

Lesson 3

Radioactive Horse Poo

Note: The knight is a difficult piece to understand due to the pattern it moves in. It is not so much the pattern itself as much as the variety in which the specific pattern can be used. It is not just an L shape movement but also a backwards L shape and an upside down L shape, etc. It is for this reason that the “L shape explanation” is not fully grasped by students. Instead this lesson plan encourages the use of a “hippity, hippity, hop” approach.

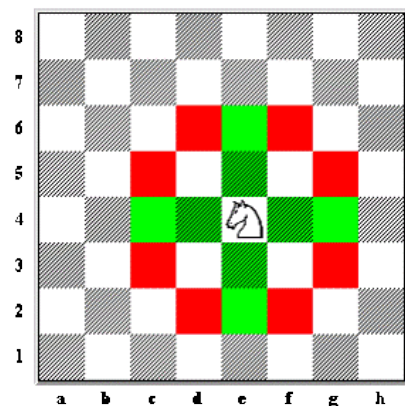
The Knight:

Each player gets 2 knights to start with:

1. The knights start next to the rooks; on the b and g files.

2. The knight moves using “hippity, hippity, hop”; 2 steps (hippities) in one direction and one (hop) in another directions.

3. In the diagram on the right the knight can move forward, backwards or sideways 2 squares before moving one square at a 90 degree angle.



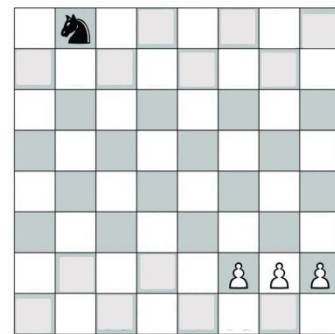
4. Knights can hop over other pieces on the way to their finishing square. These pieces are unaffected by the knight jumping over them.

5. Knights capture the same way they move. Knights can only capture on their finishing square if an opposition piece is on that square.

Common misconception; the knight can capture opposition pieces on squares which it travels over. **Correction;** the knight can only capture on its finishing square – at the end of the “hippity, hippity, hop” movement.

O Lonely Knight Game

The O Lonely Knight Game is set up as shown with 3 pawns against 1 knight. This is a biased game. Students can use chess toss to decide who has the pawns to begin with. After one game students can then swap sides for the second game.

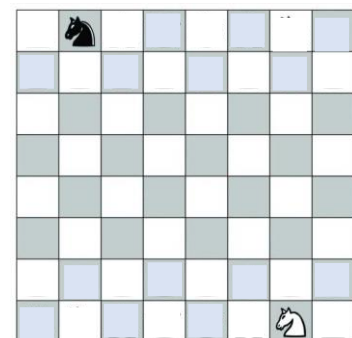


Aim: The white player wins if they get one pawn to the opposite side of the board (similar to the pawn game). The black knight player wins if they capture all the pawns or capture 2 pawns and “road-block” the last.

Radioactive Horse Poo Game

This game requires just 2 knights a bunch of counters or other markers for the squares. The counters are placed on the square when the knight leaves it (a gift the “horse” leaves behind!).

The counters are radioactive and either of the knights cannot finish their “hippity, hippity, hop” movement on one of these squares (it can travel over these squares on their way to their finishing square).



Aim: The loser of the game is the player who can no longer move without landing on a radioactive square – when they are trapped. The other player is then the winner. The knights cannot capture one another in this game.