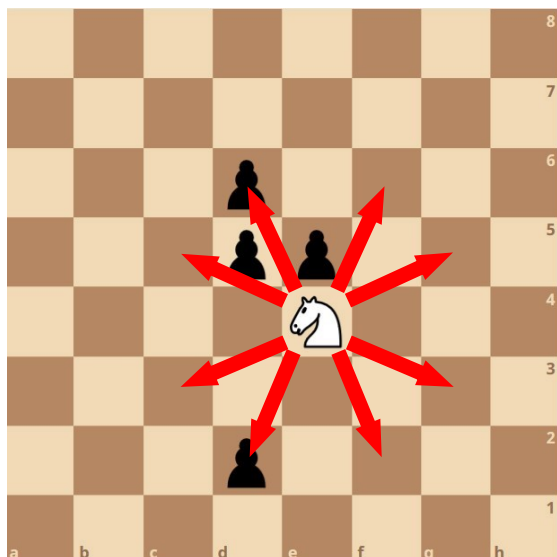


Lesson 5: the KNIGHT

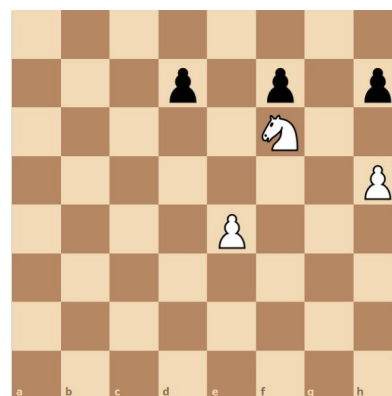
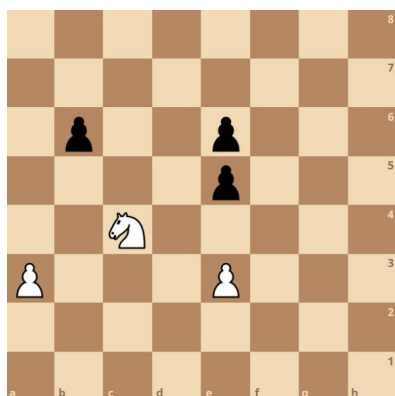
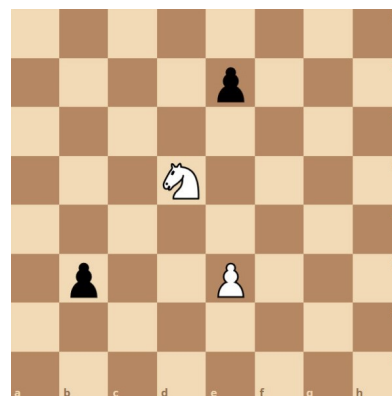
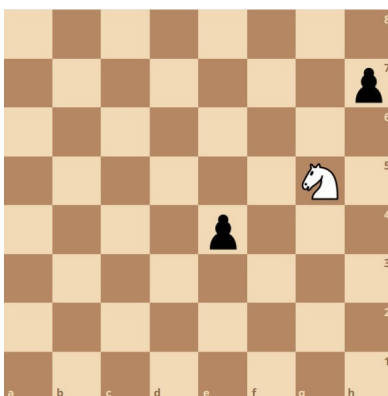
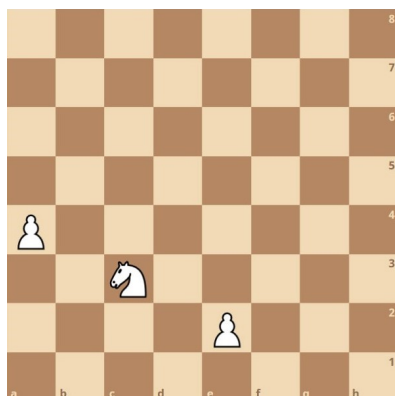


The Knight Move

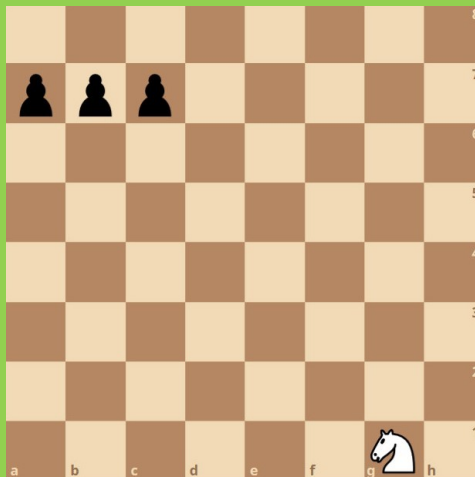
- In an L-shape. Two squares in any direction and then one square perpendicularly.
- think: one, two, turn
- The knight has a unique power: it can jump over pieces. It only captures a piece if it lands on it. *Giddy up horsey!*

Puzzle Corner

Put a cross in any square that the White knight can move to, and circle any Black pawns that White can capture.



Mini-game: Nightmare!



Set up the position on the left. Toss a coin to decide who has the White knight first.

White wins this game by capturing all the Black pawns before any of them reach the far side of the board.

Black wins by capturing the White knight or by getting a pawn to the far side of the board.

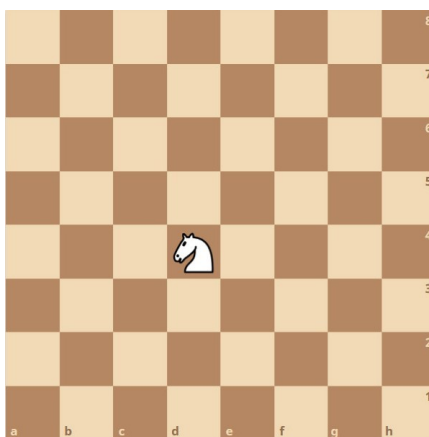
The pawns have to get to the far side **SAFELY**. That means they can't be immediately captured by the knight.

This is a tough task the knight. Are you up for the challenge?

Did you know?

In the centre of the board a knight will attack eight different squares that make a circle. Try it! On the edge of the board the knight attacks at most four squares. There's a chess saying "A knight on the rim is dim."

Grandmaster Test



Black or White

If a knight starts on a black square its first move is always to a white square. Its second move will then always be back to a black square. Can you remember which piece always remains on the same coloured squares?

Start with a knight on square d4. What is the fewest number of moves needed to move it to square f6? Now place it on square a1. How many moves does it need to get to h8? Answer with Lesson 6.

Knight Tour

This is a great exercise to practice the knight move. Start with a knight on square a1. Your task is to use the L-shaped move to find a route to square b1. Done it? Then find a route to square c1. Carry on until you get to square h1. Now you need to get to square a2. Continue until you reach square h8.

Try timing yourself against a clock. If you can complete the tour in under five minutes you've earned your spurs!

Grandmaster Test

Lesson 4

Answer: There are 14 difference moves to safely fork two pawns: squares a1, b1, g1, h1, c2, b3, f3, h5, d4, d5. Did you find them all?