LET'S ROLL GAMES

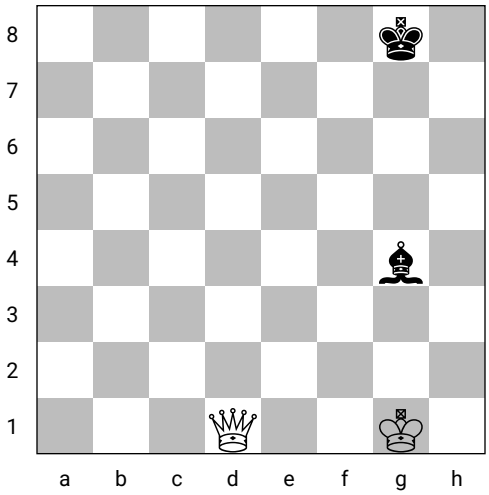
CHESS CLUB

Mini-lesson 01 | 15 minutes

Middle & high school • Facilitator guide

Look Before You Move

Spot threats. Find opportunities. Check your move.



Demonstration position
White: King g1, queen d1.
Black: King g8, bishop g4.
White to move; all other squares empty.

Ask: "What is Black attacking? What can White capture?"

Solution: 1.Qxg4 wins the bishop. The queen travels through e2 and f3. Black's king cannot capture her.

0-3 MIN

Introduce the routine

Say: "Before you move, take a quick look." Teach three questions: (1) What is my opponent threatening? (2) What checks, captures, or threats do I have? (3) After my move, can my opponent take my piece or checkmate me?

3-7 MIN

Model the thinking

Use the position above. The bishop attacks White's queen along g4-f3-e2-d1. White can answer by capturing it. Ask a student to trace the queen's path, then check whether the destination is safe.

7-11 MIN

Try it together

Replace White's queen with a bishop on c4 and add a black knight on d5. Keep the kings on g1 and g8; remove Black's bishop. Ask: "What can White capture?" Answer: 1.Bxd5+ wins the undefended knight and checks the king.

11-14 MIN

Partner challenge

Reset the demonstration position. One partner proposes 1.Qe2?. The other finds Black's response: 1...Bxe2, winning the queen. Then show 1.Qxg4 and explain why it is safer. Switch roles and repeat the three questions.

14-15 MIN

Take it into a game

Have partners repeat the routine from memory. Playing challenge: Be ready to share one moment when pausing helped you notice a threat or save a piece.