



Asian Educational Seminar “Chess for children with an autism spectrum disorder. Learn and teach.”

Al Ain, UAE
18 - 19 December, 2023

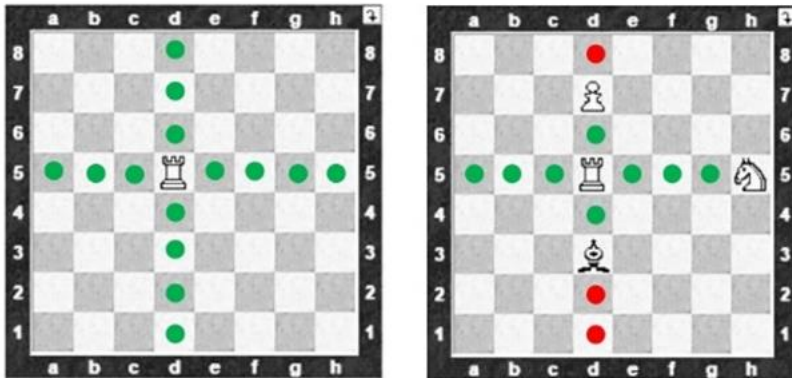
Section 5. Rook.

Goals:

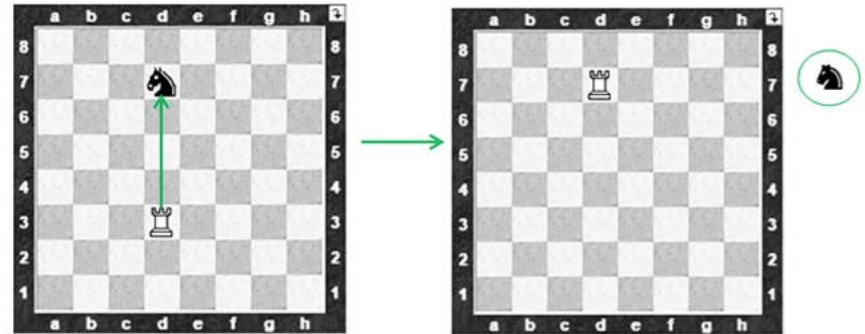
1. Introduce how a rook moves and captures pieces.
2. Introduce the concept of "attack".
3. Learn to attack pieces of the opposite colour with a rook.

Visual cards

Rook moves



Rook captures

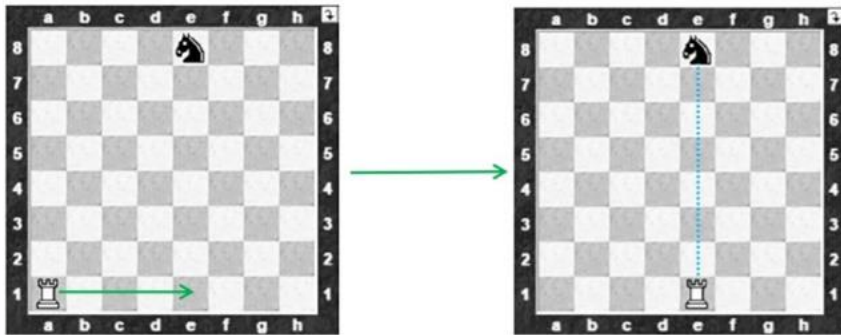


The king can't be captured, so don't use it in the exercises.

Use one hand to capture pieces! Train this skill from the very beginning.

Visual cards

Rook attacks

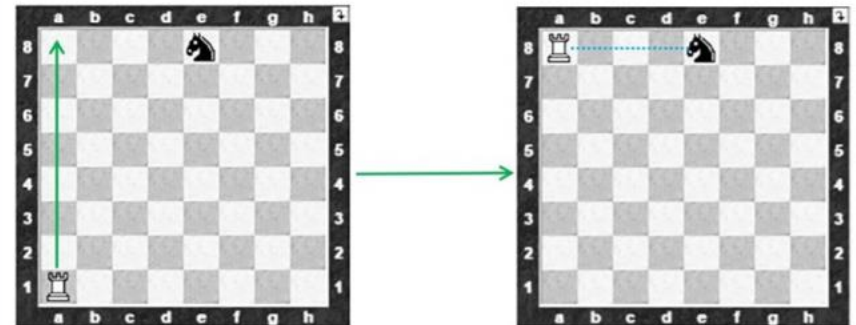


Rook moves vertically and attacks horizontally.



← Rook moves horizontally and attacks vertically.

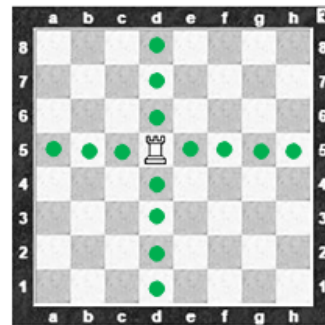
Rook attacks



Brief theory

Section 5. Rook.

Now we will learn how **the rook moves**. Take a white rook and place it on d5 on the chessboard.



The rook moves only along straight lines: horizontally and vertically.

In one move, the rook can move to any square of its horizontal or vertical line.

The green circles show the squares to which the white rook can go horizontally: a5, b5, c5, e5, f5, g5, h5 and vertically: d1, d2, d3, d4, d6, d7, d8.

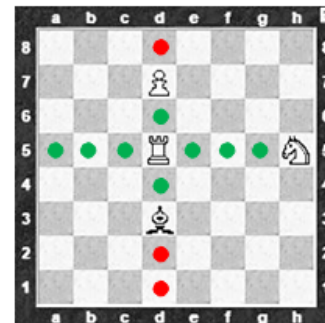
If the rook meets a piece of its color in its way, the rook can't jump over it (or stand on the same square with it).

A **white** pawn, a **white** bishop, and a **white** knight stand in the way of the **white** rook

The white rook cannot jump over these pieces or stand side by side on the same square.

You can't go on red lights!

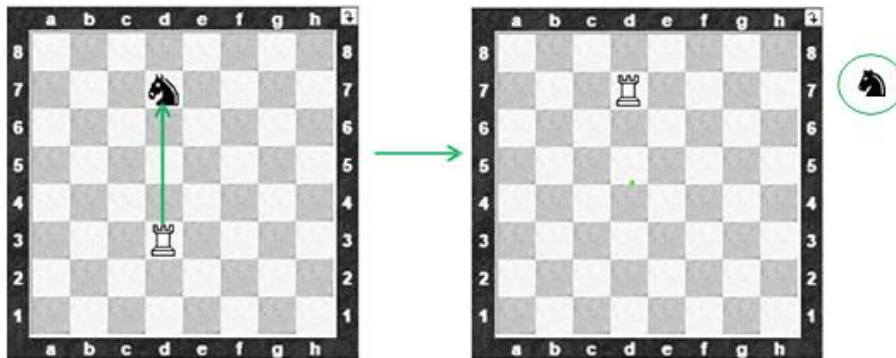
The red dots show that the white rook cannot move to d1, d2, and d8.



Brief theory

The rook can capture a piece of an opposite color if this piece is in its way. White rook captures black pieces. Black rook captures white pieces.

The capture goes as follows: the opponent's piece is removed from the board, and your rook stands on the square that was occupied by the captured piece. The captured piece rests near the board. **Note! Use one hand to capture a piece!**

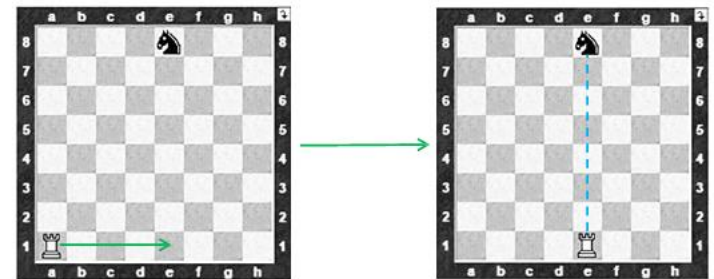


The white rook captures the black knight.

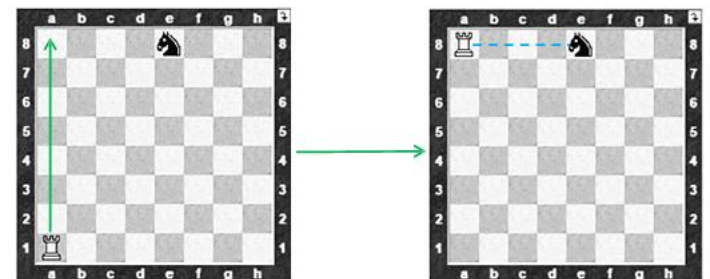
The White rook takes place of the knight.
The knight is removed from the board.

The rook can attack pieces of the opposite color. The white rook attacks the black pieces. The black rook attacks the white pieces.

The white rook moves to e1. It **attacks** the black knight. It wants to capture it.



The white rook can still move to a8. And it will also attack the black knight.



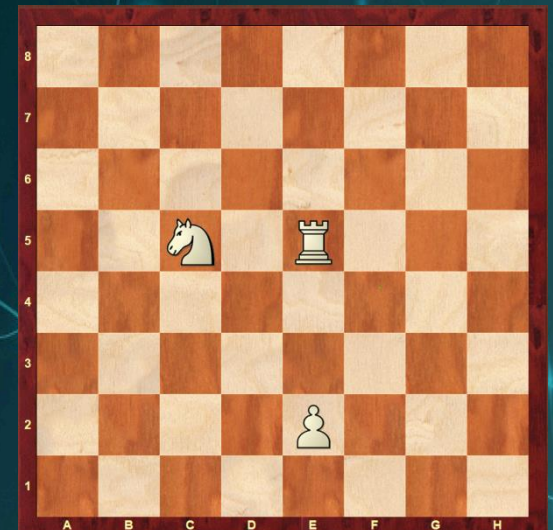
Attacking is posing a threat of capturing a piece.

The Rook moves

I explain how the rook moves on the demo board. I use colored magnets.

After that I put a white rook on an empty demo board and ask students to show where it can move. Students may use colored (green) magnets. The same is for a black rook.

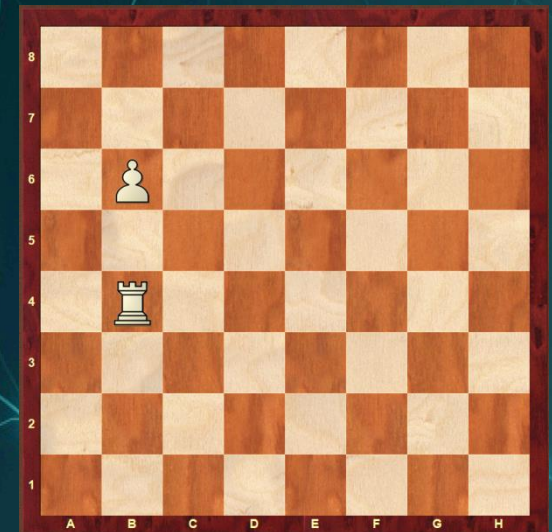
I use green magnets to show that the rook can move to e4, e3, e6, e7, e8, d5, f5, g5, h5. I explain that the rook cannot jump over the pieces of the same colour or stand on the same square with them. I put red magnets on e1, b5, a5. You cannot go on red lights!



The Rook moves

Face-to-face sessions with students on their personal boards are conducted similarly to explaining the lesson on the demo board. You may vary the colour of pieces and the number of obstacles.

You can ask students to set up a simple position on the board. For example, take a white rook, put it on b4, take a white pawn, put it on b6, and show where the white rook can move to.



Do exercises in the workbook

Exercise 2. Draw circles in the squares where the rook can move to.



Exercise 3. Guide a rook through the maze and get to the green dot. Only the rook should move. Show the solution with arrows. Remember that the rook doesn't jump over other pieces!



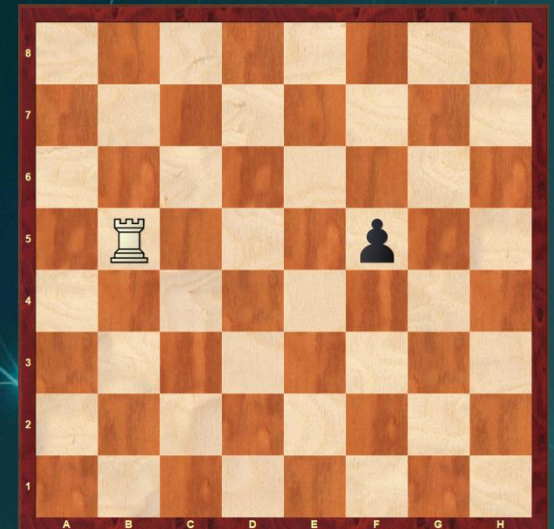
The Rook captures

I explain on the demo board how the Rook captures pieces of opposite colour.

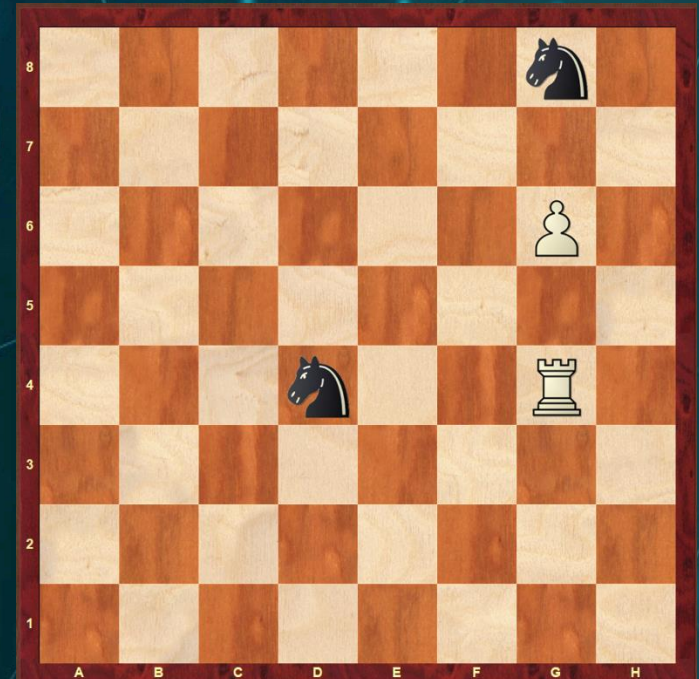
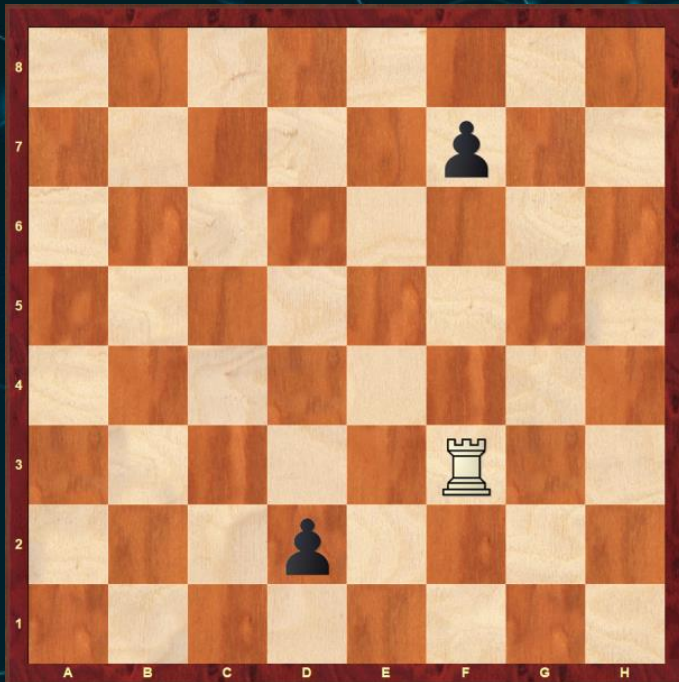
The king cannot be captured, so don't use it in the exercises.

I use only one hand when capture a piece.

I set up a position on the demo board.
Then I ask a student to show how the rook captures.



Do exercises on the demo board



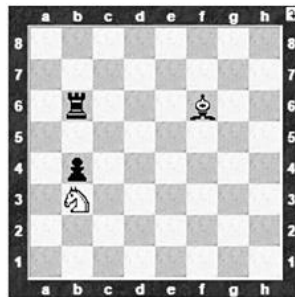
The rook can capture one pawn. Which one?
I ask a student to show which of the two pawns the rook can capture.

Do exercises in the workbook

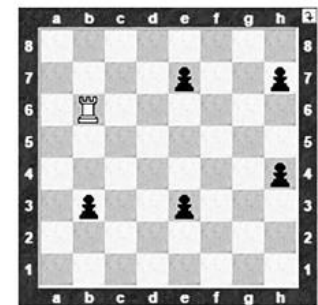
Exercise 6. The black rook can capture only one white piece. Which one? Show the solution with an arrow.



Remember that the black rook doesn't jump over black pieces!



Exercise 5. Capture all black pawns with the white rook. The white rook captures one black pawn in a move. Show the solution with arrows.

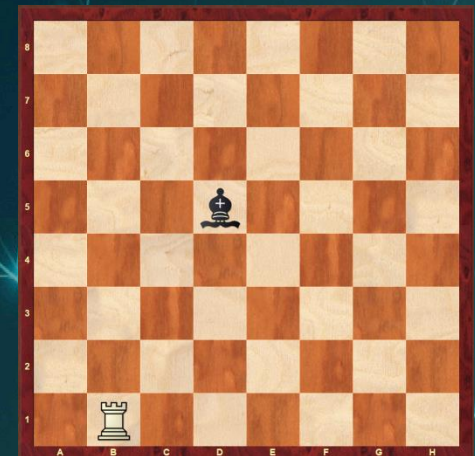


Introducing the concept of "attack"

I explain the concept of "attack" through familiar games. For example,

- What games do you like to play?
- What sports games do you like to play?
- Do you know football? To score a goal in football, you have to attack.
- The same is in chess. To capture the opponent's piece, you need to attack it.

I set up a position on the demo board, explain and show that after the move Rd1 the white rook will attack the black bishop, wanting to capture it.



Do exercises in the workbook

Exercise 7. Attack the white piece with the black rook. Show the solution with an arrow.

2 ways to attack



2 ways to attack



Remember that the black rook doesn't jump over pieces!

1 way to attack



1 way to attack



Exercise 8. Guide the white rook through the maze and capture the black knight.

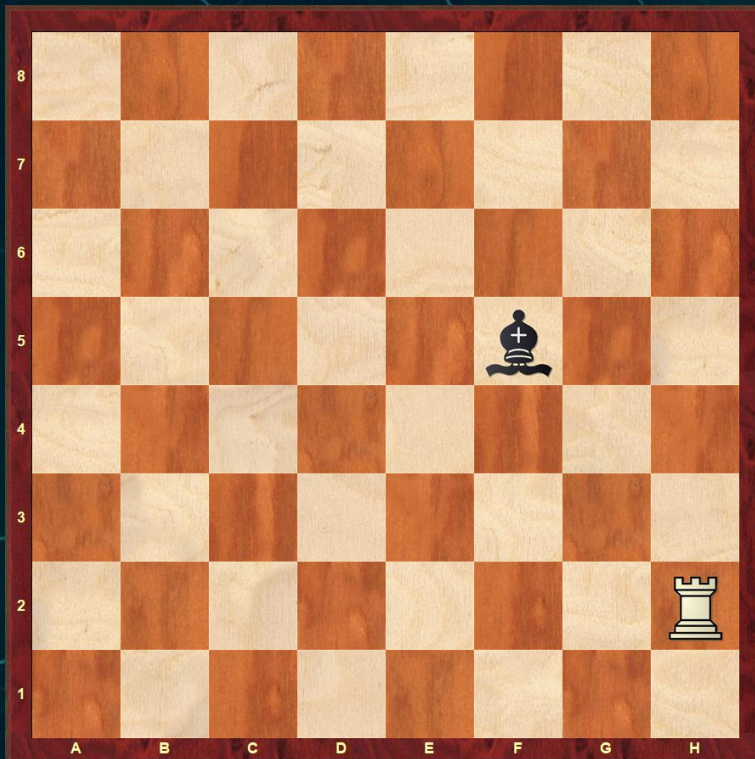
Be careful! The black rook can capture your rook.

Show the solution with arrows.



Section 6. Bishop.

Game "Attack and Run Away"

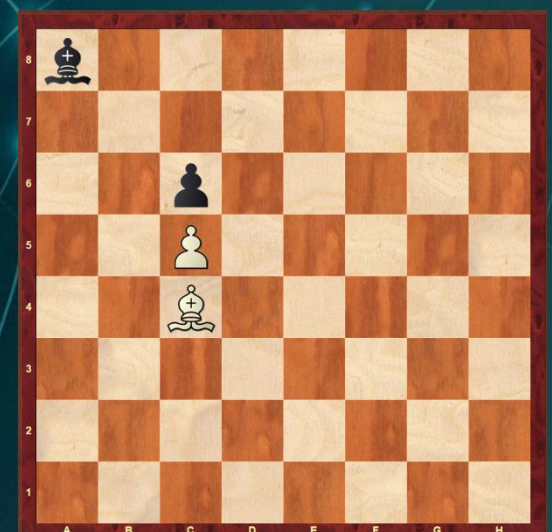
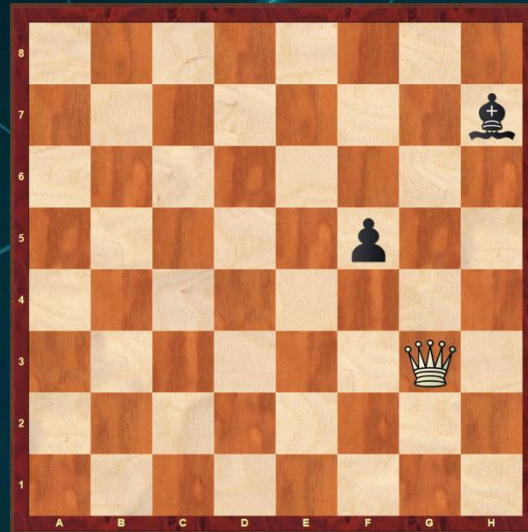
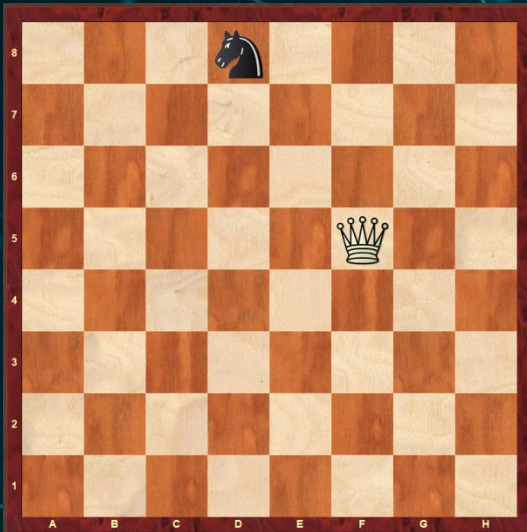


For example,
1. Rh5 Bd3
2. Rd5 Ba6
3. Ra5 Bc8
4. Rc5 Bf5
5. Rf5

In the end student should capture your piece.

Section 7. Queen.

Game "Trap a piece"



There are two ways:
1. Qd7, or 1. Qd5

1.Qg7

1.Ba6

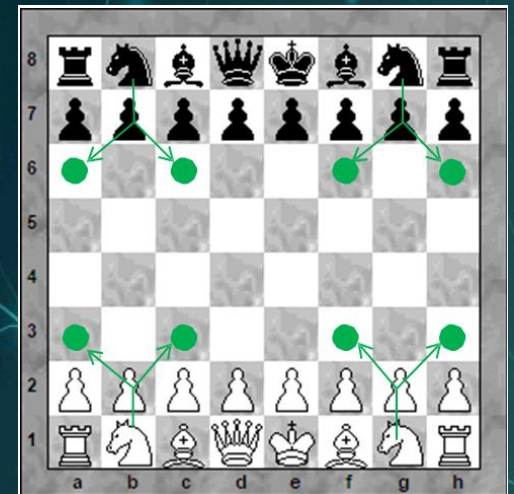
Section 8. Knight.

Since the knight's move consists of two parts, different countries have their explanations for how the knight moves. You can use them.

The knight can jump over pieces!

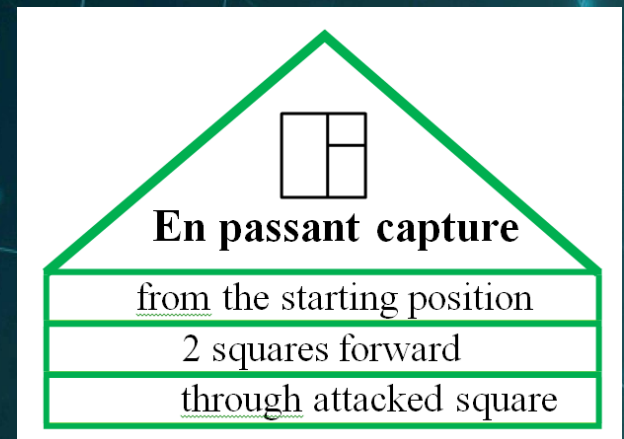
The pieces that the knight jumped over remain on the board.

I also draw students' attention to the fact that from the initial position the knights on can move immediately.



Section 9. Pawn.

1. A pawn from the initial position can move d one or two squares straight forward. Also this will be necessary to explain the en passant capture.
2. Pawns, in contrast to other pieces, cannot move backwards.
3. The Pawn captures the piece diagonally, as opposed to the way it moves. And the Pawn cannot capture the piece diagonally backwards.
4. Pawn promotion.
5. En passant capture.



Section 10. Defence. Double attack.

Why did I include this section in the Programme?

First, this section helps to repeat previous topics, concepts.

Second, I introduce a new concept "defence". It will be needed when we teach students how to protect the king from check. That's why I'm introducing this concept as early as possible.

And I introduce the first chess tactic, the double attack.

Section 11. King.

1. The king is the most important piece in chess. You can attack it, but you can't capture it.
2. Introducing the concept of "getting under attack".
3. The king cannot capture a **defended** piece.
4. The king cannot stand under the attack of the opposite colour pieces.
5. King's double attack.

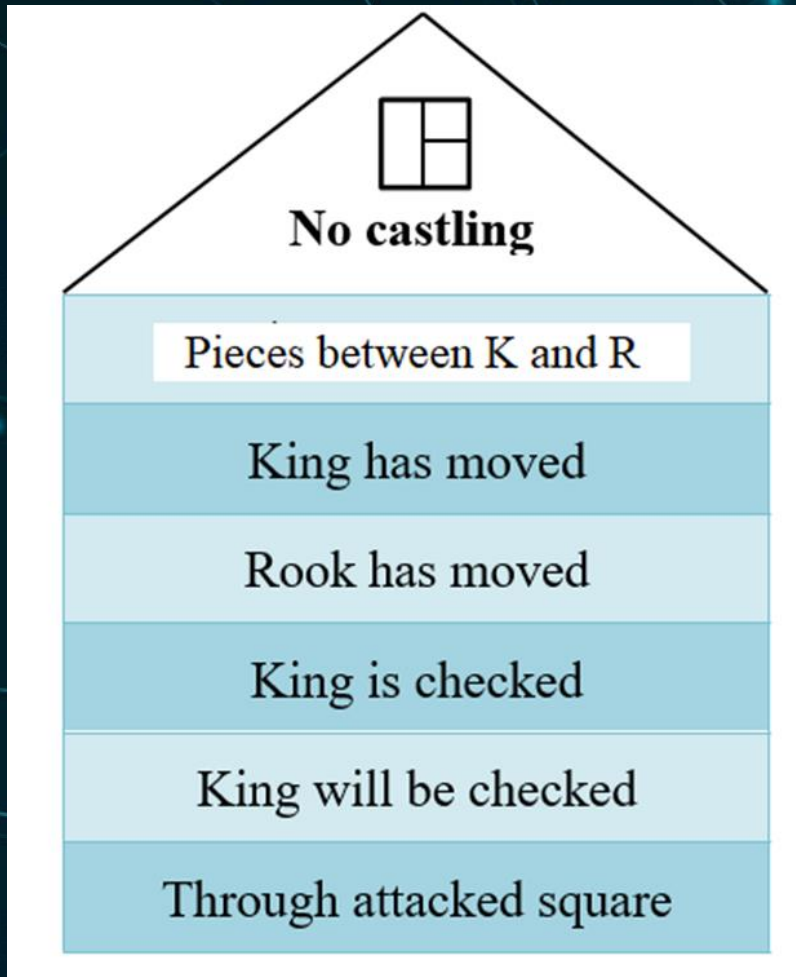
Section 12. Check.

1. I introduce the concept of "an attack on the king is check".
2. I teach students to check the king with different pieces. I explain that the king cannot check the king.
3. I teach students to defend the king from a check. There are three ways to do this.
4. I introduce the concept of a discovered check and teach students to make a discovered check.
5. I introduce the concept of double check and teach students to double check.

Section 13 Castling.

1. I introduce the concepts of "castling", "short castling", "long castling".
2. I teach students how to make short castling and long one.
3. I explain the rules when castling is not allowed.
4. I introduce the concept of "attacked square".

Section 13 Castling.

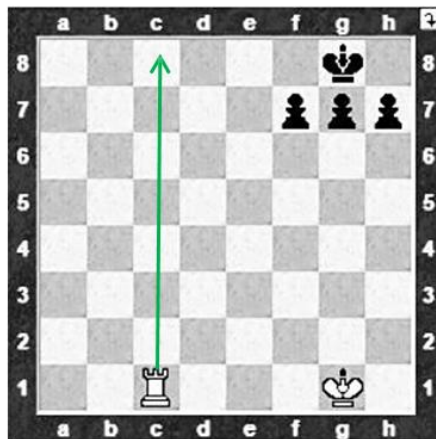


In this position, **the white king can't castle**. Since the black bishop doesn't allow the white king to f1, through which it is going to move to g1.

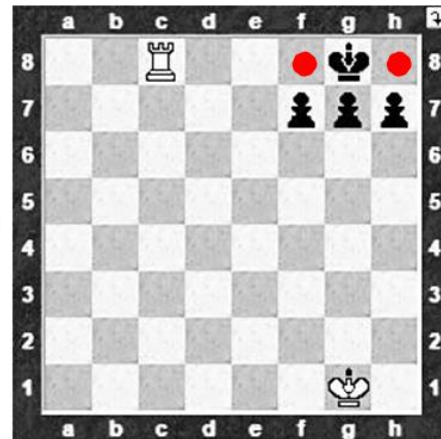
Section 14. Checkmate.

1. I introduce the concept of "checkmate".
2. I explain that checkmate is the goal of playing chess.
3. I teach students how to checkmate a king with different pieces.
4. I explain that a king cannot checkmate a king.

Rook checkmate



The white rook moves to c8 and checks the black king.



1. You can't capture the white rook.
2. The black king can't be covered from the check.
3. The black king can't move to f8 and h8.

Section 15. Draw.

1. I introduce the concept of "draw".
2. I introduce a quantitative assessment of the final result of a chess game.

Game is over	You get at the end of the game	
You checkmated	1	one point
Draw	$\frac{1}{2}$	half a point
You are checkmated	0	zero points

Section 15. Draw.

3. I explain the simplest types of draw.
4. I introduce the concept of "stalemate".
5. I explain that stalemate is a draw.



Only kings remain on the board.



One player has a bishop and a king.
The other player only has a king.



One player has a knight and a
king. The other player only has a
king.

Difference between checkmate and stalemate

CHECKMATE

Check to the king.

The king has no moves.

Pieces have no moves.

STALEMATE

No check to the king.

The king has no moves.

Pieces have no moves.

Section 16. Chess rules.

1. I introduce the concepts of "play by rules", "chess rules".
2. I explain the basic rules of conduct during the game.
3. I introduce the concept of "chess clock".
4. I introduce the chess clock.
5. I explain the basic rules of playing with the clock.

CHESSE RULES

Shake hands

White moves first

Be silent during the game

Touch – move

If you release a piece,
the move is made

"I adjust"

Play with one hand

How to use the clock?

1. Turn on the clock.
2. You make a move and then press the button on top.
3. Press the clock with the same hand you make moves on the board.

Chess clock can look different. But the rules of using them are the same.



Section 16. Chess clock.

PLAYING WITH CHESS CLOCK

Turn on the clock
Start button

Make a move – switch the
clock

Use the same hand



White has 15 minutes and 10 seconds for the entire game.

Black has 15 minutes and 10 seconds for the entire game.



White has run out of time. The game stops. You can't play further.



**Thank you very much
for your attention!**