

**Lesson 13**

# Test and quiz walk

## Preparations

- Set up the quiz around the room, or nearby
- Copy the test to all children
- If you are going to play Lucky Chess, the Lucky cards must be prepared.

## Material

- Whiteboard pen
- List of all minigames they have tested
- Printouts of the test for all children
- Pieces to write down the minigames the children invent. (A note on two children)
- Ev. card to Lucky chess

## Lesson overview

### 5 min Introduction (Meeting place)

- Greet everyone.
- Tell what is going to happen during today's lesson.
- This week's anecdote: Blind chess

### 15 min MATE test

- Distribute the test and let the children solve the tasks one by one.

### 15 min Quiz walk (See separate Quiz)

- Divide the children in pairs and let them go for a walk

### 25 min The children invent their own minigames (Alternatively - they can play "Lucky chess")

- The children continue to work in pairs.

### 5 min End

- Let the children put the chess pieces in the boxes.
- Collection at the Meeting place.
- Hello then until next week.

The weekly anecdote

# Blindchess

**The world champion Magnus Carlsen plays blindchess**



A magical step in getting better at chess is when you can see in advance what will happen, that for your inner self sees the moves that are coming. So, "I go there, then he / she goes there, I go there then it happens... etc". It's a specialty called blind chess, where you take it all even further, you play without looking at the board. How does it happen? Well, you know that each box has a name using the chess coordinates. Players see the chessboard for their inner selves, then say the moves being played. And then they play an entire game without looking at a board, but it's important to remember where all the pieces are during the game. No, this is not easy. It's difficult, even for experienced chess players. But, you can of course train. Now you will have to do an exercise. First of all - remember how to say the names of the boxes, using the coordinate system? If I point to this box - what is it called? And this one? Good. Now I want everyone to close their eyes, and then I wonder what colour it is on the a1 box, ie the box at the bottom left. Try to see the chessboard for your inner self. So what colour is it. Right. The box is black. Now we will test a few more, then we will see if you can see the chess game for your inner self.

As you may understand, there are chess players who are blind, and can only rely on their inner chessboard. When they play, they get to have a special chessboard where they can feel where the pieces stand. The white pieces have a smooth top, the black ones have a small thorn at the top. The most important thing for them, however, is to remember where all the pieces stand on their inner chessboard.

**A chess set for people that are blind**



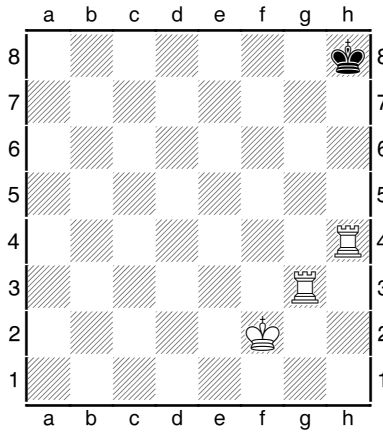
**Answers to the test****Checkmate**

- 1) The rook on g3
- 2) The king of e6
- 3) NO - the bishop can go between to d8
- 4) YES
- 5) NO. The bishop does not guard the queen. It would have been on c4 to do that.
- 6) NO. It's pat, not dull, because no white piece shakes / threatens the black king.
- 7) The queen should stand on f7
- 8) The queen should stand on h3
- 9) The queen should stand on h8
- 10) Rc7-c8 mate (But the other rook, on h7 cannot give mate)
- 11) Qg4-e2 mate (The knight guards the queen)
- 12) Qf2xf7 mate (When giving Scholar's mate, the queen can come to f7 not only from box h5 but also from f3)

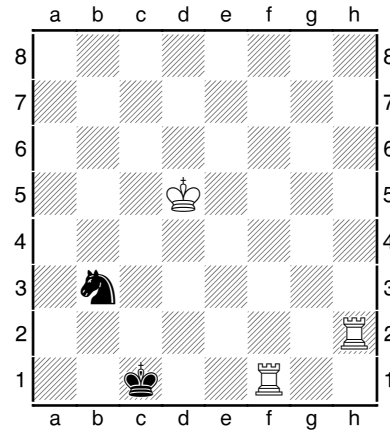
# CHECKMATE

**Which piece GUARDS the black king?**  
(Draw a circle around the piece that GUARDS the black king)

1)



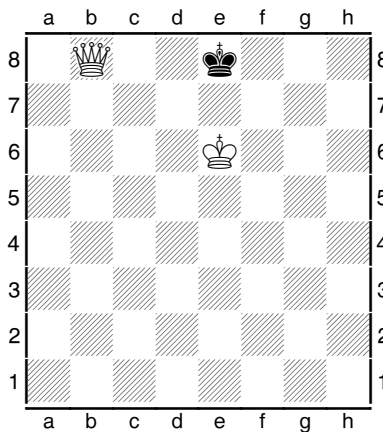
4)



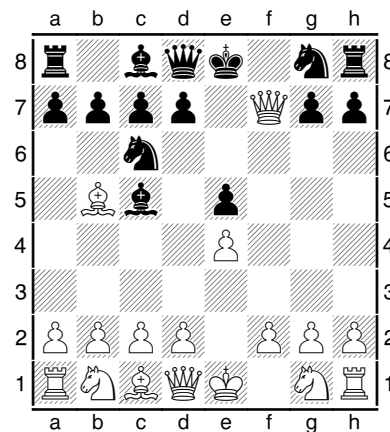
YES

NO

2)



5)

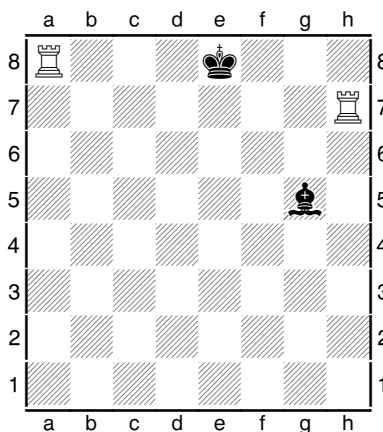


YES

NO

**Is this checkmate?** (Draw a circle around YES or NO)

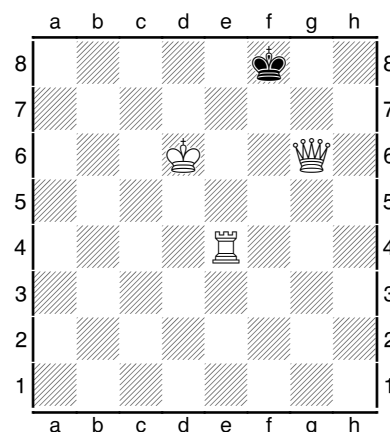
3)



YES

NO

6)

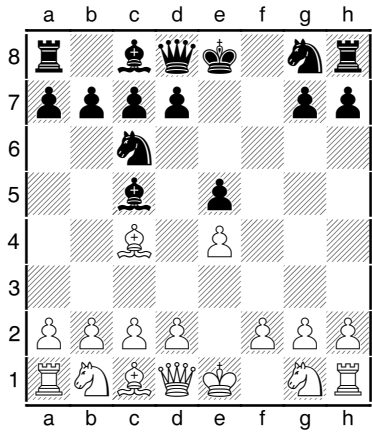


YES

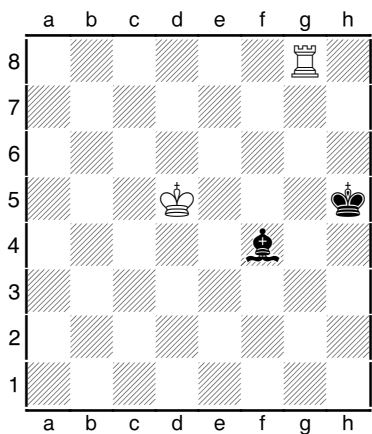
NO

**Draw a cross on the square where a white queen should stand so that it is chess mat**

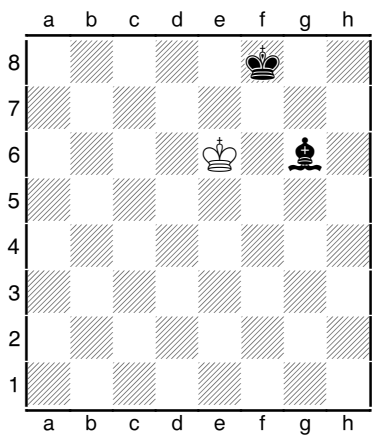
7)



8)

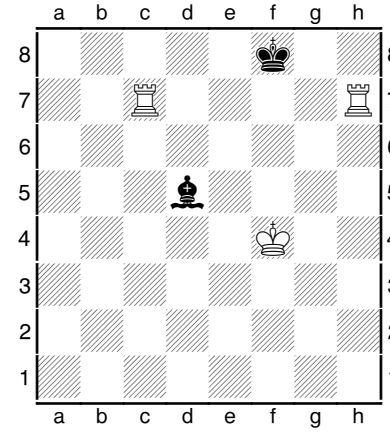


9)



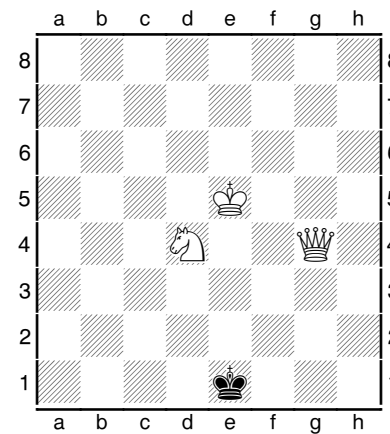
**Give checkmate in one move**

10)



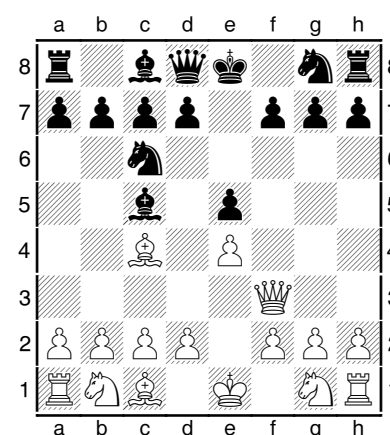
White to move

11)



White to move

12)



White to move

## The children invent their own minigames

**Which Minigames we have tested, and repetition of how they work.**

- First over
- First over with the kings
- Rook against 5 pawns
- Bishops against 3 pawns
- 2 rooks against 2 bishops
- Queen against 8 pawns
- Disco duels
- Action chess (group exercise)
- Play the pieces home
- Judgment + play with taking the king
- Percussion chess

Stand at the demonstration board and repeat the minigames one at a time. When it is ready, you give the children the task of inventing their own minigame. They may write down the rules on a piece of paper.

They should describe: How to win, and other rules. The leader walks around and talks to all the groups, and coaches them when they develop their minigame, and ensures that they write down the rules. Last time, they will get to play the three best minigames.

Alternative to inventing your own minigame: Play Lucky Chess

The children play a regular game of chess, but before the game they get three hidden cards. These cards have instructions. Half positive, half negative (Very important!). Before a player makes his move, they can choose to turn over a card. This gives the game a turning point, which means that a worse player can win against a better one.

One possibility is for the children themselves to come up with suggestions as to what should be written on some of the cards. The leader should then have prepared three-quarters of the cards, and that the children may make the last quarter.

When the leader prepares the cards, there must be at least 3 cards per child. Here are suggestions on what to put on the cards:

Turn the board over (Quite a lot of this card is recommended)

In the next move, you must move your king

In the next move, you have to move your queen

In the next move you have to move a rook

In the next move, you must move a bishop

In the next move, you have to move a knight

In the next move, you have to move a pawn

In the next move, the opponent must move your king

In the next move, the opponent must move your queen

In the next move, the opponent must move a rook

In the next move, the opponent must move a bishop

In the next move, the opponent must move a knight

In the next move, the opponent must move a pawn

Remove all pieces on the 5th row

Remove all pieces on the d-line

Remove a bishop for the opponent

Swap squares for your queen and your knight

Set one of your rooks on h6

If you want to make it even more crazy, you can also add cards such as:

Each time a knight is moved, players must say "Jump, jump"

Run three laps around the room

Osv...

## Questions and answers

### CGS Quiz

**1) How many different moves can white play in the starting position?**

Correct answer: 20 (16 pawn strokes and 4 knight strokes)

**2) What is the value of the white pieces when a chess game is to start?**

Correct answer: X 39

**3) How many children play chess every week in the world's schools?**

Correct answer: 2 25 million. 5.5 million of them are in Europe.

**4) In which country was chess invented?**

Correct Answer: 1 India

**5) How many chess queens can there be on a chessboard at the same time?**

Correct answer: X 18 pieces. 2 queens from the start of the party. Then white has 8 pawns and black 8 pawns who can be transformed.  $2 + 8 + 8 = 18$  st

**6) What does "Chess Mate" mean?**

Correct answer: X The king is dead

**7) Is it possible to create a carpet image with a white king, a white knight and a black king?**

Correct answer: X No.

**8) What was the name of the chess computer that first defeated a world champion in chess?**

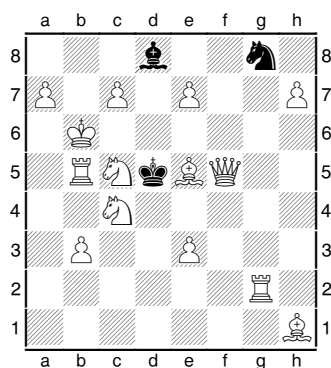
Correct answer: 1 Deep Blue

**9) How many different moves can a queen make on an empty board when standing on one of the centre squares?**

Correct answer: X 27 pieces

**10) How many different checkmate in one move do you find for white in the position below?**

Correct answer: 2 47 pieces (Note that when a pawn reaches the last line, he can choose to turn into a queen or another piece.)





**1) How many different moves can white play in the starting position?**

1. 8

X. 16

2. 20

**2) What is the value of the white pieces when a chess game is to start?**

1. 25

X. 39

2. 48

**3) How many children play chess every week in the world's schools?**

1. 2 million

X. 10 million

2. 25 million

## **4) In which country was chess invented?**

1. India

X. USA

2. China

**5) How many chess queens  
can there be on a chessboard  
at the same time?**

1. 2

X. 18

2. 9

**6) What does "Checkmate" mean?**

**1. The king is tired**

**X. The king is dead**

**2. The king is threatened**

**7) Is it possible to create a carpet image using a white king, a white knight, and a black king?**

**1. YES**

**X. NO**

**8) What was the name of the chess computer that first won against a world champion?**

1. Deep Blue

X. Blue Sky

2. Deep death



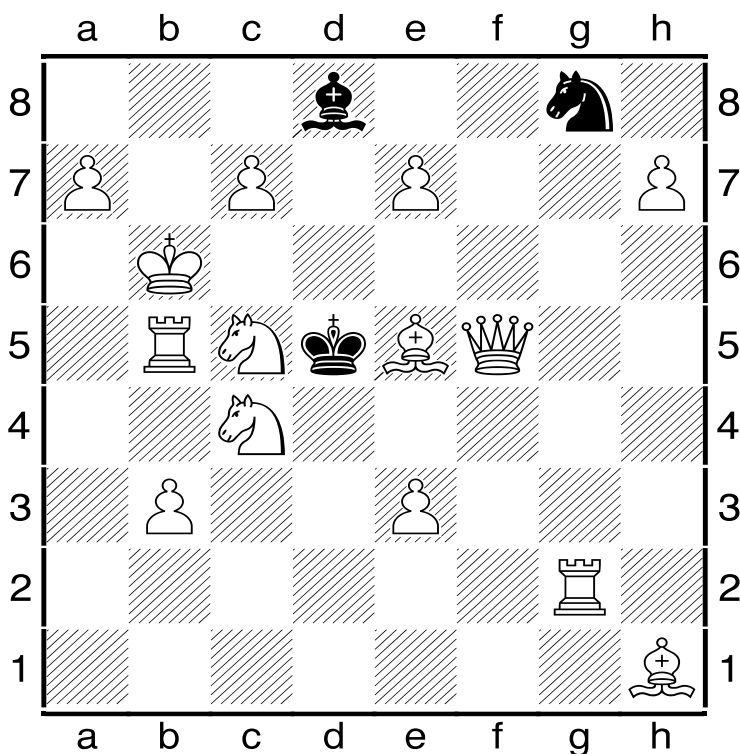
**9) How many different moves can a queen make on an empty board when standing on a centre square?**

1. 24

X. 27

2. 14

**10) How many check mate in one move can you find for white?**



1. 47

X. 37

2. 27