

## Introduction

- En Passant
- Beginner / (optional Intermediate review)
- 20-25 minutes

## Learning Objectives

Students will understand and practice en passant

## Materials

Demo board  
Chess boards for students

## Resources

### Chess 101: The Basics

Rules: <http://www.okschess.org/starting/promotion/moves-captures.doc>

### Chess Corner - Online Tutorials

En Passant: <http://www.chesscorner.com/tutorial/basic/passant/passant.htm>

### Chess Kit - Online Tutorials

En Passant: <http://www.chesskit.com/training/beginners/enpassant/index.php>

### ChessKIDS Academy - Online Tutorials for Children:

En Passant: <http://www.chesskids.com/kids/enpas.htm#t1>

### Comprehensive Chess Course, Volume II by Roman Pelts (1-889323-01-2)

This book may be purchased at Amazon. Copyright allows duplication of end of chapter exercises for students.

### The Great Pawn Hunter Chess Tutorial

Online Interactive Games with en passant loosing and en passant winning:

<http://members.aol.com/manusfealy3/ch65.htm>

### The Magic Theater - How to Play Chess

Online Flash videos explaining en passant:

[http://www.chessdryad.com/education/magictheater/ep/ep\\_01.htm](http://www.chessdryad.com/education/magictheater/ep/ep_01.htm)

[http://www.chessdryad.com/education/magictheater/ep/ep\\_02.htm](http://www.chessdryad.com/education/magictheater/ep/ep_02.htm)

## Teaching and Learning Sequence

- **Introduction:**  
Using a demo board or illustration on overhead projector, introduce the rules of en passant or use Q&A to review rules if students already understand the concept. Emphasize that in some situations understanding en passant may result in winning the game.
- **Lesson Development:**
  1. Using the tutorial at Chess Corner, set up the demo board. Assume it is Black to move. If Black moves the pawn, he loses the game. If he moves his king to ultimately capture the white pawn, he will be able to escort his pawn to promotion and win the game.
  2. (Optional - For more advanced players) Choose one of the interactive games at The Great Pawn Hunter and review the game using a demo board. This site has good commentary.
  3. Using the illustration from Chess Kit, set up the demo board. Black to play and win.
- **Closure:**  
Use examples from the ChessKIDS lesson on en passant. The last two frames provide good illustrations of potentially loosing or drawing a game if the en passant rule is forgotten. Have students set up boards and play in pairs to practice their knowledge of the en passant rule.

## Study Sheets / Future Review:

Use illustration #8 on page 4 of Comprehensive Chess Course, Vol. II. Make Black's move:

1. ...b7-b5. Ask students what they would do as White's next move.

Using the example again from Chess Kit, set up the demo board and ask students to find the solution for Black to play and win.