

## Lesson 2

# Rook Challenge

### The Rook:

Each player gets 2 rooks to start with:

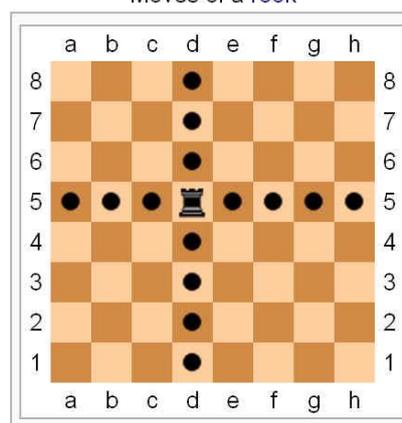
1. The rooks start in the extreme corners of the board behind the pawns
2. The rooks can move forward, backwards or

sideways as many spaces as are free. Rooks can never move diagonally. The rook can move to any of the dotted squares illustrated as long as it is not blocked in getting there.

3. Rooks' capture the same way they move. So rooks

can capture forward, backwards and sideways as many spaces as are free. The rook in the illustration could capture any piece at any of the dotted squares as long as it wasn't blocked in getting there.

Moves of a rook



**Common misconceptions:** the rook must move the maximum number of squares possible;

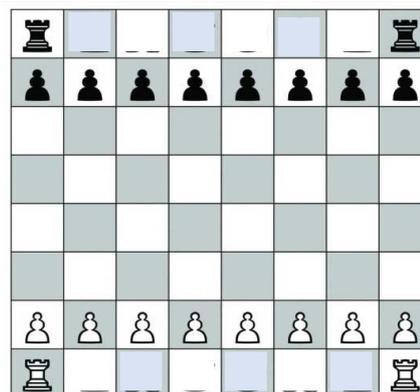
INCORRECT – even if the rook could possibly move 7 squares sideways it can choose to

move just one square if the player wishes.

Note: Chess Toss – it is helpful to introduce a useful method to decide which players gets the white and black pieces to begin with as players naturally begin to recognise the advantage of moving first and playing with the white pieces. One player takes a black and white pawn behind their back with two hands. The players swaps the pieces around and then shows two fists to the other player (with the white pawn hidden in one fist and the black pawn hidden in the other). The other player then chooses a fist and with it the colour of pieces they will play with. Now if only there was to decide who got to put the pieces behind their back all disputes would be avoided.

### Rook Challenge

The pawn game is set up as shown with 8 pawns and 2 rooks against 8 pawns and two rooks.



Aim: The first player to get one pawn to the other side of the board (i.e. rank 8 or rank 1) is the winner. If a

player gets a rook to the other side of the board the game continues. If a student wins the pawn game ask both players to swap colours and play again.

Note: the rook is an easier piece to understand and students love it as it is much more powerful than simple pawns. The game allows students to further practice their understanding of the pawn so this must be continually monitored.