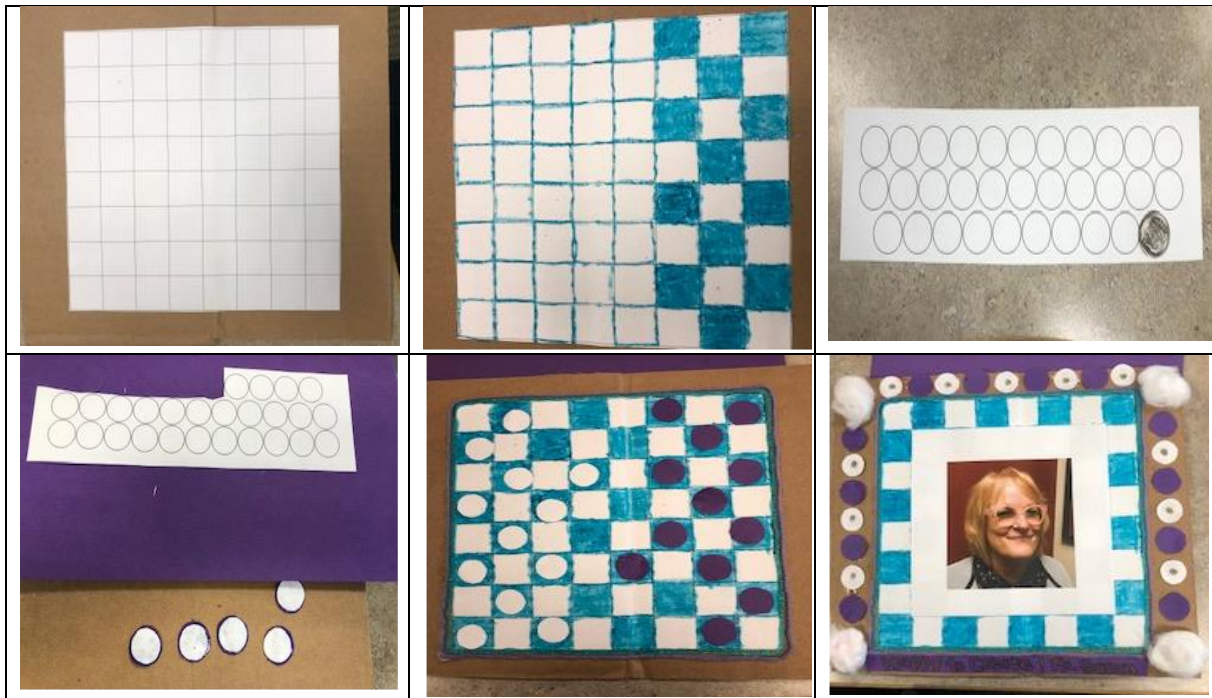


This is Ms. Susan from the Shorewood Public Library. It looks like the weather is changing and you may be spending more time inside. So we are going to make our very own checkerboard to play inside on cold, cold days, or any day. It will be fun to make the design your very own. It is very easy to make and you can use so many different items for the checkers, but the best part is to play with family or friends. Spending time and bonding together is a great benefit, along with increasing math skills, problem-solving and logic. It can also teach patience and concentration. This is a game for all ages and abilities, so you could make one as gift for someone special! Let's get started.



1-Draw a large square on a piece of paper or cardboard. You will make eight rows of eight squares across the paper. Each square should be the exact same size. $1\frac{1}{2}$ inch by $1\frac{1}{2}$ inch or 2 by 2. You have to decide how large your board should be. You can use a cereal box or a piece of cardboard. Use crayons or markers to color every other square a darker color.

2-For the “checkers”, you can draw circles on cardboard or paper. Maybe, trace a quarter or a dime. You will need 24 circles, 12 for each player. They must be different colors, so you will know whose pieces are moving across the board. You can color half of the circles one color and half another color. You could cut circles out of cardstock and glue the white circles on all 24 pieces, then you will have reversible checkers. This will also make your checkers a bit sturdier. What are some other items you could use for checker pieces? Something that is flat, works best if you get a “king”, to place on top of your piece. The rules for checkers are on the next page.

3-If you have a young artist, this project will also make a great frame for their picture to give as a gift or hang up in the house. After you have colored the squares, place a photo or picture in the middle of the graph. Decorate the sides of the board or write a fun message. So many possibilities for creating and learning!

Make someone a checkerboard and make them happy!

Ms. Susan

How to Play Checkers

Each player begins the game with 12 discs and places them on the 12 dark squares closest to him or her.

Move

The pieces always move diagonally and single pieces can only move forward.

A piece making a non-capturing move may move only one square.

Black opens the game, then players alternate their turns.

Capture

To capture a piece of your opponent, your piece leaps over one of the opponent's pieces and lands in a straight diagonal line on the other side. This landing square must be empty.

When a piece is captured, it is removed from the board.

Only one piece may be captured in a single jump, but multiple jumps are allowed on a single turn.

If a player is able to make the capture, then the jump must be made.

If more than one capture is available, then the player decides if he prefers this or not.

Single pieces may shift direction diagonally during a multiple capture turn, but must always jump forward (toward the opponent).

Upgrade a piece to a King

When a piece reaches the furthest row, it is crowned and becomes a king.

One of the pieces which had been captured is placed on top of the king so that it is twice as high as a single piece.

Kings are limited to moving diagonally but can move both forward and backward.

Kings may combine jumps in several directions (forward and backward) on the same turn.

End of the Game

A player wins the game when the opponent cannot make a move.

This happens usually because all of the opponent's pieces have been captured, but it could also be because all of his pieces are blocked in.

Additional Rules

In official games, five minutes are allowed for each move. In the case where there is only one possible jump available, the player has only one minute in which to make it.

If the player whose move it is touches a piece that can be played, the player must move that piece or forfeit the game.

If during 20 moves (10 by each player), only kings have changed position and there appear to be repeating movements, then a referee will step in to determine the winner according to who holds the strongest position.

It is prohibited to annoy or distract your opponent. This includes making signs or sounds, pointing or hovering over the board with your hands or other body parts, needlessly delaying your moves, blowing smoke in your opponent's face, or appearing at the table dressed in a provocative manner.