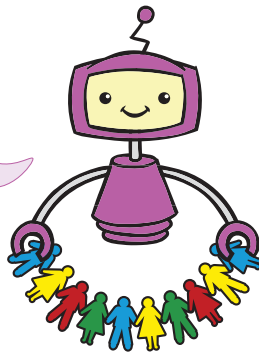


Across the board

Peter, I love the sound of any game that has a king and queen. Oh, please, please pick me! I'd make a great king! What do you mean I'm going to be a rook? Peter, c'mon look at this face! I'm no crow!



LINKS TO:

Stage 3, Module 4

Learning Object 4: PowerPoint pitch

1 Checkmate!

Have you ever played a game of chess? Did you know that chess has been played, in one form or another, for more than 1500 years?

The earliest version of chess was played in India during the sixth century. Through trade and other cultural interactions, it spread to Persia (modern Iran). After Persia was conquered by the Arabs, chess spread throughout the Arab world into Europe. Chess is a game of strategy, and the modern design of the chess pieces and chess board reflects its origins in hierarchical cultures in which both the military and the church held powerful positions. In those societies,

using strategy in war and in politics was a highly valued and important skill.



Persian manuscript from the 14th century showing an ambassador from India bringing chess to the Persian court.

Image in public domain

2 The pieces and their meanings

King and queen

As you might imagine, the king and queen began life as quite different heads of state. In the original Indian version of the game, the king was a *raja*, while in Persia he became a *shah*.

Until chess reached Europe, the powerful defensive piece we now call the queen was a male figure — a minister or vizier. In early forms of the game, this piece had a more limited range of movement than it does today. It was able to move only two squares

either in a straight line or diagonally. It was not until the late 15th century that the queen became able to move so far. This evolution in the game of chess earned it the name of the Queen's Chess, or the Madwoman's Chess. Along with a range of other changes to the rules of the game, the increase in the queen's power meant that the game could be completed in a few hours, rather than taking several days.

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Bishops

The bishops are powerful pieces on the chess board, and stand directly next to the king and queen. They reflect the power of the church in 15th century Europe, when the role of the bishops in the game was formalised. In the early Indian versions of chess, these pieces were *gajah* (war elephants).

Knights

The knights, who were also a feature of medieval society, reflect the importance of cavalry in the history

of the military. You are probably already familiar with at least some images of knights on horseback, and of the loyalty that knights traditionally owed to their king and country.

Rooks

In the medieval precursor to the game of chess, the piece we now call a rook was called a chariot. In the early Indian versions of the game the piece was a chariot, or *ratha*. Even today, the corresponding pieces in Asian chess games are often known as chariots.

3 Chess in Indonesia

In Indonesia chess is known as *catur* and is a popular game. You will often see groups of Indonesians sitting outside roadside cafes, *warung*, at any hour of the day or night, playing chess while drinking coffee and chatting about life's joys and struggles.

The game is fundamentally the same as the western version, although the terminology is Indonesian rather than English. Two of the pieces are described differently as well. The bishop is known as the *gajah* (elephant) and the queen is known as the *menteri* (literally, a cabinet minister). Indonesians follow the rules of chess as laid down by the World Chess Federation.

Chess clubs

There are chess clubs throughout Indonesia. Some are just informal gatherings, while others are school-based chess clubs and nation-wide chess clubs, such as *PERCASI*, which is an acronym for *Persatuan Catur Seluruh Indonesia* (The All-Indonesia Chess Club).

Members of *PERCASI* recently competed in the 13th ASEAN Age-group Chess Championships 2012, where 12-year-old female contestant Ummi Fisabilillah won three gold medals.

Exercises

Exercise 1

Peter has joined the school's chess club, and signed up to participate in a chess competition between local high schools. Each school will be putting together a human chess team — a team in which each piece is played by a person dressed up as a chess piece. The game is played on a life-sized chess board.

To prepare for the competition, Peter has put together a slide presentation for his chess club on the various chess pieces and how they move.

Read the information from Peter's presentation and then complete the exercises that follow.

Raja



- Masing-masing pemain catur mempunyai 1 buah raja.
- Raja boleh berjalan sama seperti menteri, tetapi dia boleh melangkah hanya sepetak saja.
- Permainan berakhir kalau raja ada dalam keadaan 'sekak' dan tidak bisa menyelamatkan diri dari ancaman sekak atau tidak bisa dilindungi oleh buah catur lain. Kondisi ini disebut 'Sekak mat'.
- Permainan juga bisa berakhir tanpa pemenang, yaitu keadaan 'remis'. Misalnya, salah satu keadaan remis adalah 'sekak abadi'. Dalam keadaan sekak abadi, sebuah raja diberikan ancaman sekak terus-menerus tetapi ancaman itu tidak sampai menghasilkan sekak mat.

Menteri



- Masing-masing pemain catur mulai dengan 1 buah menteri.
- Perjalanan menteri bebas - boleh maju, mundur, menyerong, ke samping. Jumlah petak yang dia langkahi tidak dibatasi.
- Dalam pertandingan catur, menteri bernilai sembilan poin.

Gajah



- Masing-masing pemain mulai dengan 2 buah gajah.
- Sebuah gajah hanya boleh berjalan menyerong. Dia boleh maju atau mundur dan jumlah petak yang dia langkahi tidak dibatasi.
- Dalam pertandingan catur, gajah bernilai tiga poin.

Kuda



- Masing-masing pemain catur mulai dengan 2 buah kuda.
- Sebuah kuda berjalan dengan langkah seperti huruf 'L', yaitu dua petak lalu sepetak, atau sepetak lalu dua petak.
- Kuda adalah satu-satunya buah catur yang boleh melangkahi buah catur lain.
- Dalam pertandingan catur, kuda bernilai tiga poin.

Benteng



- Masing-masing pemain mulai dengan 2 buah benteng.
- Sebuah benteng berjalan lurus ke depan, ke belakang atau ke samping, tanpa batas. Tidak boleh menyerong.
- Dalam pertandingan catur, benteng bernilai lima poin.

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Bidak



- Masing-masing pemain mulai dengan 8 buah bidak.
- Sebuah bidak boleh maju satu atau dua petak pada gerakan pertamanya. Setelah itu dia hanya boleh maju sepetak.
- Sebuah bidak tidak boleh mundur atau melompati buah catur lain.
- Dalam pertandingan catur, bidak bernilai satu poin.

Langkah istimewa

En passant: Kalau sebuah bidak melangkah dua petak ke depan dan melewati lawan, maka bidak lawan dapat memukul bidak itu seolah-olah bidak tadi hanya maju sepetak saja.

Promosi bidak: Kalau sebuah bidak mencapai baris ke-8 (baris terakhir), maka dia boleh naik pangkat (promosi) menjadi menteri, benteng, gajah atau kuda.

Rokade: Raja diajak rokade oleh sebuah benteng. Raja bergerak dua petak ke arah benteng dan benteng tersebut bergerak dengan cara melompati raja dan pindah ke posisi asal raja.

Rokade hanya diperbolehkan kalau si raja tidak dalam keadaan ancaman sekak, tidak ada buah catur lain terletak di antara raja dan benteng yang mengajak rokade, dan raja belum pernah dipindahkan sebelumnya.

Answer the following questions in English.

1.1 What is the objective in a game of chess? In other words, how do you win the game?

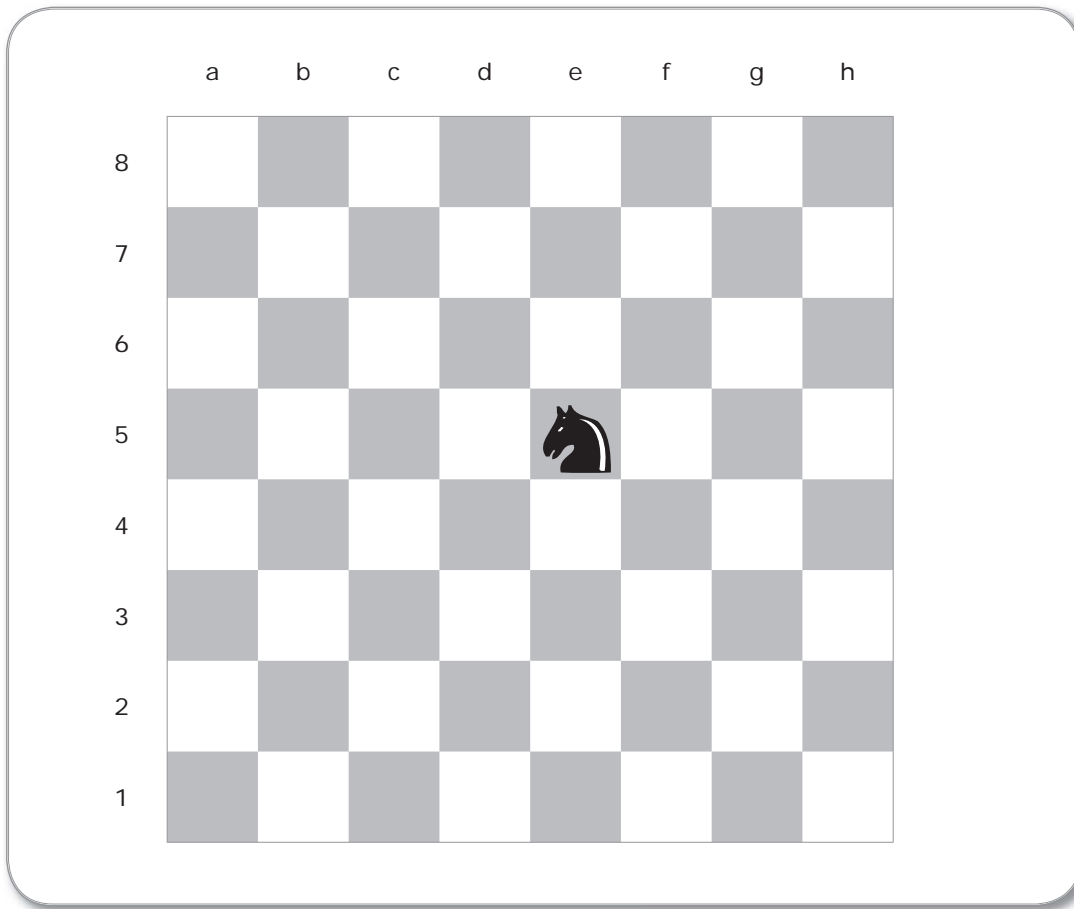
1.2 Which is the most important piece in the game? Give reasons for your answer.

1.3 Which is the least valuable piece in chess? Give reasons for your answer.

1.4 Which piece has the most mobility? Explain your answer.

Exercise 2

Peter wants to check that his classmates have understood the basics of chess so he asks them to look at the next slide, which shows a chessboard with a knight on it.



Write, in Indonesian, each of the possible moves the *kuda* could make from this position. The first move has been completed for you.

➡ For example:



Kuda bisa berjalan dua petak ke arah kanan lalu maju sepetak.

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Exercise 3

In order to play their roles as living chess pieces, Peter and his team will need to design costumes to wear. The costumes need to coordinate with each other, and reflect a particular theme. The chess club members have voted to use a futuristic theme for their life-size chess set, and to use the main colours of the Indonesian flag.

Describe the costume each piece will wear, in Indonesian.

Buah catur	Kostum
 Raja	
 Menteri	



Gajah



Kuda



Benteng



Bidak

Exercise 4

The time has come to start playing chess. Peter's chess club is the white team. He needs to tell his players where they must stand on the board at the start of the game.

Using the diagram below as a guide, help Peter direct each of the players to their starting positions on the board.

Hint! Note that the pieces for each team are arrayed in a mirror image of each other. The white queen stands on the white square, and the black queen on the black square.

Note:

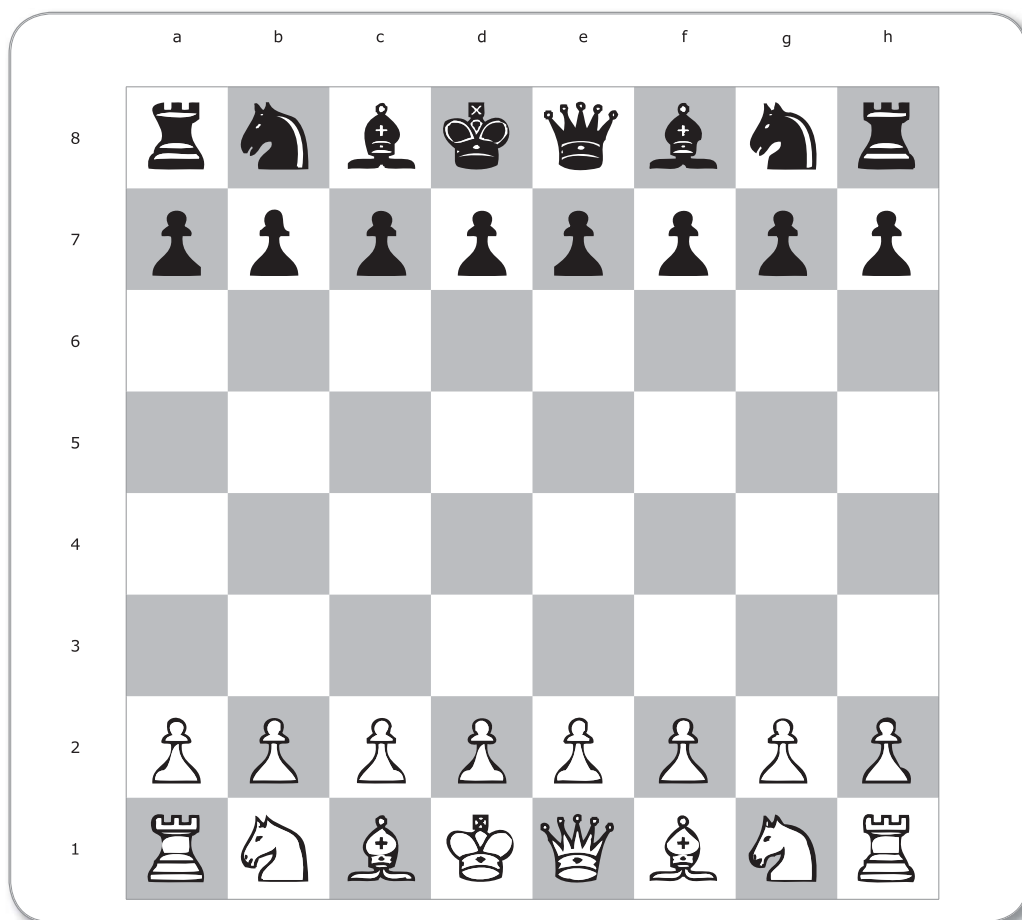
When describing your pieces, the rook, knights or bishops are referred to as either king's or queen's pieces, depending on which side of the board they start on. For example, the rook on the white team that starts off on the queen's left is called the queen's rook; the rook on the other side of the board is called the king's rook.

The pawns are similarly described in relation to where they start the game. So the pawn in front of the queen is called the queen's pawn.

➡ For example:

Bentengnya menteri, tolong ke baris belakang dan berdiri di petak terakhir di sebelah kiri. Seharusnya ada kuda di sebelah kananmu. Bentengnya raja, tolong ke baris belakang dan berdiri di petak terakhir di sebelah kanan. Seharusnya ada kuda di sebelah kirimu.

PIHAK HITAM



PIHAK PUTIH

(continued from previous page)

Kuda:

Gajah:

Menteri:

(continued on following page)

(continued from previous page)

Raja:

Bidak:

Exercise 5

Have you ever played chess? If you have, you might like to try this special challenge.

Describe the opening moves of the game between Peter's chess team and their opponents. Write each piece's moves from its perspective, and give both the starting point and finishing point for each piece.

The opening move — also known as the opening gambit — has been made for you.

Bidaknya raja putih maju dua petak dari e2 sampai e4.

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