

MaDD Training Academy – Level One “Blue” Activities

0001	I know the names of all the pieces • Show each piece (Black or White, it doesn't matter) to check they are naming the piece correct. • There are six pieces in total to name • Check they are naming it a knight (not a horse) • Check they are naming it a rook (not a castle)
0002	I can set up the board to the starting position A correctly set up board should have: • White pieces on a1 and black on h8 • The right-hand corner square should be white (black means the board need rotating by 90 degrees) • Rook – knight – bishop – queen – king – bishop – knight – rook (left to right) • Enemy kings opposite each other • Enemy queens opposite each other
0003	I can name the co-ordinates of five different squares on the board Check they correctly point to these five squares: a3 – b7 – g4 – h2 – e5 Then you point to five random-selected squares, and check they are naming that square correctly (we say the letter, then the number, so it is b5, not 5b, for example)
0004	I understand these chessboard terms: ranks, files, diagonals (if you are unsure of this yourself, let us know and we will send the link to a YouTube video that explains it) Ask them to show: the h-file, the a8-to-h1 diagonal, the b-file and the seventh rank
0005	I can match a three-dimensional chess piece to its two-dimensional equivalent Ask them to find the three-dimensional piece that matches each of these images            

	When they have done this, switch places: you show them a three-dimensional chess piece and they point to the corresponding image
0006	I can explain what "check" and "checkmate" means You could ask them to demonstrate a check and checkmate on a board, or use a dictionary/Google to find a definition (If you are unsure yourself, let us know and we will send the link to a YouTube video that explains it)
0007	I can demonstrate a good first move for White, and a good first move for Black, as well as a bad first move for White, and a bad first move for Black The first move of a game should help to control the centre of the board, so the most common moves are: • 1.e4 • 1.d4 • 1.c4 • 1.Nf3 A "bad" first move does not contribute towards controlling the centre of the board. Some examples are: • 1.h4 • 1.a4 • 1.h3
0008	I can demonstrate how to checkmate with two queens and a king versus a lone king You play with the lone king, and they have the queens and king. At first, they can choose the starting position. We suggest the "staircase method" of checkmating with two queens – 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: d1 • White queens: e1 and a2 • Black king: d6 Their aim is to checkmate Black in six moves or less in this position, if they are using the staircase method effectively