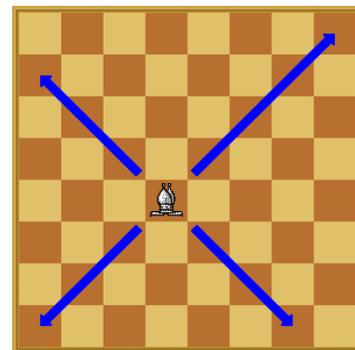
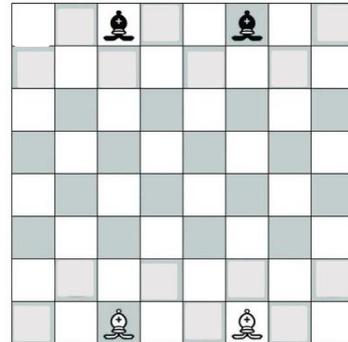


Lesson 5

Bishops Rule

The Bishop:

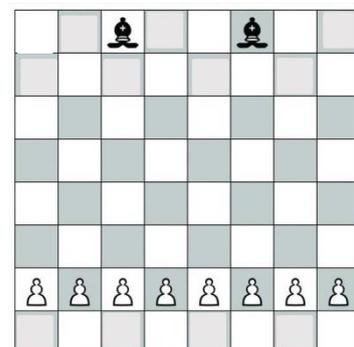
- *Where does it start?* Each player gets two bishops to start with. Their starting positions can be seen in the diagram on the right.
- *How does it move?* It is helpful to describe the Bishop as the cousin of the Rook but the Bishop can only move diagonally; diagonally forwards and diagonally backwards as many spaces as it wishes so long as it is not blocked. When we speak about diagonal moves we mean only 45 degree moves – the Bishop on a white square moves to the closest white square diagonal to it. Ask students to bounce on the squares initially to prevent them taking an incorrect line of movement.
- *How does it capture?* Similar to the rook it captures the same way it moves if an opposition piece is in its way. It must then stop at that square.



Bishops Rule Game

The board is set up as shown. This is a biased game.

Aim: The Bishops win if they capture all the pawns or capture most of the pawns and “road-block” the remaining pawns. The pawns side win if one pawn get to the other side of the board or captures both the Bishops.

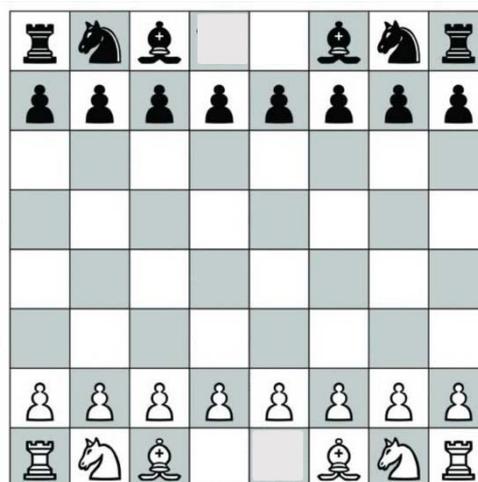


Note: Bishops Rule is an excellent game to underline the importance of the pawns working together to overcome better, more mobile pieces. Once students have had an opportunity to play the game in pairs call their attention and set the game up on the demo board. The chess tutor can play as the pawns and the students play together to choose the Bishop moves. By playing patiently and not allowing the Bishops to “get in behind” the pawns the pawns should always win. Once that demonstration is complete allow students play once again and watch how the standard increases and the pawn-playing players play with improved strategy.

Chess without Royalty

The Chess without Royalty game is set up as shown. The rationale for playing this game is

for students to combine all the pieces they have learned so far. With only two squares remaining empty now on either side students will become excited that they have learned so much and have only two pieces left.



Aim: The aim of the game is usually stated as the

first player to capture an opposition Knight but you are free to alter this to an opposition Rook or Bishop or two opposition Rooks, Knights or Bishops. The rationale for moving away from the usual “pawn to the other side” is to emphasise to the students that in real chess a player wins the game by focussing all their attack on one specific piece