

King is in check, their priority in the next move should be to save the King.

You can replay the game and place obstacles on certain squares to make it even more exciting. After each game, switch colors: the white player becomes black, and vice versa.

3.7. Playing with the Bishop

(page 40 of the picture book)

Refer to the story again so that the child hears that the Bishop always stays on the same color. He finds his shoes very important. If he is wearing white shoes, he only stays on white. That's why a Bishop with black shoes has also been introduced because you always need a Bishop on both colors. Show both White Bishops and place them on different colors. Then show the two Black Bishops. This way, the child sees that there are four Bishops in the game. Study the funny hat, which looks like Saint-Nicolas' miter, patron saint of children. We see a diagonal stripe on the hat, which reminds us that the Bishop always moves diagonally.

It is important to spend enough time on the understanding of "diagonal".

The squares on the chessboard touch each other at the corners and form a diagonal line: we follow the same color,

point value

3



so that means we walk to the corner of a square and step onto the next square. You can examine the Bishop's shoes in detail. They are pointy and refer to a corner of a chess square.

If you have a chessboard pattern in your kitchen or on your terrace, take your child for a walk and walk on the diagonal squares. After a while, you can let the child walk independently. Note: do not let them hop from one leg to the other, landing on a black square, for example, from b2 to c3 to b4 to c5 ... Then they don't realize they're moving diagonally. Hopping in a zigzag manner is not allowed; the body needs to rotate and change direction like a robot.

The following games focus on practicing:

Introducing spatial concepts: diagonally forward, diagonally backward.

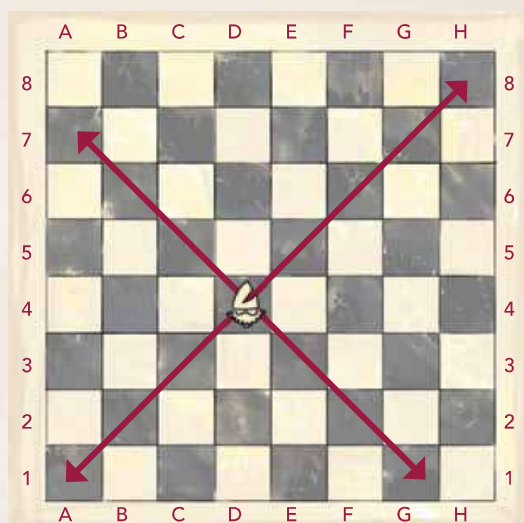
Understanding that Bishops can move "as far as necessary".

Knowing that Bishops stay on their own color throughout the game.

Understanding that you stay on the square where you capture a chess piece.

Learning to take turns by making one move.

You will notice that there are fewer games written out in this section. **Some games from the Rook section can be repeated with the Bishop.** I'm thinking of "Programming the Bishop", "Finding the Best Path", or "Collecting Discs". You will see that the child quickly grasps the task. Only the diagonal movement is new.



Tip: When setting up the chessboard, you need to think carefully about which color the bishop should start and end on since the bishop always stays on its own color! So, you cannot give a black squared bishop the task of ending on a white square or picking up the disc on a white square.

In the game "Collecting Discs," you need to place an equal number of discs on black and white squares to ensure fair chances. Unless you have the white and black bishops moving on the same color. Then it's a race to see who reaches the treasure first.

Game 1 B

Bishop, Beware of the King!

Objective: The child practices sliding the Bishop over the correct color and following the diagonal lines. When the Bishop gets too close to the King, the King can capture it. In the first game, you play as the King.

Materials: A white Bishop on f1 (white), the Black King on d4 (black).



Gameplay: If you want to play this game on a small chessboard, we can't really call it a tagging game. Explain to the child that this time, you won't take turns, but instead, you'll practice the path of the Bishop. Show them how it's done first.

Let the child guide the White Bishop on a stroll. The Bishop needs to change direction ten times. But it can't go back and forth on the same diagonal line three times in a row! However, if it passes next to the Black King, the King can capture the Bishop. Is the King alert enough to intervene in time?

Game 2 B

The Bishop Takes on Two Rooks

You will notice that the child gets better and better at playing with the chess pieces, especially if you don't put too many "characters" on the board at once. In a chess match, a timer is usually used. It's not a bad idea to incorporate it as a game element. Not to stress the child, but to explain that it's good to agree on how long the game will last. Some chess players can spend hours on the same game if they don't use a clock. The longest game ever lasted 24 hours and 30 minutes, a day and a night! The goal is simple: the Bishop must be captured before time runs out; otherwise, the Bishop wins.

Materials: Two Black Rooks and one White Bishop, a timer or an hourglass (start with 10 minutes).



Gameplay: Set up the chess pieces in their starting positions. The White Bishop starts and begins its move. Then it's black's turn to make a move. Black's goal is, of course, to capture the Bishop with their Rook before the time runs out. Can they achieve this?

Game 3 B

Running in Circles, Get Back to Your Starting Position As Fast As Possible

Objective: Make the chess pieces run around a wall and return to their starting position as quickly as possible. They should follow the correct path: the Bishop on diagonal lines and the Rook on straight lines. Show in advance the direction in which they should start (clockwise).

Materials: Chessboard, a White Bishop and Rook, and a Black Bishop and Rook. In the center of the chessboard, place a wall made of blocks or Pawns.



Gameplay: The White Bishop starts on a1, the Rook on b1, the Black Bishop starts on h8, and the Rook on g8. White can start and make a move. The objective of the game is to "run" around the wall (in a clockwise direction) and return to the starting position as quickly as possible. Who is the fastest? Capturing is not allowed. Afterward, switch sides and play again to see who can achieve the fastest time. Capturing is not allowed. Afterwards change color!



When starting and finishing any chess game do not forget to shake hands with your opponent.

3.8. Playing with the Queen

(page 42 of the picture book)

Straight lines and diagonal stripes,
or when she stands in the middle of the board.
She can reach up to twenty-seven squares.
No other chess piece can match that!

Take the picture book, page 43, and read the story again. Look at this illustration and tell how much the Queen loves to start on her own color. She has put on her most beautiful dress for that. This way, we can remember where she starts on the chessboard: next to the King on her own color. Since the Rook and Bishop are already known, it is very easy to transition to the dame (queen). She can move to the squares used by both the Rook and Bishop. Demonstrate this first on a small board.

Place a Rook on d5 and let the child use colored discs to indicate the squares it can move to. Then replace the Rook with a Bishop and mark this path with different discs. Finally, replace the Bishop with a Queen and tell them that she can do both of these things together! The Queen is a powerful



point value

9

chess piece, let the child count the squares it can move to!

These games help practice:

Further practicing spatial concepts.

Looking at the path being taken: diagonal, sideways, straight, or backward.

Changing direction effectively: stopping first, then continuing on the next turn.

Being aware of dangers.

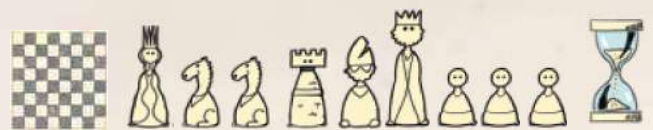
Learning to cope with frustration (the more chess pieces on the board, the more challenging the game becomes, and the more likely you are to miss something).

Game 1 Q

Celebration with the Queen

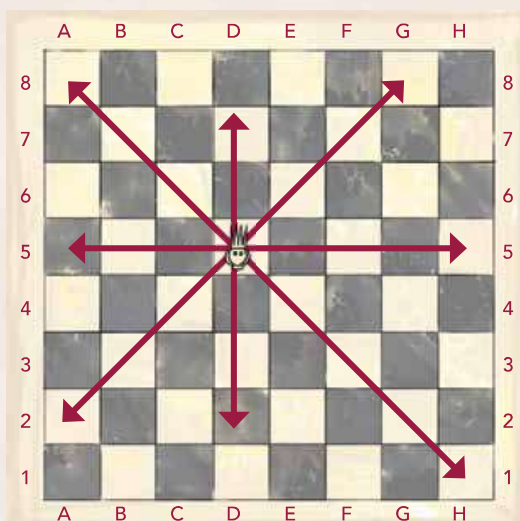
Objective: Explain that the Queen is hosting a celebration in her castle and personally picking up her friends to join in. She visits them one by one and takes them in her carriage. The child can fantasize about the type of celebration: a pancake party, a coffee gathering, a fries feast... They find it super exciting! But... will they arrive on time for the celebration?

Materials: A White Queen and other white chess pieces. A timer or an hourglass can make the game more exciting. All "guests" must be picked up before the time runs out.



Gameplay: The Queen goes for a walk and picks up one chess piece at a time. This picked-up chess piece is placed aside (in the carriage). The Queen continues her journey. Since there's no other player, the Queen plays the entire time. You can choose to work together and take turns with the Queen to make a move. This way, the child learns to stop when changing direction.

Observe how the child approaches the game: Do they use both diagonal and straight lines? Is there a particular strategy in picking up the pieces?



When using a timer, you can gradually reduce the time available. Another approach is to pick up the chess pieces in a specific order, for example, start with those with the highest point value like the Rook and then the Bishop. Will you manage to pick them all up in time for the party to start?

Game 2 Q

The Festive Table Is Set!

The party is starting for real. All the guests are gathered around the table, choosing the tastiest treats.

Objective: Who can capture the discs without getting captured themselves? Jumping over the discs is not allowed.

Materials: A Queen and Rook of both colors, eight discs or blocks (representing delicious treats on the party table).



Gameplay: Place the Queens on their starting positions. The White Rook is placed on b1, and the Black Rook on g8. The discs are placed in the middle of the chessboard (as shown in the illustration). White starts, followed by black. The game stops when all the discs are taken. Have any chess pieces been captured? Who has managed to capture the most delicious treats? Add up the point value of the remaining chess pieces and the number of captured discs. For instance, if white has four discs and their Queen left, they have a total of 13 points. Switch colors and play the game again. Then tally up the final scores.



Something more challenging?

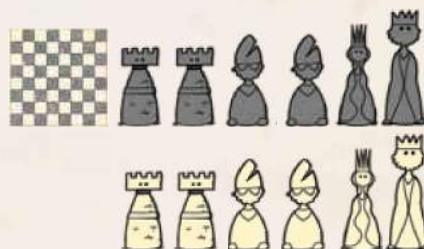
Add a second Rook for both colors.

Game 3 Q

The Starting Position

Objective: Practice the positioning of the chess pieces using all the pieces we have learned.

Materials: All the chess pieces we have learned so far for both colors: Rook, Bishop, Queen, and King.



Gameplay: Place the white chess pieces on the first rank, deliberately mixing them up. Ensure that one Bishop is on a white square and the other Bishop on a black square! Do the same with the black pieces on the eighth rank.

Now, take turns making moves with the goal of bringing the chess pieces back to their correct starting positions as quickly as possible. You cannot go past the halfway point of the chessboard, so you cannot capture each other's pieces. Who can correctly position all the chess pieces first? Which squares remain? Those are reserved for the Knights!

