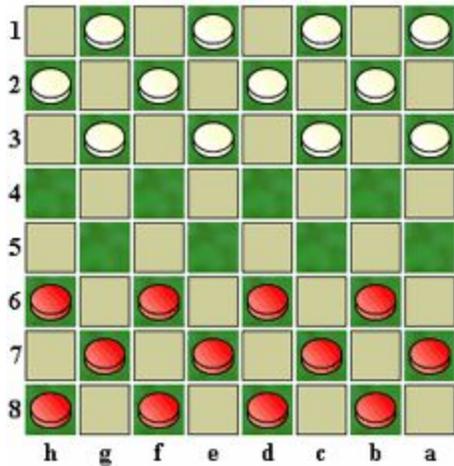


# Draughts (Checkers)



Draughts is a game historians believe dates back to 3000 B.C.E. If you have played Checkers, then you know how to play Draughts. Although Draughts was the name brought over to America by European colonists, the name evolved differently and now Americans call it Checkers.

## ACTIVITY

**Materials:** Canvas 10"x10" square, ruler, pencil, paint, paint brush, water, bag of wooden discs

### **Instructions:**

- Use your ruler and a pencil to measure and draw a square in the middle of your canvas board, exactly one inch from each side. Each side of the square should be 8".
- Measure each side of the square leaving small pencil marks at each inch interval.
- Use the ruler to draw straight lines between the marks both horizontally and then vertically. This should give you a 8"x8" checkerboard like the one shown above.
- Use your paint (or markers if you have them) to color in every other square (like the green squares above).
- While the board is drying, paint or color half of the wooden discs one color and the other half the other color.
- When everything is dry, you are ready to play.

### **Rules:**

To **set-up**, take 12 counters of one colour and place one on each of the colored squares in the first 3 rows of your side. Your opponent does the same on the other side of the board.

The **object** of the game is to capture all of your opponent's pieces or block them so they cannot be moved. Pieces are always moved diagonally, 1 square at a time, towards the opponent's side of the board. You play the entire game on the colored squares, you do not need the non-colored ones.

You can **capture** an enemy piece by hopping over it. Capturing is only done on the diagonal. You have to jump from the square directly next to your target and land on the square just beyond it staying on the colored squares. Your landing square must be vacant. The piece captured is removed from the board. If you are able to make a move that results in a capture then you must.

It is legal to capture more than 1 piece on a single move so long as the jumping piece has vacant landing spots in between. You cannot take 2 in a row you must land and "take off" again. The pieces are removed. If you are able to make a move that results in a capture then you must.

If you can get a piece all the way to the other side of the board, that piece becomes a king. Place a previously captured piece on top of the existing one in order to distinguish it from your other pieces. This piece can move backwards or forwards diagonally. Towards the end of the game all the pieces will be Kings, which changes the strategy significantly.

To **win**, capture all your opponents pieces.