

MaDD Training Academy – Level Three Blue Activities

0025	I know the world's fastest checkmate (Fool's Mate) and I can show this to somebody else on a chessboard Fool's Mate is when Black checkmates White in two moves: 1.f3 (or 1.f4) e6 (or 1...e5) 2.g4 Qh4# Feel free to use this website to research: https://www.chesskid.com/learn/terms/fools-mate
0026	I can set up a position on a board with two kings and one queen, so that the king is in checkmate. If they are struggling with this, here are two examples: 1: White king on f8 – White queen on g7 – Black king on h7. The Black king is mated 2: White king on h5 – Black king on f5 – Black queen on h2. The White king is mated They then set up their own position
0027	I can demonstrate how to checkmate with a king and rook vs lone king We recommend the method shown in this video: https://www.youtube.com/watch?v=EFrh72hpGX0 We can demonstrate this at club night if you are unsure on how to demonstrate this
0028	I understand the rule of the square, and can say if a pawn will be able to promote without being captured. This website explains the rule of the square: https://learn.chessbase.com/en/page/the-rule-of-the-square We can demonstrate this at club night if you are unsure on how to demonstrate this
0029	Notation: I can demonstrate how to write down castle kingside, castle queenside, captures and pawn promotions When writing down your moves, we use the following ways of writing these moves: Castling kingside = 0-0 Castling queenside = 0-0-0 Captures = we use the "x" to show the capture, e.g. Qxf7 Pawn promotions = we write down the square that the pawn moves to, then an "=" to show the promotion, and then the letter to show which piece we promote to, e.g. e8=Q
0030	I can set up a position on a chessboard, then find the checkmate in one Use the following: White king = c1. White rook = d1. White pawn = c2. White knight = e7. Black king = h7. Black pawns = g7 and f3. Black queen = c3. Black rook = c7.

	There is a mate in one for White, and a mate in one for Black in this position
0031	I can explain to somebody what these five terms mean: Pawn chain – a row of connected pawn on a diagonal (strong) Isolated pawn – a pawn without any other pawns connected to it (weak) Doubled pawns – two pawns on the same file (weak) Passed pawns – a pawn without an enemy pawn stopping it from promoting (strong) Pawn island – two or more pawns connected together, but isolated from the rest of their pawns (strong) On this board position, can they identify each of the five examples: White pawns = a5, a4, f4, g3, c2, d2, h2 Black pawns = f7, c6, g6, h5
0032	I can demonstrate (and remember the names of) three different ways to respond to 1.e4 as Black Some common examples are: 1...c5 is the Sicilian Defence 1...e5 is the King's Pawn Opening 1...c6 is the Caro-Kann Defence 1...d5 is the Scandinavian Defence 1...e6 is the French Defence There are other examples which we can demonstrate at the club if needed
0033	I can demonstrate (and remember the names of) three different ways to respond to 1.d4 as Black Some common examples are: 1...d5 is the Queen's Pawn Opening 1...Nf6 is the Indian Defence 1...f5 is the Dutch Defence There are other examples which we can demonstrate at the club if needed
0034	I can show how to promote a pawn when I have 3 pawns against two enemy pawns Place the pawns on the following squares: White pawns = g2 and h2 Black pawns = f7, g7 and h7 They play as Black and show how they can overpower the two White pawns. We can demontsrate this at the club if needed
0035	I can win an "8 pawns vs 8 pawns" mini game against somebody else at the club This is a game in which players have their eight pawns on the starting position, with no other pieces. The winner is the player who either:

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| | <p>A) Promotes one of their pawns before the opponent
B) Captures all of the opponent's pawns
It is a draw (stalemate) if a player cannot make a move</p> |
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For this activity to be signed off, they will need to win an opponent at the club