

# SMART MOVES CHESS

Movement-Based Early Childhood Curriculum · For Kids, By Humans

FREE SAMPLE LESSON · TRACK A (PRESCHOOL, AGES 3–5)

## Lesson 1: Meeting the Pawns ("The Ant March")

Target Duration: 15 Minutes | Prior Chess Knowledge: None Required | Format: Movement Floor Game

### 1. LESSON OBJECTIVE & MATERIALS

Students are introduced to the most numerous piece on the board: the Pawn. Through sensory animal personas and physical marching, children internalize that pawns always march forward one square at a time.

Materials: Floor tape grid (or classroom movement mat), 1 Pawn piece per student, rhythm instrument / hand claps.

### 2. WORD-FOR-WORD CLASSROOM TEACHER SCRIPT

#### Step 1: The Circle Gathering (2 mins)

Teacher: "Good morning chess friends! Today we meet the bravest, hardest-working helpers on the entire chess board: The Pawns! Does anyone know what an ant does when it marches? It steps forward, one tiny step at a time."

#### Step 2: Hands-On Sensory Discovery (3 mins)

Pass one pawn to each student. Teacher: "Hold your pawn gently with two fingers. Feel the round head at the top? Pawns wear little helmets because they march in the front row to protect their kingdom."

#### Step 3: The Golden Rule of Pawns (3 mins)

Teacher: "Pawns have one super-power rule: They NEVER look back! Pawns only march straight ahead, one step at a time. Repeat after me: One step forward, never backward!" (Children chant together with claps).

#### Step 4: Active Movement Game - "The Ant March" (7 mins)

Invite children to stand on the classroom floor grid. When the teacher taps a rhythm, every child takes one giant, focused step forward into their next square. If the teacher says "Freeze!", everyone balances on one foot!

#### PARENT TAKEAWAY & HOME GAME (PRINT OR EMAIL TO FAMILIES):

"Ask your child to demonstrate the Ant March! Play with kitchen tokens or buttons on a checkerboard—see if they can march their pawn all the way across the kitchen table one gentle step at a time without stepping backward."