



LESSON 2.1

CASTLING

LEVEL 2: Advanced Rules

Scholastic Curriculum

Version 1 | August 2018

LESSON 2.1

Castling

Lesson Structure

1. Chess Goals and Classroom Expectations

Today's lesson will be dedicated to understanding the various restrictions on castling. This lesson will explain how to castle and explain why castling is often a good idea.

2. Chess Instruction

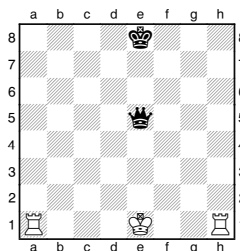
A. Getting Started: Instruct students to complete [2.1.0 Castling Correctly](#) which illustrates how to castle under normal circumstances. *Discuss answers.*

B. Explain that a king can only castle once and cannot reverse castle. Ask the students to suggest things that once done, cannot be undone. *Discuss answers.*

C. Using the diagrams below with the Demo board, show that the White king cannot:

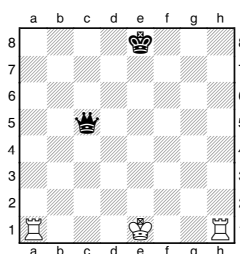
a. Castle out of check:

The king is under attack, so it cannot castle.



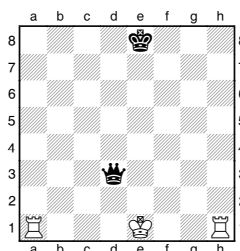
b. Castle into check:

Castling in either direction is illegal here since the king would be moving into check.



c. Castle through check:

The king cannot cross f1 or d1 because the Black queen is attacking those squares.



STANDARDS

- » **2.1A** Explain that a player can only castle once and cannot reverse castle.
- » **2.1B** Discuss three check-contexts when castling is illegal.
- » **2.1C** Describe how king and rook movements prevent castling.

MATERIALS

- » Demo Board or Tablet & Projector
- » Chessboards & Pieces
- » Worksheets:
 - » [2.1.0 Castling Correctly](#)
 - » [2.1.1 Castling Multiple Choice](#)
 - » [2.1.2 Can I Castle?](#)
 - » [2.1.3 Can I Castle?, Part 2](#)
 - » [2.1.4 Critical Castling Puzzles](#)
 - » [2.1.5 Castling By Choice](#)

DIFFERENTIATION

ADVANCED STUDENTS

- » [2.1.4 Critical Castling Puzzles](#)

INTERMEDIATE STUDENTS

- » Activity 2.1.1

- » [2.1.2 Can I Castle?](#)

NOVICE STUDENTS

- » [2.1.1 Castling Multiple Choice](#)

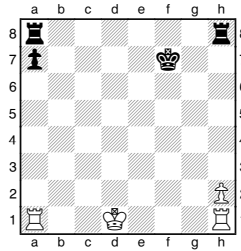
- » Activity 2.1.2

LESSON 2.1

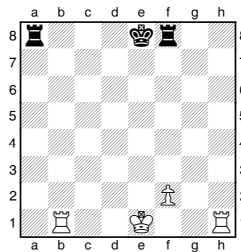
Castling (continued)

D. Explain that once a king moves, it cannot castle at any point for the rest of the game. If a rook moves, the king cannot castle with that rook. The adjacent diagrams illustrate these ideas for both White and Black.

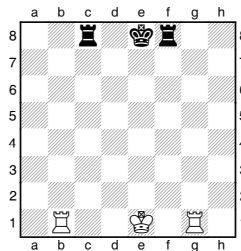
a. Both kings have moved, so castling is impossible for either player.



b. Both kings can castle, but only toward the rook that is still on its home square.



c. Neither king can castle because both rooks have moved from their home squares.



3. Exercise

Give students [2.1.3 Can I Castle?, Part 2](#) with castling puzzles. Collect worksheets as students complete them to check for understanding. Suggested: **Activity 2.1.1**

4. Play Time

Once finished with the exercise ask students to set up chessboards and play.

VOCABULARY

» **Castle**

Castling is a move in chess that involves a player's king and one of their rooks. It is the only move in chess that involves moving 2 pieces in the same turn. The king moves two squares towards the rook and the rook takes the square which the king crossed. Castling can only be done if the king has never moved, the involved rook has never moved, and the spaces between the king and rook are clear. Moreover, the king cannot castle if it is in check, would move into check, or would move through squares along the route that are being threatened by an opposing piece.

» **Kingside Castling**

Castling toward the rook on the right (h1), also called "castling short."

» **Queenside Castling**

Castling toward the rook on the left (a1), also called "castling long."

» **Castle Out of Check**

An illegal move attempting to castle when the king is under attack.

» **Castle Into Check**

An illegal move attempting to castle when the king would land on a square that is attacked.

» **Castle Through Check**

An illegal move attempting to castle when the king would move through a square that is attacked.

LESSON 2.1 Activities

Activity 2.1.1

Quickest to the Queenside

Materials: Chessboards & Pieces

1. Divide students into pairs and ask them to set up a chessboard.
2. Instruct students that their primary goal is to be the first to castle queenside.
3. The player who castles queenside first wins and records a point for the round.
4. Instruct students to take turns as White or Black and keep score.
5. Following the activity hold a discussion around ideas and strategies that students used to castle quickly. If you know your opponent is castling queenside, how would you arrange your pieces to create a strong attacking position?

Variation: Do a "quickest to kingside" activity.

LESSON 2.1 Activities

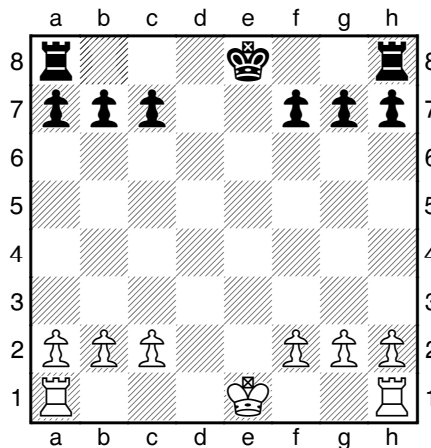
Activity 2.1.2

Follow My Lead

Materials: *Castling Practice Diagram*,

[2.1.1 Castling Multiple Choice](#)

1. This teacher-led activity works best in a one-on-one or small group scenario for students who may be struggling. Use [2.1.1 Castling Multiple Choice](#) for this activity to help with discussion and comparing moves.
2. Pair students at a chessboard, and review castling procedures for the small group.
3. Ask students to model your moves on the chessboard, while inquiring about possible castling positions.
4. Review the requirements to castle.
Has either king moved? Are any pieces between the king and rooks? Is either king in check, or does castling move a king through check?
5. If White castles first to queenside, is Black allowed to follow? *Why or why not?* Does White's rook stop Black from castling queenside?
6. If White moves first, how many different positions will arise if Black castles immediately after?
7. If White castles kingside, can Black castle? To which side(s)?
8. If White castles queenside, can Black castle? To which side(s)?
9. If Black castles kingside, can White castle? To which side(s)?
10. If Black castles queenside, can White castle? To which side(s)?
11. If Black moves first, how many unique positions will arise if White castles immediately after?
12. After both players have castled, they may continue play from the current position. The first to checkmate or capture their opponent's rooks wins.



Worksheet 2.1.0

Castling Correctly

Name: _____

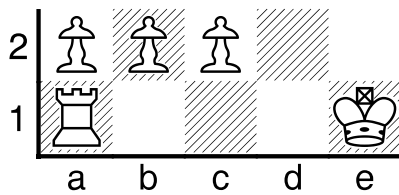
Date: _____

School: _____

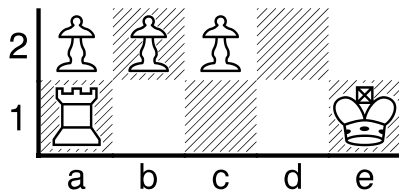
Grade: _____

Compare and Contrast: Using clues from the Kingside demonstration, rewrite the steps for Queenside Castling in your own words. What differences do you see? Be ready to share with the class.

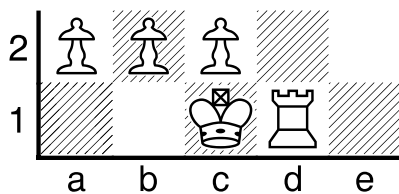
Queenside



Step 1: _____

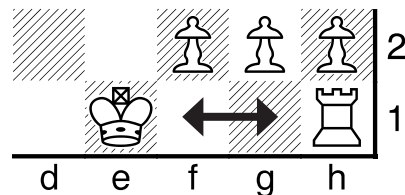


Step 2: _____

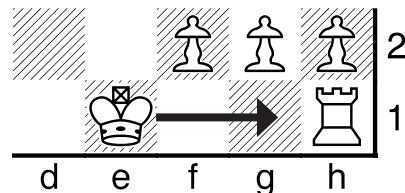


Step 3: _____

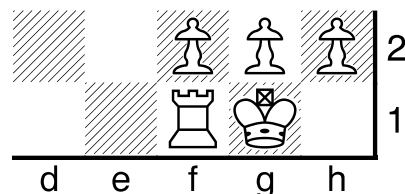
Kingside



Step 1: All pieces have cleared the spaces between the King and Rook.



Step 2: The King will first move two spaces towards the castling rook.



Step 3: The Rook moves to the adjacent square. The King is inside his fortress.

Worksheet 2.1.1

Castling Multiple Choice

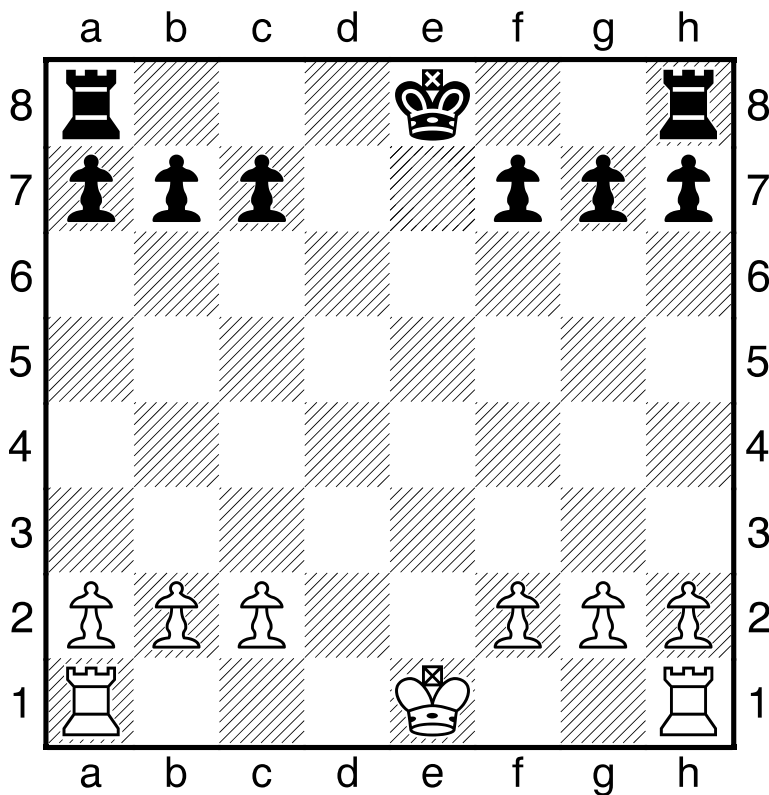
Name: _____

Date: _____

School: _____

Grade: _____

For the given position determine how many different ways both players could castle if it were White to move? Black to move? Find a partner and discuss different outcomes before setting up the chessboard. After you have had time to discuss, set up the pieces and test your solutions. For example, if White castles Queenside, what options does Black have to castle?



Circle the best answer.

1. If White Castles Kingside, which way can Black Castle? Kingside Queenside Both Neither
2. If Black Castles Kingside, which way can White Castle? Kingside Queenside Both Neither
3. If White Castles Queenside, which way can Black Castle? Kingside Queenside Both Neither
4. If Black Castles Queenside, which way can White Castle? Kingside Queenside Both Neither

Worksheet 2.1.2

Can I Castle?

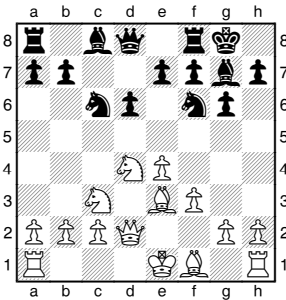
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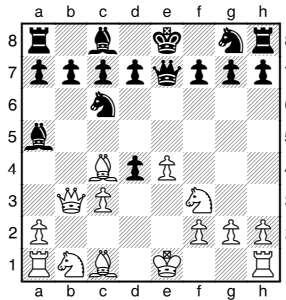
School: _____

Grade: _____

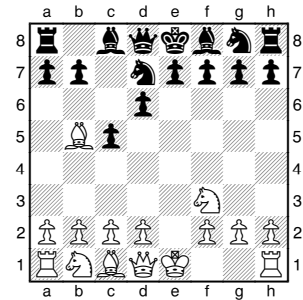
For each board, determine whether or not castling is possible. If not, identify the reason why castling is illegal: Castle Through Check, Castle Out of Check, Castle Into Check, Other.



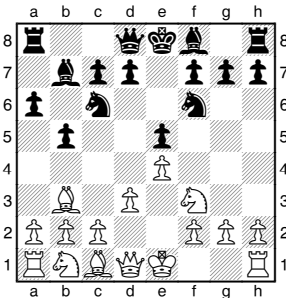
Can White Castle? _____
If not, why? _____



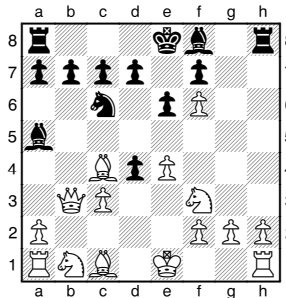
Can White Castle? _____
If not, why? _____



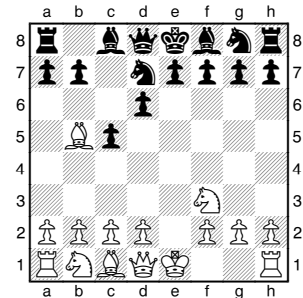
Can White Castle? _____
If not, why? _____



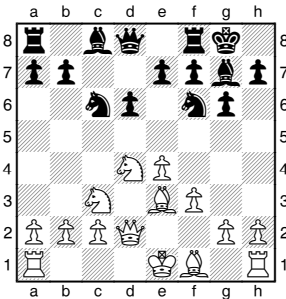
Can Black Castle? _____
If not, why? _____



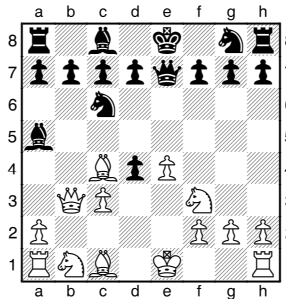
Can Black Castle? _____
If not, why? _____



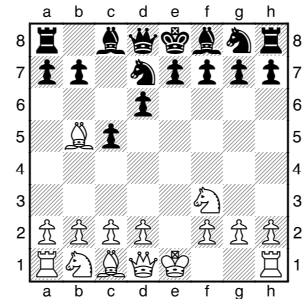
Can Black Castle? _____
If not, why? _____



Can White Castle? _____
If not, why? _____



Can White Castle? _____
If not, why? _____



Can White Castle? _____
If not, why? _____

Worksheet 2.1.3

Can I Castle?, Part 2

Name: _____

Date: _____

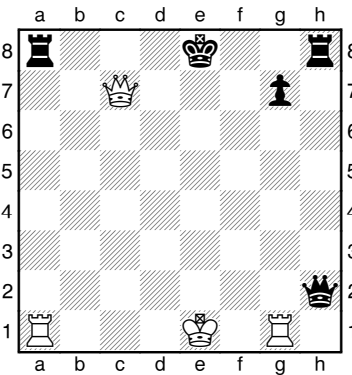
School: _____

Grade: _____

Determine if the given player may castle Queenside (Q), Kingside (K), Both (B), or Neither (N).
 Circle your answer for each position given.

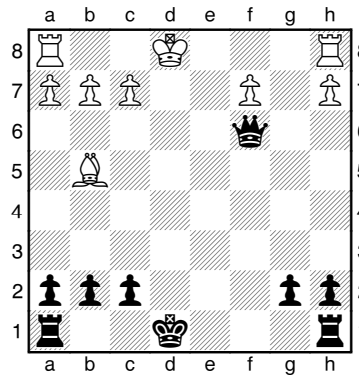
Trade papers with a partner and compare answers. Do you agree for all of the boards?

White to move



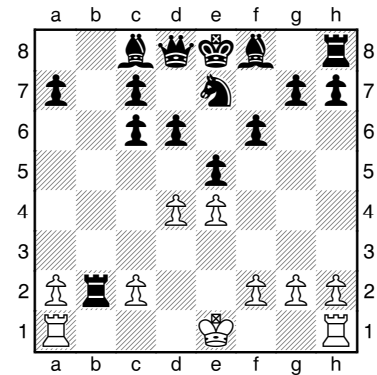
Q | K | B | N

White to move



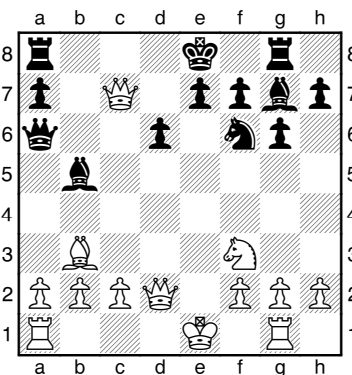
Q | K | B | N

White to move



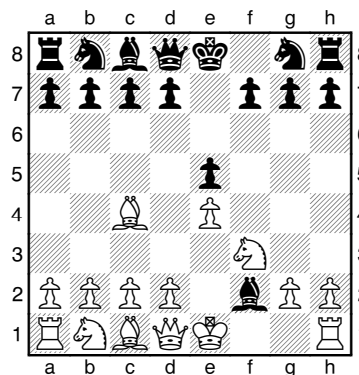
Q | K | B | N

White to move



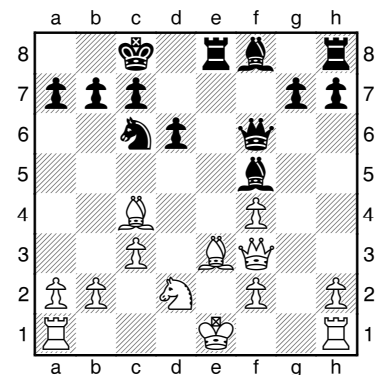
Q | K | B | N

White to move



Q | K | B | N

White to move



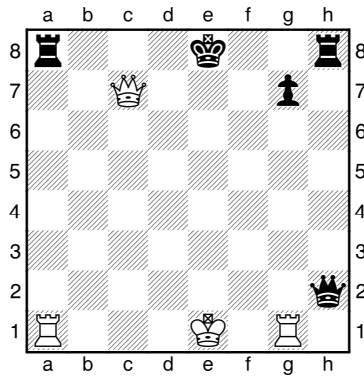
Q | K | B | N

Worksheet 2.1.3

Can I Castle?, Part 2

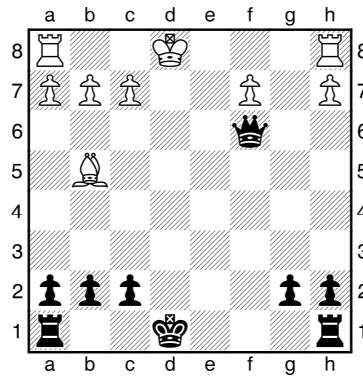
(continued)

White to move



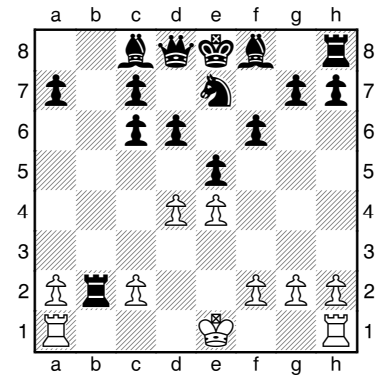
Q | K | B | N

White to move



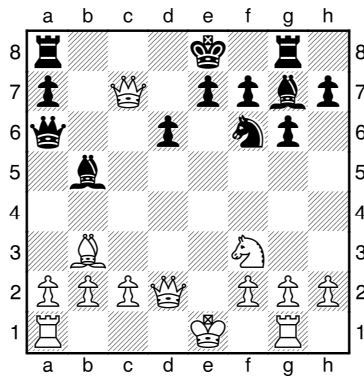
Q | K | B | N

White to move



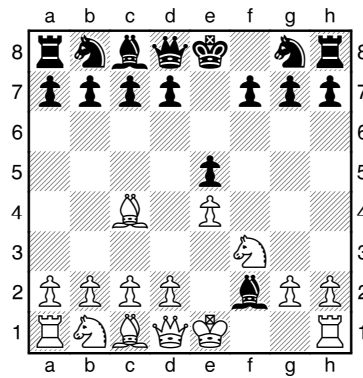
Q | K | B | N

White to move



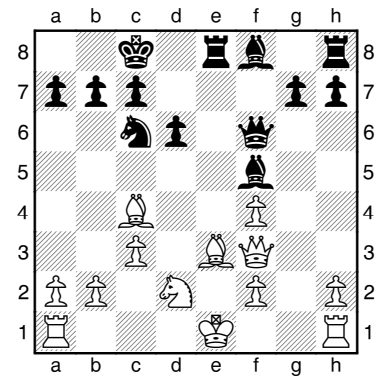
Q | K | B | N

White to move



Q | K | B | N

White to move



Q | K | B | N

Worksheet 2.1.4

Critical Castling Puzzles

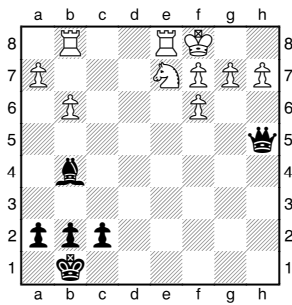
Name: _____

Date: _____

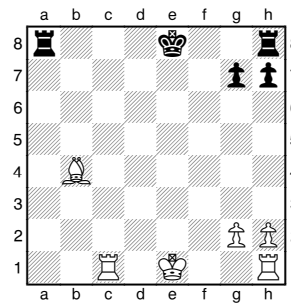
School: _____

Grade: _____

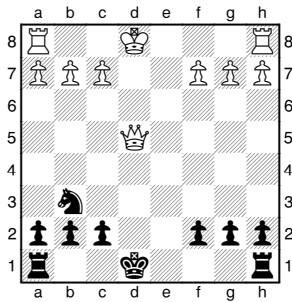
For each position below, read each question carefully and discuss with a partner.
Answer each question to the best of your ability.



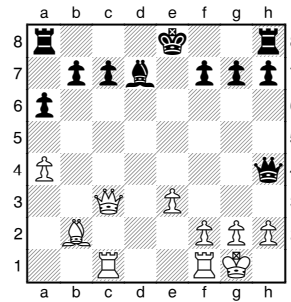
White has castled
Queenside. It is now
Black to move. What is
the best play for Black?



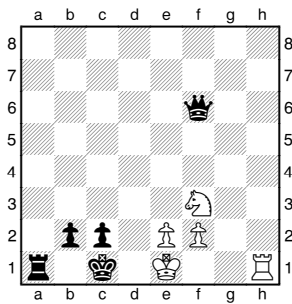
Neither player can
castle in this position.
Can you provide a
reason why?



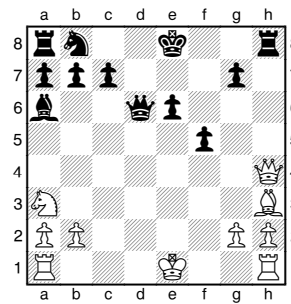
Black is in check,
but still wants to castle.
Can Black castle
immediately? What
move can Black make
to save castling?



Black wants to castle as
quickly as possible. Is it
safe for Black to Castle
Kingside? Is it safe to
castle Queenside?



White to move. What
is White's best plan?
Explain why.



Black to move. Is
castling the best
choice? If not, what
move makes the most
sense for Black?

Worksheet 2.1.5

Castling by Choice

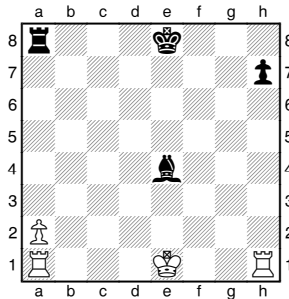
Name: _____

Date: _____

School: _____

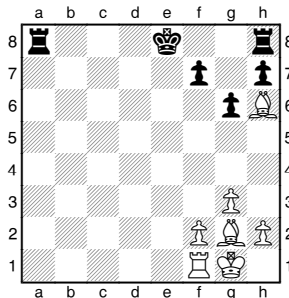
Grade: _____

Multiple Choice: Circle the best possible move for each position below.



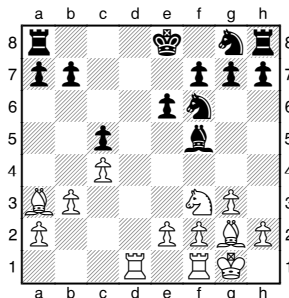
1. How can White castle?

- A. Queenside only, the Kingside rook is under attack.
- B. Kingside only, castling Queenside would put the King in check.
- C. Both Kingside and Queenside.
- D. None of the above.



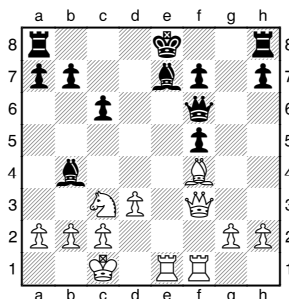
2. How can Black castle?

- A. Queenside only, the King may not pass through check.
- B. Kingside only, the King is safest behind the pawns.
- C. Both Kingside and Queenside.
- D. None of the above.



3. How can Black castle?

- A. Queenside only, the Kingside pawns are broken.
- B. Kingside only, the Bishop on f4 stops castling Queenside.
- C. Both Kingside and Queenside.
- D. None of the above.



4. How can Black castle?

- A. The Black King is not allowed to castle in this position.
- B. Queenside only, the Knight on g8 needs to move first.
- C. Both Kingside and Queenside.
- D. None of the above.