) • Garry Kasparov (Russian) • Vishy Anand (Indian) • Emanuel Lasker (German)
0059	I can demonstrate the shouldering technique to stop my opponent capturing my passed pawn Set up a chessboard with the following: White king on c6, Black king on e7, White pawn on a2, with White to move. Demonstrate that if the White pawn tries to advanced by itself, without the White king moving (starting with 1.a4), the Black king can move to d8, then d7, c7, b7 etc and stop the pawn promoting. Then demonstrate the shouldering technique: 1.Kc7 – this prevents the Black king sneaking towards the a8 square, and we will promote the pawn. Liken it to somebody barging another person with their shoulder, to stop them getting past.
0060	I can demonstrate the first 3 moves of the Queen's Gambit Declined This opening begins with the moves: 1.d4 d5 2.c4 e6 White's third move is often 3.Nc3 or 3.Nf3 – Black will tend to play 3...Nf6 or 3...c6

0061	I can use my knights to capture my opponent's eight pawns before they capture mine Set the board up with the following: • Eight White pawns on a4, b5, c4, d5, e4, f5, g4 and h5 • Eight Black pawns on a5, b4, c5, d4, e5, f4, g5 and h4 • White has a knight on g1, and Black has a knight on g8 White plays first – only the knights can move in this game, and they are not allowed to capture each other. The object of the game is to be the first to capture all eight enemy pawns To make it fair, play two games, with each player taking the Black/White pieces once