



LESSON 1.4

ROOK, BISHOP, AND QUEEN MOVEMENT

LEVEL 1: RULES & TERMINOLOGY

Scholastic Curriculum

Version 1 | August 2018

LESSON 1.4

Rook, Bishop, and Queen Movement

Lesson Structure

1. Chess Goals and Classroom Expectations

In this lesson students will continue developing the standards from the previous lesson and learn about the movements of rooks, bishops, and queens.

2. Chess Instruction

A. Getting Started: Review pawn knowledge from Lesson 1.3. Review the terms Ranks, Files, and Diagonals and have students identify them on a board.

B. Demonstrate:

a. Introduce the rook and demonstrate its movement.

Suggested: **Activity 1.4.1**

b. Introduce the bishop and its movement. *Emphasize that one always travels on light squares, and the other always travels on dark squares.* Suggested: **Activity 1.4.1**

c. Introduce the queen and its movement. Students should know the queen is the most powerful piece in the game of chess because she is able to move any number of squares vertically, horizontally, or diagonally. *Emphasize that the queen has the capacity of both a rook and a bishop.*

C. Highlight queen versatility: On an empty board, ask students to count all of the possible squares that the queen can move from the center, and again from the edge of the board. Suggested: **Activity 1.4.1**

3. Play

Suggested: **Activity 1.4.2** and **Activity 1.4.3**

STANDARDS

- » **1.3A** Demonstrate how each piece moves on a board, including pawn promotion (not castling, or *en passant*).
- » **1.3B** Demonstrate how each piece captures.

MATERIALS

- » Demo Board or Tablet & Projector
- » Chessboards & Pieces
- » Worksheet:
[1.4.1 Pawn Mower](#)

DIFFERENTIATION

- » Activity 1.4.4

VOCABULARY

- » **Rank**
A horizontal line on a chessboard.
- » **File**
A vertical line on a chessboard.
- » **Diagonal**
A line consisting of the same color squares where each square touches the corner of the next in line.
- » **Rook**
Each player receives two rooks on each corner of the board. The rook moves along ranks and files only.
- » **Bishop**
Each player begins the game with two bishops, placed on c1, f1, c8, and f8. The bishop moves along diagonals only, always on the same color.
- » **Queen**
Each player receives one queen placed on either d1 or d8. The queen can move in any direction—like a rook and bishop combined.

LESSON 1.4 Activities

Activity 1.4.1

Pawn Mower (Rooks, Bishops & Queens)

Materials: Chessboards & Pieces,

1.4.1 Pawn Mower

1. Using [1.4.1 Pawn Mower](#), set up bishop and rook positions.
2. Students should be able to plan multiple moves ahead and consider capturing lines.

Variation: Advanced students should set up their own version of this game for their peers.

Activity 1.4.2

Pawn Mower Duex

Materials: Chessboards & Pieces

1. Create your own Pawn Mower puzzles to challenge your class! Prepare the puzzles outside of class time, use an appropriate degree of difficulty for your students, and be sure to solve each puzzle prior to verify that it will work.
2. For each puzzle, place a rook or bishop on an empty board. Move the piece 3-8 times around the board using legal moves. Record each move, including the starting landing square. *Increase difficulty by moving the piece back along the file or diagonal from which it came, but ending on a different square.*
3. Place the piece on the starting or ending square, and pawns on all the other landing squares.
4. Use these puzzles in class with your students. *Instruct students to find the shortest number of moves to capture all of the pawns while making a capture on every move.*

LESSON 1.4 Activities

Activity 1.4.3

QuiBs

Materials: Chessboards & Pieces

1. Divide students into pairs and instruct them to set up a position with the Black queen and two White bishops on their home squares.
2. White moves first. The bishops are trying not to get captured by the queen. If both bishops survive for ten moves, then White wins.
3. If the queen captures one of the bishops in fewer than ten moves, Black wins.
4. Note that the bishops are allowed to capture the queen. Ask students to alternate who gets the queen and who gets the bishops.

Variation: Pawns & Bishops—Player 1 gets 8 pawns only; Player 2 gets two bishops. Player 1’s objective is to promote a pawn or take both opponent’s bishops, while Player 2’s objective is to capture all eight pawns.

Activity 1.4.4

Three Strikes and You’re Out

Materials: Chessboards & Pieces

1. Divide students into pairs and instruct them to set up a position with all four rooks in their initial positions.
2. Instruct students to take turns placing three pawns on the board. Pawns can only move on their original rank.
3. Each pawn represents a baseball “out.” Losing all three of your pawns is equivalent to getting three outs, and results in losing the game.
4. Students should play as normal. *Rooks are also allowed to capture opposing rooks.*

Emphasize to students the benefit of connected pawns versus isolated pawns.

Activity 1.4.5

Crazy Eights

Materials: Chessboards & Pieces

1. Divide students into teams of two or more and give each team eight queens and a chessboard.
2. Students should try to place all eight queens on eight different squares such that no queen can capture another. The team(s) who place the most queens on the board safely wins the challenge.

Worksheet 1.4.1

The Pawn Mower

Name: _____

Date: _____

School: _____

Grade: _____

Capture all of the pawns in as few moves as possible.

The number of moves in each solution is equal to the number of pawns on the board.

List the coordinates in order for each piece movement.

