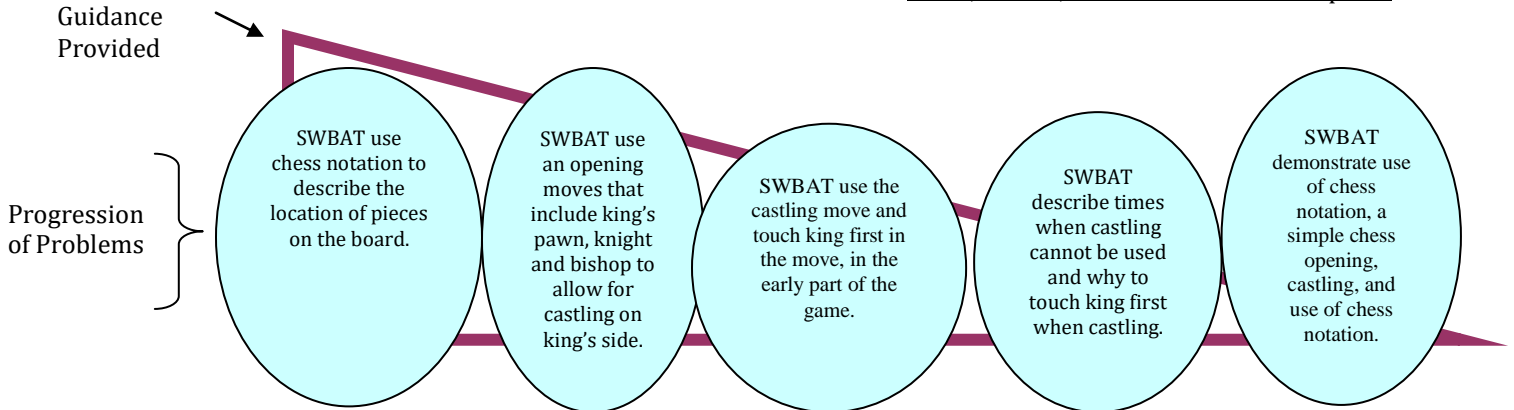


Kate Hartig's Pebbles Project Graphic Organizer
Week 3: Chess openings and Castling

Instructional Problem: Grade 3-5 students who participate in an afterschool program bring varying levels of experience and understanding to the game of chess. Each participant has gaps in persistence and courtesy during a game, knowledge of the rules of chess, and proper recognition and completion of endgame moves to checkmate.

Instructional Goals: Students will demonstrate an understanding of simple chess openings, castling, and use of chess notation.

Learners: Third, Fourth, and Fifth Grade Participants



Pebbles Organizer

	Pebble 1	Pebble 2	Pebble 3	Pebble 4	Pebble 5
Skills (portrayal)	SWBAT describe location of pieces on the chessboard K chess notation: White Rook is on A1, White Bishop is on B1, etc.	K how pieces in the beginning of the game make opening moves that protect squares on the player's side of the midline. K how the knight can jump over other pieces unlike any other piece on the board. K how the pawn may move one or two spaces on its first move. K how one series of moves can enable the spaces between King and pawn to be clear.	K how to use the clear spaces between king and castle to castle. K how to touch the king first in this two piece move. K castling involves king and castle in one move. K king moves two spaces and castle moves to other side of the king. K how castling can be done on either side of the king as long as the row is clear. K how there are times the king cannot castle..	K how the king cannot castle in check. K how the king cannot castle if either the king or the castle have moved. K how if the player touches the castle first, the castle moves but castling cannot take place. K castling takes place with the row is clear between king and castle K that puzzle notation for castling move is 0-0 (king side) and 0-0-0 (queen side).	K how to move pieces at the beginning of the game to protect squares and move out stronger pieces. K how to castle, K how to use chess notation.
Knowledge (information)	<i>S identify location of pieces on the chessboard using chess notation</i>	<i>S shows how to move pieces to protect squares S demonstrates how the knight and pawns move in the early game. S shows how to move pieces to clear the spaces between King and Rook .</i>	<i>S shows how to prepare to castle in the first moves of the game. S demonstrates how to castle, moving the king first. S shows how to castle on both sides of the king. S knows that there are times that player cannot castle.</i>	<i>S demonstrates how to castle. S recalls times that castling move cannot be used. S views and understands the chess notation for castling.</i>	<i>S plays a game of chess using thoughtful chess opening to clear the space between K and castle. S understands the reasons for moving pieces in the opening of the game will protect square allow stronger pieces to move out. S demonstrates how to castle. S identifies location of chess pieces in chess notation and understand puzzle notation for castling</i>