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Chess puzzles for beginners pdf

Think about your favorite board games. When you were little, Chutes and Ladres or Candyland may have been at the top of the list, but you quickly withdrew a card and promoted across the board. Later, you recorded Monopoly. It's fun, but it can be indefinite; and there are so many pieces. Pictionary, Trivial Pursuit and Apples to Apples make big party games, but you need a group to really make it fun. Scrabble is challenging, but there are only so many ways to use the X and the Q tiles; and there is always one player who make up words. Odds are, most families have the classic 3-in-1 combo set of checkers, chess and backgammon, complete with a reversible game board and a package of checkers and chess figures. Each of these games, with history dating back hundreds of years and across many cultures, has resisted the test of time, but chess stands out as perhaps the perfect game. There aren't too many pieces, only two people can play, and winning is different every time. Ad To succeed at chess, you simply need to understand the game and play with enough frequency to be able to improve your strategy. Furthermore, chess is a great equalizer. Sure it's played in posh parlors and hushed libraries, but more often you'll see it played by old and young, rich and poor in public parks, coffee shops and even hotel banquet rooms where hundreds of people compete at once. In addition, the fundamental strategies of chess lessons can lead to success in life. Chess champion Orinn Hudson, a former state police officer, uses chess to teach at-risk children the lessons of life. Through his founding Be Someone, he taught more than 20,000 children, not just how to play the game, but how to apply the rules to their lives. He sees chess as a valuable way for children to develop critical thinking skills. When teaching chess to children, Hudson reminds them that they all have the same resources (16 game pieces); success is how you use it. Chess is full of real moves. Learning to play it well takes time and patience, but once you understand the role of each piece and learn to think strategically, you'll understand the game's longstanding appeal. Before we talk about what the right chess moves are, let's look at the history of the game. Each chess piece has its own motion capabilities. It was also awarded a point value, which only indicates its strength. Starting players tend to focus on the direction the pieces can move, but soon it becomes second nature, and players start seeing the pieces in terms of how they can attack their opponent. Being able to visualize and discreetly is key to winning the game. Let's look at the pieces in the order they are set on the chessboard, starting in position A-1. The smoke, which resembles a castle, is worth five points. It the ability to move along the ranks and files in a straight line. This It not jump over other pieces or share a space with another piece of the same color. But the smoke can catch an opponent's piece and remove it from the plate. The smoke is considered a long-range piece that moves toward a cross [source: Andrews]. Ad The knight, who looks like a horse, starts the game between the smokes and bishops. Although it's worth just three points, its strength is in the way it moves. Knights move into an L-shape over three squares. In other words, it moves two spaces in one direction, turning and moving one more space. Although they travel shorter distances, they can change direction, which is useful for capturing the opponent's pieces. If a knight starts on a light square, he'll end up on a dark square and vice verge [source: Andrews]. The bishop, the piece covered with a miter, is worth three points. It can only move diagonal and so is limited to the color on which it starts. Bishops are also not allowed to jump, but they can catch and remove an opponent's piece. Bishops can cover great distances in an X-formation [source: Andrews]. The Queen, who is slightly shorter than the king, is worth the most powerful piece and nine points. She has the ability to move in the same directions as both the smoke and the bishop. Though she might not jump another piece, she can move in eight different directions making her the most powerful attacker [source: Andrews]. The king is considered precious in value, but not as powerful as the Queen. Although he can move in either direction, he may only move one square at a time. He stays on the board throughout the entire game and may not be captured. He's the target and when he's threatened or attacked, he's in check and needs to move to save himself. When a king can't escape or get out of check, the game is over [source: Andrews]. Finally, every player has eight pawns. They line up over the second and seventh ranks, their home base. Although pawns are only worth a point each, they occupy space and can serve them as defense. They move just one square at a time and are limited to moving forward (never backwards) next to the file. Pawns may not catch a piece on the square directly in front of them, they catch oblique forward [source: Andrews]. If you move your pieces around, you want to defend not only your king, but also capture your opponent's pieces and remove them from the plate. Now let's look at some of the rules of the game itself. From tangrams to cryptograms, practice your thoughts with smart puzzles and brainteasers. What new puzzles do you want to try? Ad In the beginners context, there are many possibilities, but in the expert's there are few. - Shunryu SuzukiWe often feels concerned about learning because we are afraid of failure. As a result, we tend to seek out comfortable learning it reinforces what we already know. Unfortunately, following a safe learning path stifles our ability to gain new knowledge and limit the possibilities for growth. Some of the world's greatest thinkers — Plato, Saint Ignatius of Loyola, Jean-Jacques Rousseau, John Dewey, Kurt Hahn, Parker Palmer and others — have written about how people learn. Shunryu Suzuki, founder of the San Francisco Zen Center, pulverized that learning requires a readiness to embrace new ways of thinking. Suzuki believes that this readiness can be achieved by developing what he calls a beginner's mind, which is more receptive to new ideas than an expert's mind. A beginner's mindset not only teaches us how to think about a wide range of possibilities, but also how to make unbiased decisions. The most effective classrooms are led by instructors who encourage participants to reawaken and cultivate their beginner's thoughts. Here are some principles that, when followed, will create a stimulating classroom environment and legiton the power of a beginner's mind. Engage experience learning. Long, didactic readings are unpleasant, unsatisfying and dirsted. When participants share their own knowledge — describing what challenges they faced, what lessons they learned, and what they would do differently when they get another opportunity — two things happen: They realize what tremendous resources they can be to each other, and they start creating knowledge networks that adjourned long after class. Address the hard things head-on. For an experientry learning classroom to work, participants need to address some tough questions up front. Participants need to understand that their role is to actively participate in the dialogue and openly express their feelings and personal values. In turn, other members of the class should be willing to grapple with alternative viewpoints and cultural perspectives that may be different from their own. Balance action with reflection. Action learning is a popular approach to teaching that brings real business challenges into the classroom. This is a useful but limited exercise, because action must be balanced with reflection. Reflectively teaching people to break in the midst of action and ask questions like this: What's really going on here?, am I addressing the right problem?, and is there a new approach I need to consider? In today's rapid work environment, the bias for action often leads people to rely too much on past experience or current expertise to solve problems. Action should not take place at the expense of reflection. Indddle the teachable moments. Learning agendas should be designed to balance exercising exasplaries, real-time problem-solving, dialogue and reflective learning. They also need to be flexible enough to surrender the teachable moments. Teachable is spontaneous, substantive dialogues that emerge when a discussion shows up a dauntative problem. Interactions of this nature should not be cut short; they are at the heart of learning. Make learning meaningful. Healthy classrooms should focus on work and life. We all learn from both professional and personal experiences. Sharing those lessons encourages participants to think about how they can make a difference at work, at home and in their community. After all, meaningful learning has to be about making a contribution to society and improving the lives of others. Maryann Hedaa (mghedaa@hildebrandt.com) and Charlie Douglas (cgdouglas@hildebrandt.com) recently created the Professional Development Practice Group at Hildebrandt International, a management consulting firm that serves clients in the legal and investment banking industries. puzzle game with image on puzzle pieces, without image and use colors.puzzle stands where all the puzzle pieces are loose on it.there are different puzzle pieces of different colors and also with the image . total number of puzzle pieces is 24 . with all different colors .all puzzle pieces in zip file .puzzle pices.zipassembly of all the puzzle pieces in puzzle stand .and basic motions animations of puzzle play in solid-work.view video on your tube .link:-

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