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What is  
ChessKid?



# CLASSROOM PLANNER

The Classroom Planner is a week-by-week guide for teaching chess.

If you have never taught chess before, this guide will give you a place to start by presenting the lessons and activities in each unit of our 30-week guide. If you are a more experienced chess teacher, we hope this guide gives you an easy way to find our online resources in one place, along with the ability to follow your group's progress along the way.

Here is an example of what you will find in each Unit: **Unit 4 - Meet the King!**



**Suggested time** - 12 minutes

☐ [Mark Unit as Completed](#)

Review: 4 minutes

Lesson Video: 3 minutes

Discussion: 5 minutes



## Description

Students learn that the king moves one square in any direction.



## Educational Objectives

Students will learn how the king moves and captures. This relatively simple movement is shown in increasingly complex and abstract ways.

First, students just move the king. Then, they capture another piece with the king. Then, they notice and escape an attack on the king. Students are challenged to problem solve a complex position that requires them to escape from check, avoid the check of a second piece, and attack both unprotected enemy pieces.

### Key Learning Objectives:

Problem Solving

Comparison

Spatial Reasoning

Planning



## Review of Previous Unit

Ask students to say which two pieces are protected and which two pieces are unprotected:

**WQd5**; **BRa5** (*protected*) **BRf7** (*unprotected*) **BBd2** (*unprotected*) **BBf3** (*protected*)



## Unit Lessons



[The King](#)



[Pawn 4](#)



## Classroom Materials

### Supplemental Classroom activity:

"The Goalie Game"

Start with a white king on a1 and a black king on h8. The white king is trying to score a goal by sneaking inside the "goal," the 3x3 box h8-f8-f6-h6. The black king is the goalie, and he wins if he keeps the white king out. The black king may not leave the box.

Emphasize to students: Neither king may move next to the other one. We will return to this game after the lesson on the opposition when the winning method will be clearer, but for now it's a useful game for practicing and beginning to understand king movement.



[Worksheet \(Written Curriculum: Lesson 1, page 14\)](#)



## Extra Activities



[Written Curriculum: Lesson 1, page 9](#)



[Knight, Pawn, and King: Point Values](#)

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