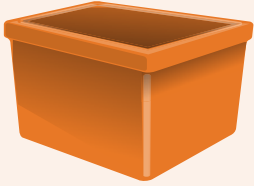


## Activity 4 : The Pawns



### EQUIPMENT NEEDED:

Chess board  
Light & dark Pawns  
Pawn flashcard

### Let's start here:

1. **Place** all Pawns on their starting squares. Count the Pawns. There are 8 Pawns for each color.
2. **Want** to race? Set a timer or make a prediction of how long it will take you to set up all the Pawns for one color.
3. **Remove** 5 Pawns for each color. How many Pawns remain on the board? (3 for each color) (Fig 1)
4. **Explain** that Pawns move one square forward. Each color takes turns after making one move, until they are stuck and cannot move forward. (Fig 2)
5. **Take** turns moving a Pawn forward.
6. **See** the possible ending position on the right, yours may look different.

## KEY WORDS

- Pawn
- Stuck
- Forward
- Across

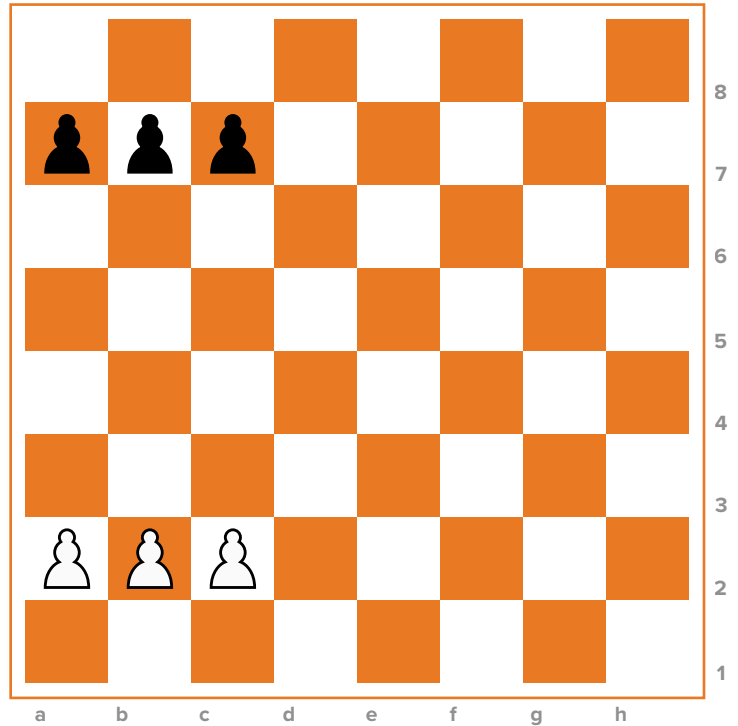


Fig 1: Three of each color Pawn remain on their starting squares.

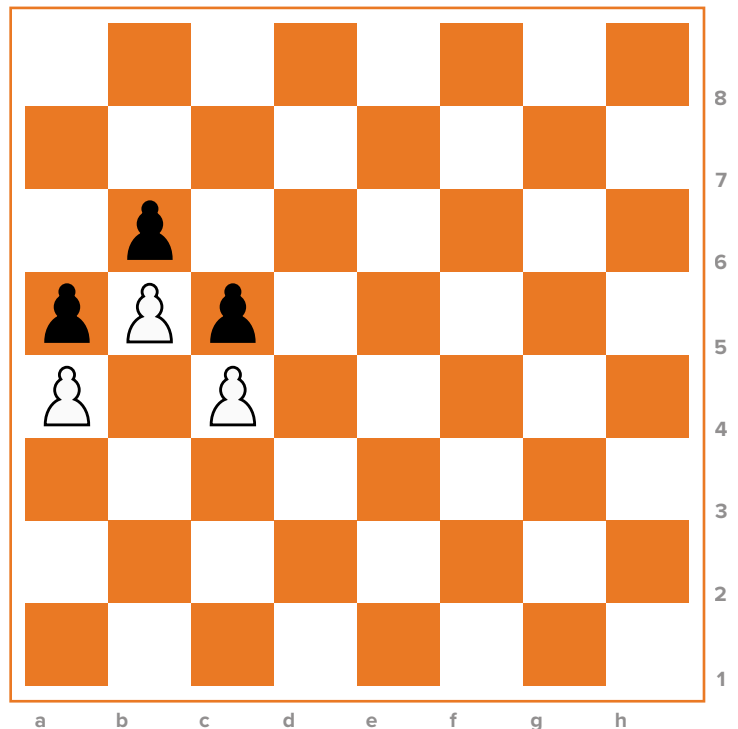


Fig 2: Light & dark Pawns move forward 1 square at a time until stuck.

## Now try this:

### Off-Set Three Pawns (Fig 3)

1. **Reset** the Pawns across the board from each other, but not directly across from each other.
2. **Predict** what will happen in this game.
3. **Light** Pawns move first, one square at a time, forward across the board.
4. **Take** turns moving the Pawns for both colors until Pawns are stuck or they make it all the way across the board.
5. **Review** the predictions. Change sides of the board and play with the other color of Pawns.

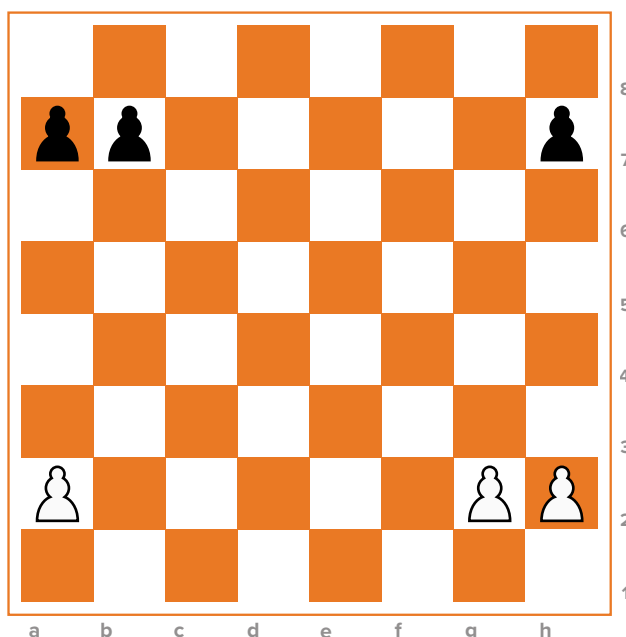


Fig 3: Pawns on random squares on their starting ranks.

### Random Three Pawns (Fig 4)

1. **Place** 3 Pawns on any Pawn starting squares.
2. **Predict** which Pawns will get across the board first and which Pawns will get stuck.
3. **Play** again taking turns moving the Pawns one square at a time and try to get to the other side of the board.
4. **Consider** what would happen if more Pawns were added to this game.

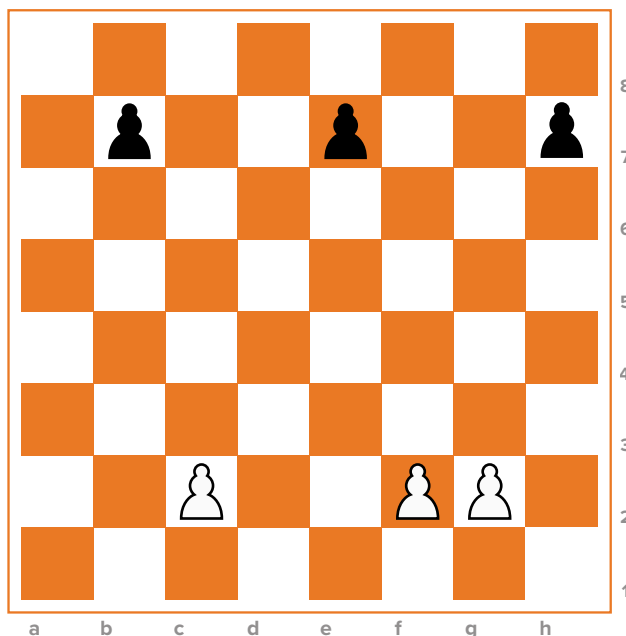
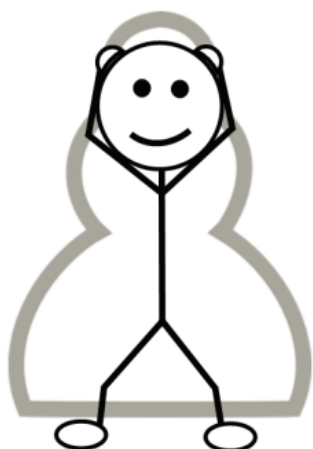


Fig 4: Pawns on random squares on their starting ranks.



1. Show the hand motion and say the rhyme for the movement of the Pawn.
2. Walk like Pawns, one square at a time. Let's put one foot in front of the other and walk around, counting how many steps we take!