



MaDD Training Academy – Level Two

Name: _____

21: Endgame - I can demonstrate how to checkmate with a queen, rook and king, versus a lone king BLUE 0009	22: Endgame - I can demonstrate how to checkmate with two rooks and a king, versus a lone king BLUE 0010
23: I can demonstrate how to castle kingside, and castle queenside BLUE 0011 • Use one hand – always move the king two squares first • Tuck the rook next to your king	24: I know the conditions in which I can and cannot castle RED 0013
25: I can spot a hanging (undefended) piece in my army RED 0014	26: I know the value of the different pieces, and can explain these to somebody else BLUE 0012 • Queen = • Rook = • Bishop and knight = • Pawn = • King =
27: Etiquette: I can demonstrate good start-of-game etiquette: handshakes, saying good luck BLUE 0013	28: Etiquette: I can explain what the touch move rule is, and demonstrate this when I play BLUE 0014
29: I know how to use a chess clock, and can demonstrate this in a game BLUE 0015	30: Calculation: I know the four ways to escape an attack RED 0015

31: Endgames: I can demonstrate how to checkmate with a queen and king, versus a lone king BLUE 0016	32: Openings: I know the names of two different openings: I can explain what the first two moves of these openings are to somebody else BLUE 0017
33: I can explain the rules of pawn promotion to somebody else. I know which four pieces a pawn can promote to BLUE 0018	34: Openings: I can explain what the three main opening principles are: BLUE 0019 • Start with a _____ • Develop your _____ and _____ • Move your _____ to safety
35: Openings: I can make the first five moves in a game, and explain my reasons for these moves BLUE 0020	36: Etiquette: I can demonstrate good end-of-game etiquette BLUE 0021 • Handshake • Saying well done/thank you • Resetting the board (or tidying away if it's the final game)
37: I can explain the rules of en passant to somebody else at the club BLUE 0022	38: I can find checkmate in one move in six different positions (Level One) RED 0016
39: Notation: I can say which letter represents which piece when writing down moves BLUE 0023 King = Bishop = Queen = Knight = Rook = Pawn =	40: Notation: I can make six moves in a game, and show how to write these moves down BLUE 0024