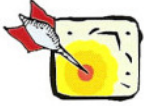


## Lesson: SOLVING PROBLEMS

### Game 2: CHECKERS

Dear Parents: Checkers will help children to understand that before solving a problem we have to *define primary and secondary objectives*.

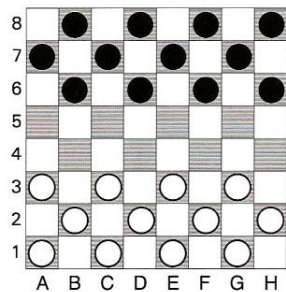


**The aim of the game:** Try to reach a position whereby your opponent's counters cannot move at all (usually most of the pieces have been captured); or capture all of your opponent's counters.

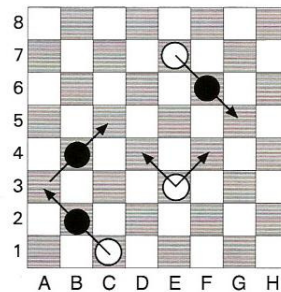


#### The rules of the game

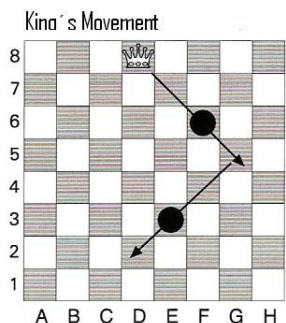
1. The pieces can only move diagonally one square forward (only on the dark squares).
2. When two opposing pieces confront each other, the player whose turn it is to move, must capture (on condition that the square behind the opposing piece is vacant), and land on the vacant square. The players are also required to capture backwards. You must always make a capture whenever possible and the concept of a burnt piece (a piece which is removed for not having made a capture) is not applicable.
3. If there is a possibility for a multiple capture, the player must capture every possible piece in the chain.
4. If two (or more) multiple captures are possible, you have to make the longest chain capture.
5. A piece which reaches the last row becomes a king. This piece has to be covered by another piece of the same color.
6. A king can move any number of squares diagonally without restriction.
7. A king can make chain captures and land on any vacant square it chooses along the diagonal. It does not have to land on the square directly behind the captured piece but can land anywhere along the diagonal.
8. During a chain capture – if a piece reaches the other end of the board, it becomes a king, no matter which square it lands upon at the end of the capture.
- 9.



Initial position

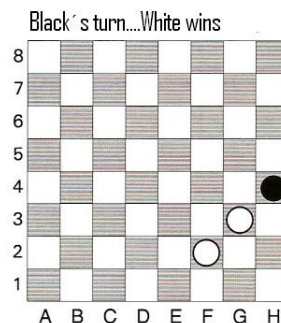


Rules for movement and capturing the opponent's counters



Black counter's side

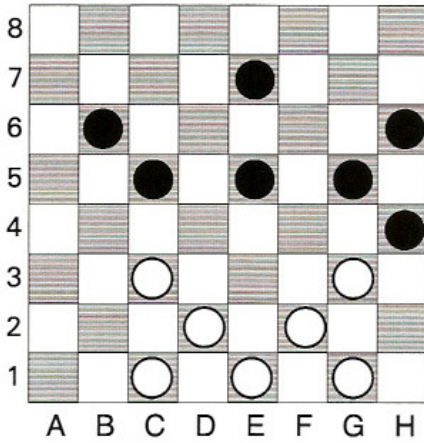
White counter's side



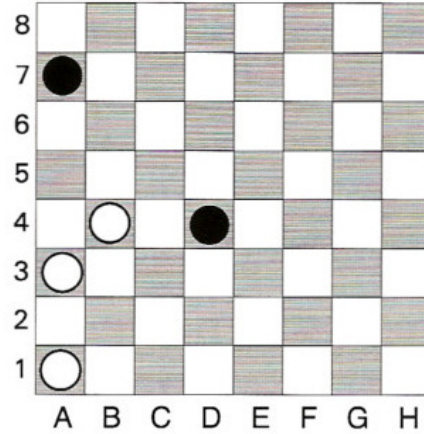
Black's turn...White wins

In the following exercises, **draw an arrow** (→) to indicate your game plan.

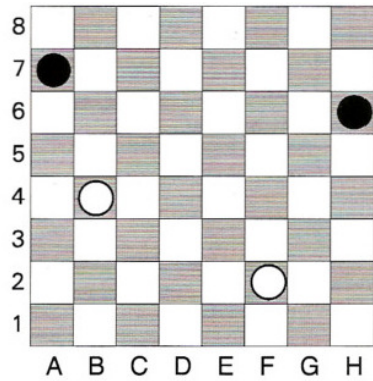
1. How should White continue in order to promote to a King?



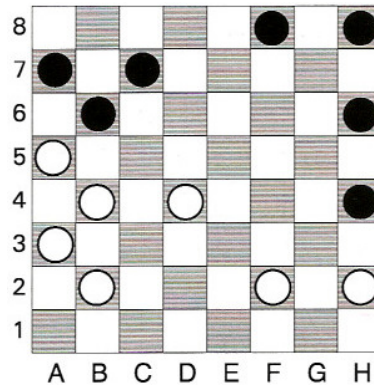
4. What is White's best move?



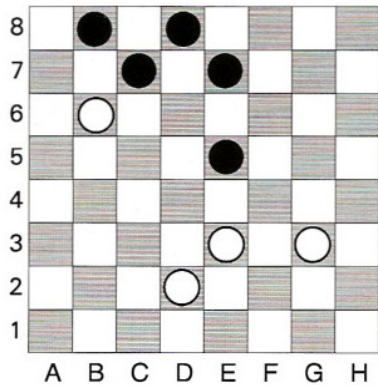
2. White to move. What would be the best continuation?



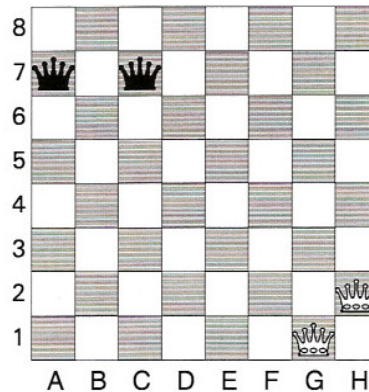
5. What is White's best move?



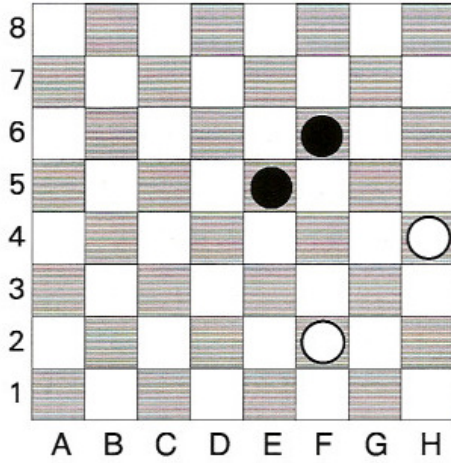
3. How can White capture a Black piece and promote to a King?



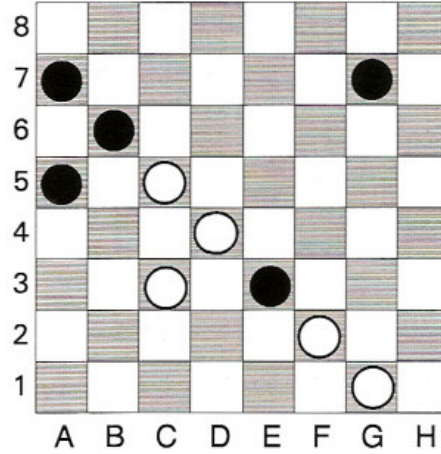
6. Black to move. Who will win the game and why?



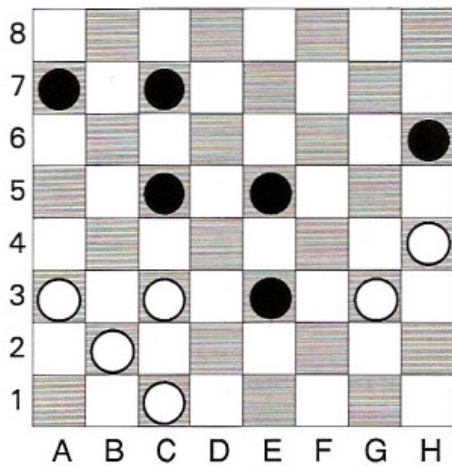
7. How can White create a double threat and win the game?



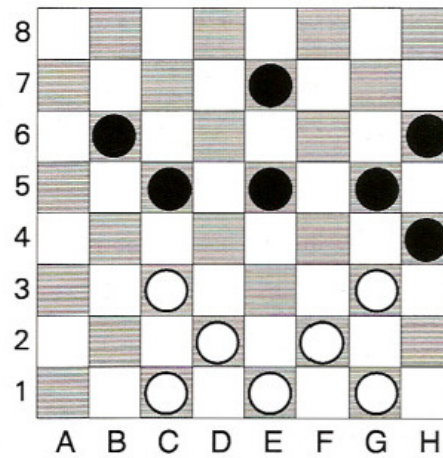
9. What move should White play? (Your answer to the last question might help)



8. How can White play a combination and promote to a King?



10. How should White proceed?



## THINKTIONARY

**Primary objective** – the main objective we are trying to achieve.

**Secondary objectives** – A goal that helps to achieve the primary objective.