

# PRE-CHESS GAMES

There are several reasons why chess is unsuitable for most young children.

There are too many choices on each move so children will often get confused and play random moves. The games also last too long.

For many young children, the best approach is to use mini-games using a subset of the pieces and rules of chess to prepare them for the real thing.

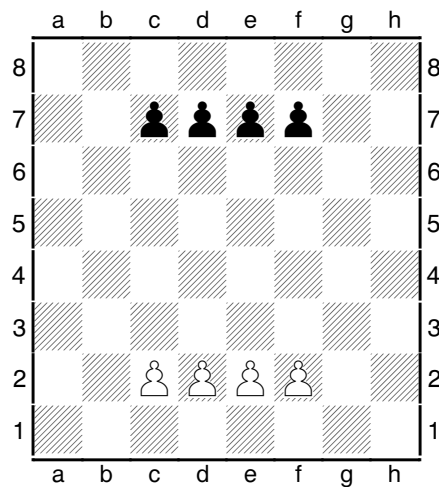
When children can play these games confidently and demonstrate decision-making skills (they are considering alternative moves and thinking about what will happen next) they will be ready to move on and play a complete game.

## i) 'CAPTURE THE FLAG' GAMES

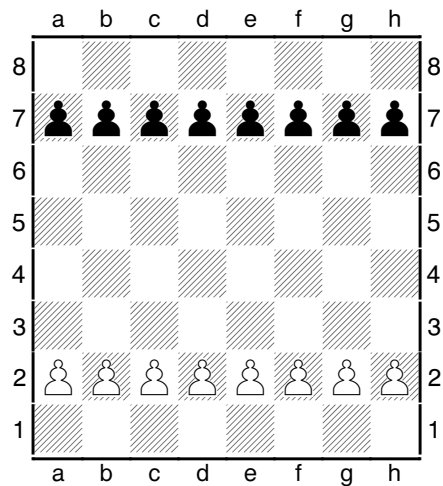
CAPTURE THE FLAG is a family of games played without the king.

There are three ways to win:

- Getting a pawn to the end of the board safely ('capturing the flag'). Your opponent may capture the pawn immediately when the game continues. If this is not possible you win the game.
- Capturing all your opponent's pieces.
- Reaching a position in which your opponent has no possible moves (in 'real chess' this is STALEMATE: a draw).



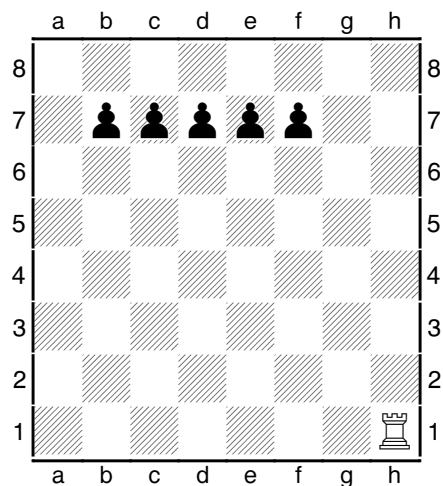
This is a simple game with just four pawns each. You'll often reach a position where you have a choice of advancing or capturing. You'll have to look ahead to work out which move wins and which move loses.



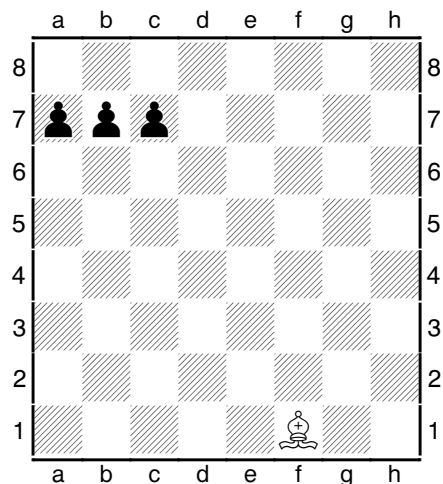
This is the complete pawn game.

If you like you can play without one or two of your pawns to give your children more of a chance to win.

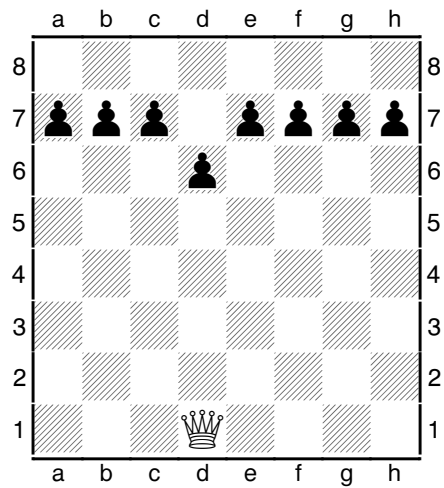
You can add pieces (on their normal starting squares) as well if you want. Again, you can give your children more or stronger pieces so that they can boost their confidence by winning against you.



In this quick game the white rook has to try to stop five black pawns. You can also try it with different numbers of black pawns.

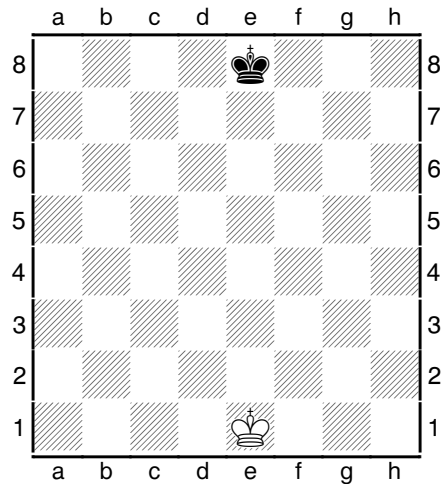


In this surprisingly difficult game the white bishop is taking on three black pawns. Try it with reversed colours (the pawns start) or with pawns on different squares.



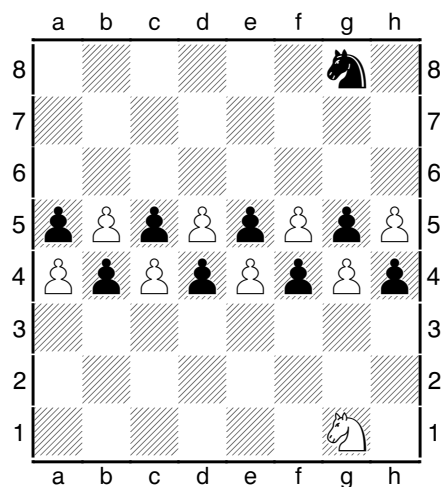
Here the queen takes on eight pawns. Can she capture them all before one of them reaches the end of the board?

ii) OTHER GAMES



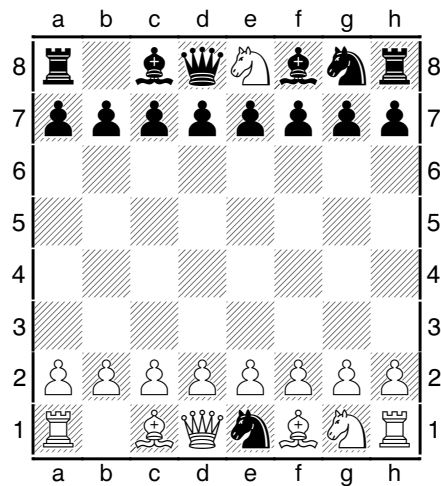
THE KING BATTLE.

The first player to get the king to the far end of the board wins. Remember that kings can never stand next to each other. If neither player is making progress you can agree a draw.



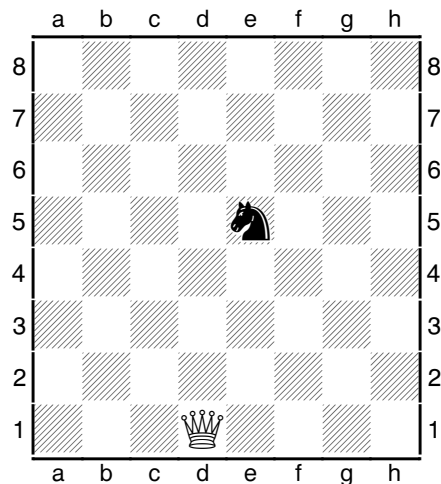
THE KNIGHT'S SUPPER (1)

Only the knights move. The first player to capture all the opponent's pawns wins the game. You can also play this with two knights each.



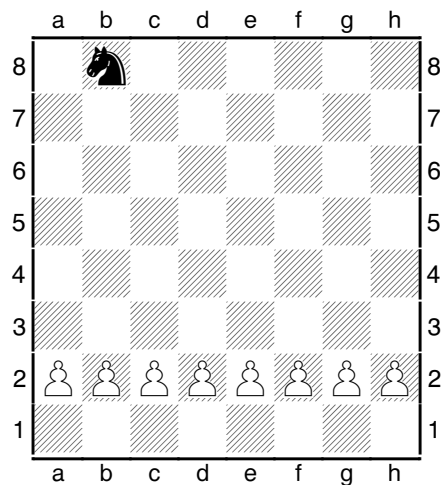
### THE KNIGHT'S SUPPER (2)

A harder version of the previous game. Again, only the knights on e1 and e8 are allowed to move. The winner is the first player to capture all the opponent's pieces.



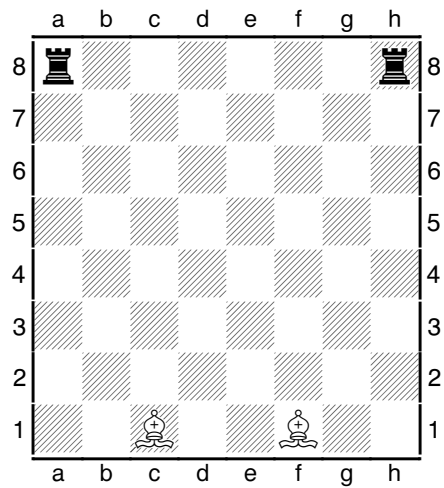
### QUEEN AGAINST KNIGHT

The queen has to trap the knight so that it can't move without being captured. How quickly can you do it?



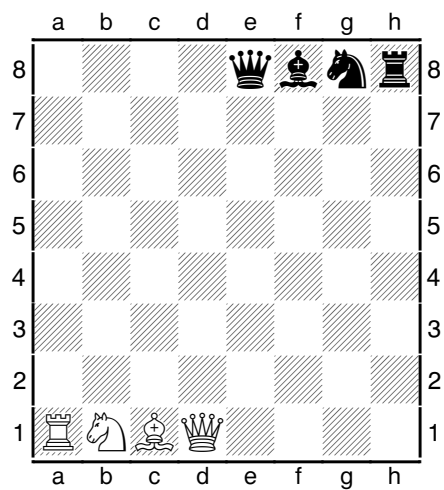
### PROMOTION GAME

White scores a point for every pawn that reaches the far end of the board without getting captured by the black knight. Play the game twice, once with each colour, and see who scores the most points.



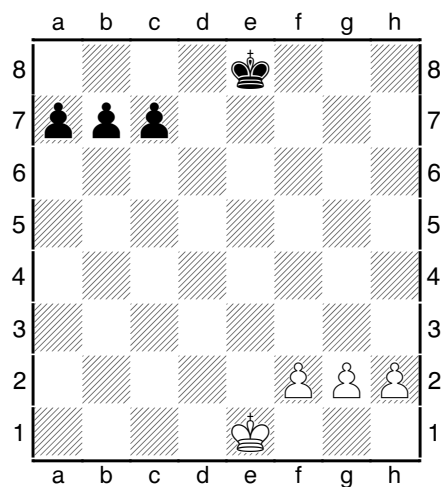
### BISHOPS AGAINST ROOKS

In this game White wins by capturing a rook, Black wins by capturing a bishop.



### CAPTURING PIECES

The winner is the player who captures all the opponent's pieces, or who has won more points when time is called.



### PAWN RACE

In this game the winner is the first player to get a pawn to the end safely (without being captured).