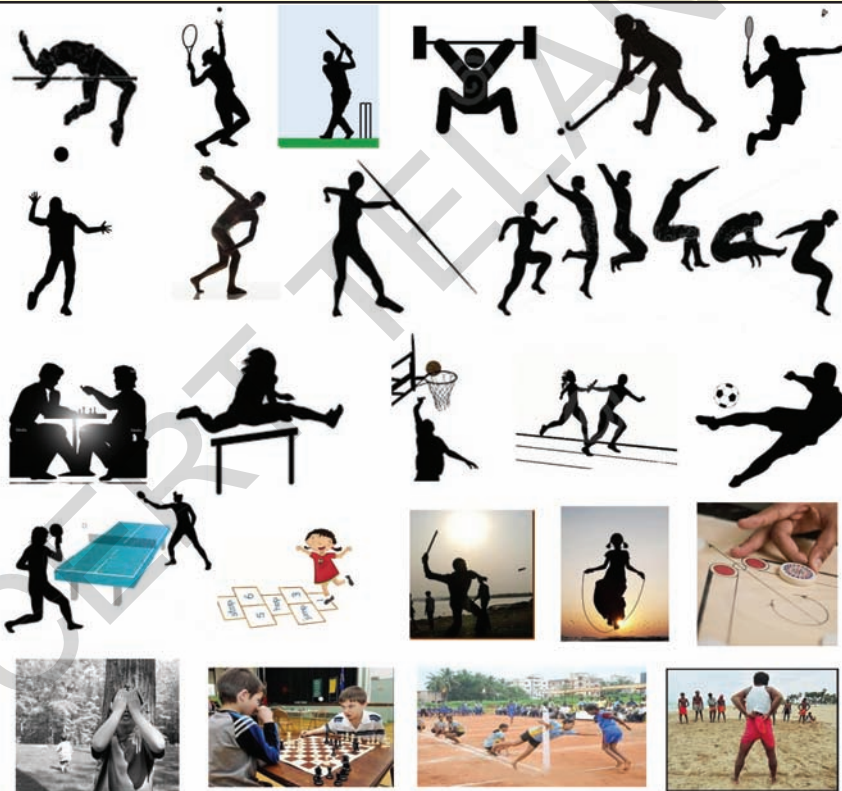


The Wonderful World of Chess



Look at the following pictures.

Hide & seek	Longjump	Cricket	Weight lifting	Hockey
Shuttle	Volleyball	Highjump	Hopscotch	Javelin throw
Hurdles	Football	Chess	Relay	Kabaddi
Kho-kho	Basketball	Table-tennis	Skipping	Discus throw
Carrom	Tennis	Gilli-danda	Badminton	



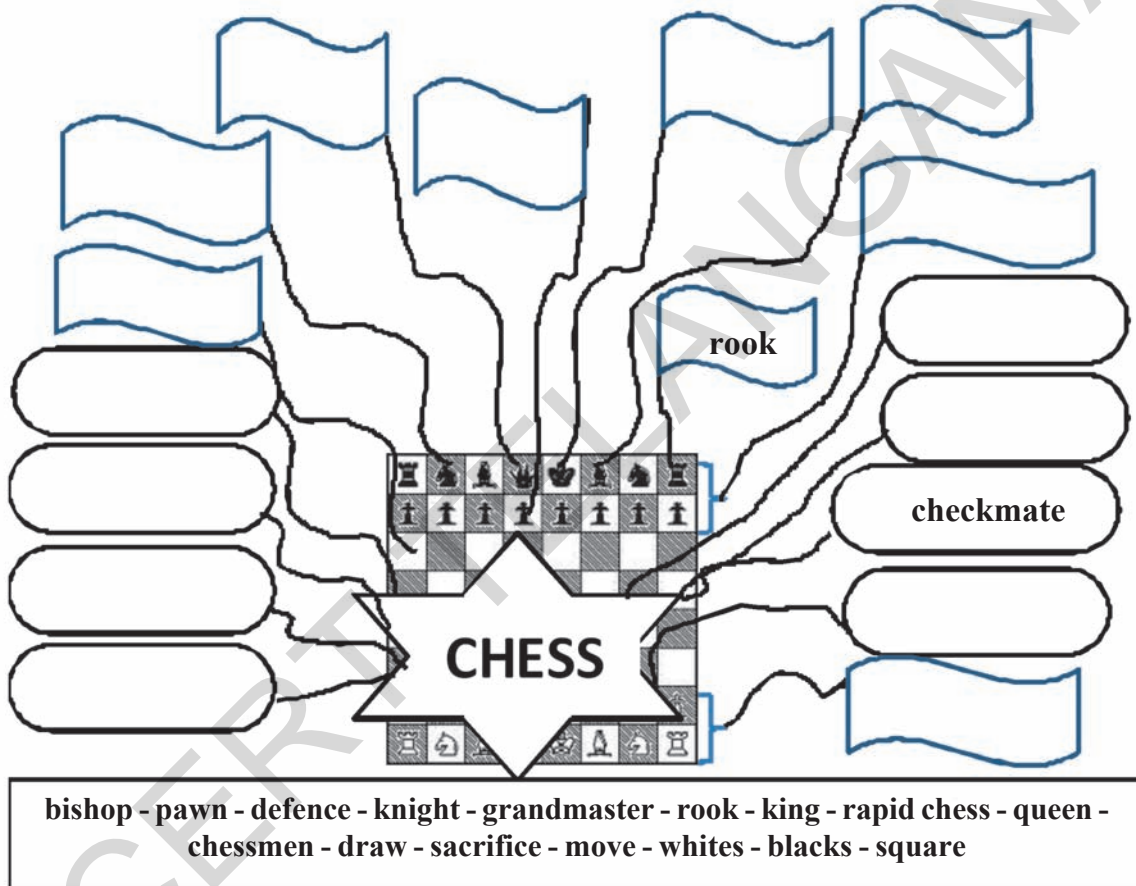
1. Name the games and sports that you see in the picture.
2. Name the games and sports that you play.
3. Write the names under the appropriate picture.

Oral Discourse: Talk on - Your favorite game or sport.

A. Reading

Read the following :

Which game or sport do you like? Of all the games, don't you think chess is very special? For example, it is one of the games that needs a lot of mental activity and almost no physical activity. Can you say a few more differences? What words come to your mind when you think of chess? Write them in the bubbles. Use the words in the box.



What do you know about chess? What do chessmen do? How do they move? What does the word 'checkmate' mean? To find answers to these questions and to know some interesting things about chess, let us read and understand this essay.



I. Read quickly and answer the following questions:

1. Is chess played only in a few countries or all over the world?
2. Who invented chess?
3. Is chess an expensive game?
4. Can the chessmen move in any way they like?
5. What is the national body for chess?
6. Do we have good chess players in India? Name a few.

II. Now read the essay paying special attention to the words in bold print. Guess their meanings and check them with the glossary.

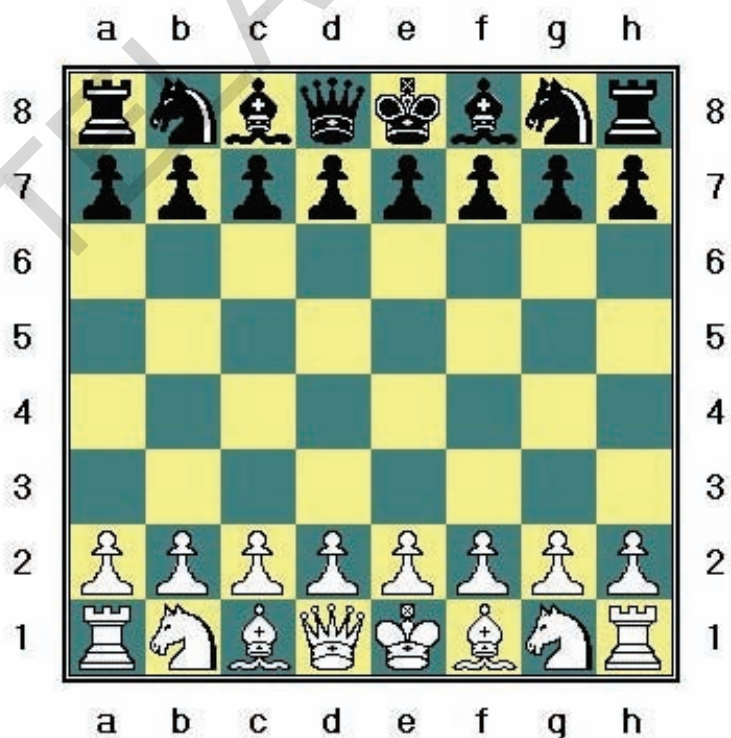
The Wonderful World of Chess

Introduction

Kingdoms have **vanished**. Kings have gone. But one game they played remained with us; and probably remains with us forever: **CHESS**. It has won the hearts of Indians, Egyptians, Persians, Chinese, Japanese and every thinking animal on the earth. What is it that made it so dear to our hearts? Different people give different reasons.

History

This wonderful game of chess is a gift of India to the world. The Hindus believe that it was invented by Queen Mandodari, the wife of King Ravana. However, historian H.J.R.Murray holds that it was invented by a scholar from North-West India around fifth century. In those days it was called 'chaturanga' – the four divisions of the military. Legend



has it that this inventor was ordered by the ruler to ask for a reward for his invention. He requested the king to give him 1 grain of rice for the first square, 2 for the second one, 4 for the third one, and so on - doubling the number of grains continuously up to the 64th square. Everybody thought that he was a fool. But when the royal **accountants** announced the quantity of rice that should be given to the inventor, everyone was **awestruck**. The **figure** was **gigantic**. No one had ever heard of such an enormous number. It was 18,446,774,073,709,551,615. The accountants told the king that it could not be paid even with all the rice available on earth. What a number! If you want an idea of how big this number is, imagine you have this much money. Then, if you spend one crore rupees every second of your life, it takes approximately 60,000 years for you to spend all the money.

The Rules of the Game

Just like any other game, chess is also governed by rules. The pieces or the chessmen like the rook, the knight, the bishop, etc., move on the board in quite a **restricted** way. The movement of each piece is important because if a piece can move to a square, it can capture the piece in that square, whoever it may be.

The king (raju) and the queen (mantri) can move in any direction. Nevertheless, the king cannot go beyond one square whereas the queen has no such restrictions.

The bishop (sakatu) and the rook (enugu) can move to any square provided it is on their path. The bishop goes diagonally whereas the rook goes straight.

The knight (gurram) and the pawn (bantu) are very special in their own ways. The knight is the only piece that can jump over other pieces. He goes two squares forward (or backward) and one square sideways (to the left or to the right). The pawn, like a brave soldier, marches only forward. When it starts from the second row, it has the option of going one square or two squares forward. However, after the first move, it can only move one square forward. The pawn has a special move. It can go one square diagonally when it captures one of his opponent's men; even if it is the mighty king. The pawn has another speciality. It is the only piece that can have promotion to any rank. This is possible only when it reaches any square on the first row of the opponent.

A player marches her chessmen and tries to capture the opponent's king. If she does that, she calls out 'checkmate' and wins the game. It sounds simple, but it is very, very complicated. Do you know how many ways are there to do that? Mathematicians say that around 10^{120} unique games are possible in chess. Compare this jumbo number with the earlier number $2^{64} - 1$. How big is this? There aren't even that many electrons in this universe.



Competitions and Governing bodies

Each district and state has a chess association, which conducts training camps and tournaments. The state associations are affiliated to All India Chess Federation, which in turn is affiliated to the World Chess Federation. It is also called FIDE. It acts as the governing body of international chess competitions. It gives a rating to every player in the world depending upon the number of games won, drawn or lost - the greater the rating the better the player. If you are on the lookout, you will find many invitation tournaments conducted at school, village, mandal, district and state levels. You can rise to the ranks of an International Grandmaster, (or simply 'Grandmaster' as is used nowadays) by winning more and more games and becoming a Candidate Master, then the FIDE Master, and then an International Master.

The Benefits of the Game

The benefits of playing chess are innumerable. Some say it refreshes their mind while others say it improves their **memory**, **concentration**, and **logical thinking**. In fact, some experiments have proved that it does all these things. Since chess **involves** a number of calculations, it increases our **mathematical abilities** and **problem solving skills**. That is why it is taught as a school subject in as many as 30 countries including Venezuela, Iceland, and Russia. So, what are you waiting for? Start playing chess right away!

Glossary

vanish (v):	to disappear or stop being present or existing
pauper (n):	a very poor person
penetrate (v):	to move into or through something
opponent (n):	a person being competed against in a game or a sport
accountant (n):	someone who keeps the records of money received, paid and owed
awestruck (adj):	filled with feelings of admiration or respect
figure (n):	a number
gigantic (adj):	enormous, extremely large
restricted (adj):	limited, especially by rules, laws, etc
capture (v):	to take someone as a prisoner, especially by force
affiliated (v):	become part of a larger group or organization
limelight (n):	public attention
involve (v):	include

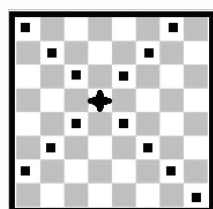


How well did I read?

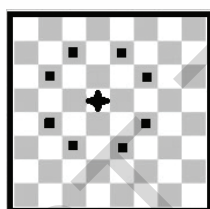
Fill in the boxes using yes/ somewhat/ no.	
I enjoyed reading the passage.	
I got the idea of the passage on my own.	
I got the idea with the help of my friends in the group.	
The teacher helped me to understand the passage.	
I used the glossary given at the end of the passage.	

I. Answer the following questions individually. Then, discuss your answers with the members of your group.

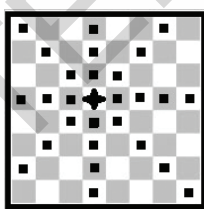
- Who do you think invented chess, Mandodari or the scholar from North-west India? Why?
- The story did not tell anything about what the king had done. What do you think had happened? What would you have done if you were the inventor (or the king)?
- Can a pawn capture the queen? Support your answer quoting from the essay.
- In what way are the rook and the bishop similar?
- Which of the chessmen do you think is the most powerful one? Why?
- The possible positions of some chessmen (represented by a four-point star) are dotted in the following pictures. Match them with the appropriate piece.



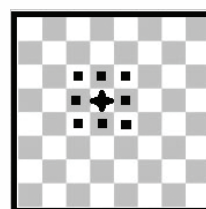
King



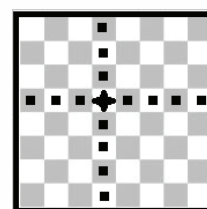
Rook



Bishop

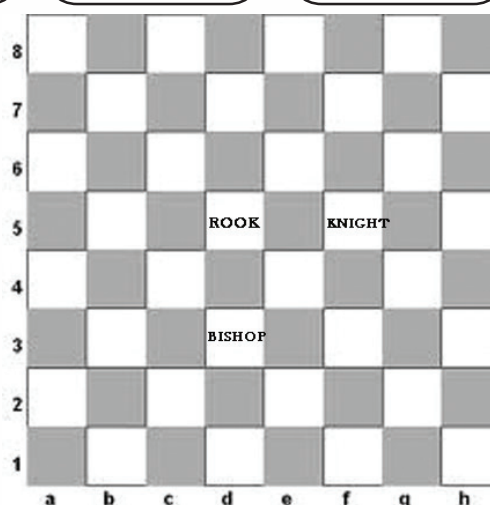


Knight



Queen

- A rook, a knight, and a bishop are shown in the picture. Put a cross in all the squares that the rook can go. Put a tick in all the squares that the knight can go.



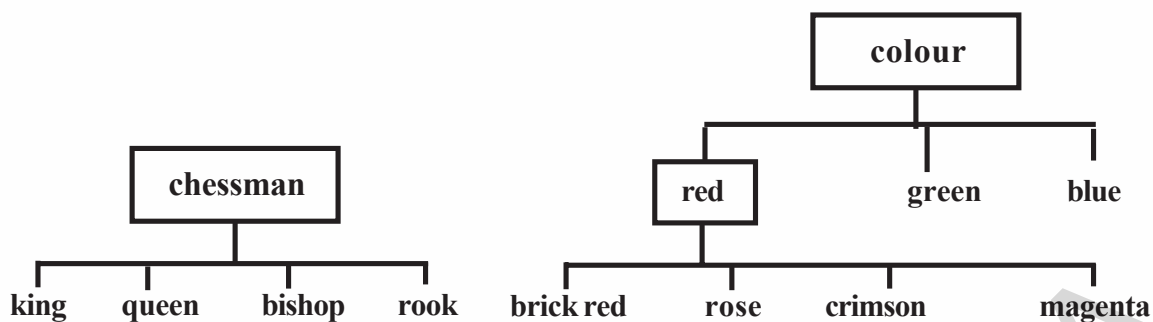
Vocabulary

- I. In an expository essay like this, you often find many clues that help you guess the meaning of unfamiliar words; if there are any. For example, in the first two sentences, if the word 'vanish' is unfamiliar to you, you can guess its meaning from the next sentence. Both the sentences are similar. You know that 'kings' in the second sentence is related to 'kingdoms' in the first sentence. Hence you can guess the meaning of 'vanished' from 'gone'. This is supported by 'but' and 'remained with us' in the third sentence. While guessing the meaning, the overall theme, the meaning of the paragraph, and the meaning of other sentences help you.

Look at the following sentences taken from the essay. Discuss them in your group and discover the clues that help you guess the meaning of unfamiliar words. The next time you read a text, try to guess the meaning using the available clues.

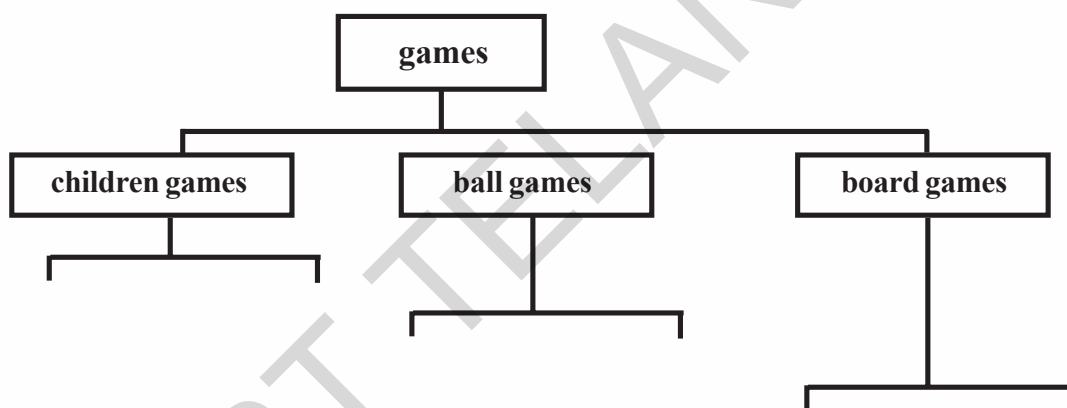
1. Kingdoms have **vanished**. Kings have *gone*. But one game they played remained with us.
 2. Even if you are a **pauper**, it makes you a *king* and gives you..... (line 5)
 3. At will I can order a knight to **penetrate** the *enemy's* forces and surprise the **opponent**.
 4. The **figure** was **gigantic**. No one had ever heard of such an **enormous** number. It was 18,446,774,073,709,551,615
 5. The **pieces** or the **chessmen** like the **rook**, the **knight**, the **bishop** etc., move on the board in quite a **restricted** way.
 6. It sounds **simple**, but it is very very **complicated**.
- II. You have learnt that the king, the queen, the bishop, etc. are called 'chessmen'. So, you can call any of them a 'chessman'. This is a special word that represents six names. Such a word that includes the meanings of other particular words is called a 'superordinate' word or a 'hypernym'. The words that are included in a hypernym are called hyponyms. In the above example, chessman is the hypernym. Its hyponyms are 'king', 'queen', 'bishop', 'knight', 'rook', and 'pawn'. A hypernym can be a hyponym of another hypernym. For example, rose, brick red, dark red, and crimson are hyponyms of 'red'. But red is a hyponym of 'colour'. This can be illustrated like this.





Look at the 24 pictures and the words given at the beginning of the unit and identify hypernyms and hyponyms. Use the diagram given below. You can add some more words from your vocabulary.

- III. In groups, draw similar diagrams on charts to show hypernyms and hyponyms related to sports, strength sports, athletics, runs, sprints, relays, jumps, and throws. Display them in the class.



Grammar

I. Study these sentences

1. If you want an idea of how big this number is, imagine you have this much money.
2. Then, if you spend one crore rupees every second of your life, it takes approximately 60,000 years for you to spend all the money.
3. If she does that, she calls out 'checkmate' and wins the game.
4. If you are on the lookout, you will find many invitation tournaments conducted at school, village, mandal, district and state levels.

In the above sentences, a condition is expressed using an 'if-clause'. Notice the comma at the end of the clause. The clause that follows it is the main clause.

Notice the tense in both the clauses – it is simple present. However, sentence 4 has 'will', denoting 'future'.

Sentences 2 and 3 talk about what happens when the condition is met, whereas the first sentence asks the listener/reader to do something when the condition is met with (notice the imperative in the main clause).

If- clauses: type 0 and 1

Sentences 2 and 3 talk about what is certain according to mathematics and according to the rules of chess respectively. This type of condition is called if-clause type 0. This is also used to talk about universal truths, common sense, experience, and facts decided by science. Eg. 1. If you heat ice, it melts. 2. If you put blue litmus paper in any acid, it turns red. 3. If you step on a snake, it bites.

Sentence 4 is an example of if-clause type 1. Here 'will' is used in the main clause to talk about the possibility of an action in the future.

Sentence 1 has an imperative in the main clause. We do not know whether it will be fulfilled or not. Since this too expresses possibility, it comes under if-clause type 1.

Notice that if-clause type 0 does not talk about possibility. Usually, it talks about certainty. It does not use 'will' or any other auxiliary in the main clause.

II. Read the following sentences and underline the if-clauses. Then, decide whether they are type 0 or type 1. Discuss and then write '0' or '1' against each sentence. The first one is done for you.

1. You need not buy pink colour. If you mix red and white, you get pink. – 0
2. Listen to your father. If you do not listen to him, you will be in trouble.
3. My brother said, "If you want to get good marks, why don't you study harder?"
4. Do not take away my homework book. If you do it once again, I will take you to the headmaster.
5. I have a number in my mind. If you divide it by 2, you get zero. If you multiply it by 2, you still get zero. What is it?
6. My science teacher said, "If you keep phosphorous in the air, it catches fire."
7. It is getting late. If we do not take a taxi, we will not catch the train.
8. Miss Bhanu is very strict. If I am late, she will make me stand in the corner.



9. My social teacher said, “If the demand increases, the prices go up.”
 10. My English teacher said, “If you want to learn English, read a lot.”

III. Take three type 0 clauses and three type 1 clauses. Replace ‘if’ with ‘when’ and write the sentences. What did you observe? Which sentence sounds natural?

IV. Write ten sentences with if clause type 0 and type 1. Use the following clues if you like.

- | | |
|---|--|
| 1. oil – water – turn – steam | 2. divide an even number by two – zero |
| 3. disturb a snake - bite | 4. save money – help in old age |
| 5. keep quiet – tell a story | 6. take medicine – get well |
| 7. meet Ravi Varma – ask – see me | 8. buy – two pairs – one pair free |
| 9. help me with English – help with Maths | 10. miss bus – what you do? |

Writing

I. Collect some information about your favourite sport or game and write a brief essay on it.

How well did I write?

Fill in the boxes using yes/ somewhat/ no.	
I was able to write an essay.	
The sentences I used were properly connected.	
I was able to express my ideas in apt words.	
The ideas were arranged in proper sequence.	
I used proper punctuation marks.	

How well did I edit my work?

Fill in the boxes using yes/ somewhat/ no.	
I deleted the excess words.	
I corrected the wrong forms of words.	
I corrected the punctuation errors.	
I added new words wherever necessary.	
I corrected the misspelt words.	



II. The following paragraph has some errors in capitalization, punctuation, prepositions and forms of verbs. Correct them and rewrite the paragraph in your notebook.

“Health is wealth.” If we understand this, we can keep ourselves fit. apart from a balanced diet, sports is necessary to maintain our health
We may feel that, if we spend our time in playing, when should we study Here is solution’ study on the morning as the mind is fresh. after you return home from school, play for about one to two hours as the mind is tired Then you can study again. So friends, always remember the proverb, all study and no play makes Jack a dull boy. This proverb not only apply to jack but for all of us

Study Skills

I. Reference material is usually available in the following forms (See the box below.) Each of them serves a specific purpose. If we know what is what, we will be able to get the information we want without much effort.

manual:	a book which gives you practical instructions on how to do something or how to use something, such as a machine
handbook or companion or blue book :	a manual which summarizes a subject and is useful for ready reference
directory:	a list of references, used for ease of locating their subject
atlas:	a set of maps, often of geographical locations
dictionary or lexicon :	(the latter generally provides more grammatical analysis) : an alphabetical listing of words and their definitions
compendium:	a short but complete account of a particular subject
encyclopedia:	a book or set of books containing many articles arranged in alphabetical order which deal either with the whole of human knowledge or with a particular part of it:
almanac:	a book of information in specific fields, often by date
thesaurus:	a list of words with similar, related, or opposite meanings

II. Some books on chess are given below. The name of the author is in regular font and the title of the book is in italics. The year of publication is within the brackets. Using this information and the information given in the above box, try to answer the following questions:

1. Who wrote *Chess Training for Budding Champions*?
2. When was *The Diary of a Chess Queen* written?
3. Name two authors who wrote books for children.



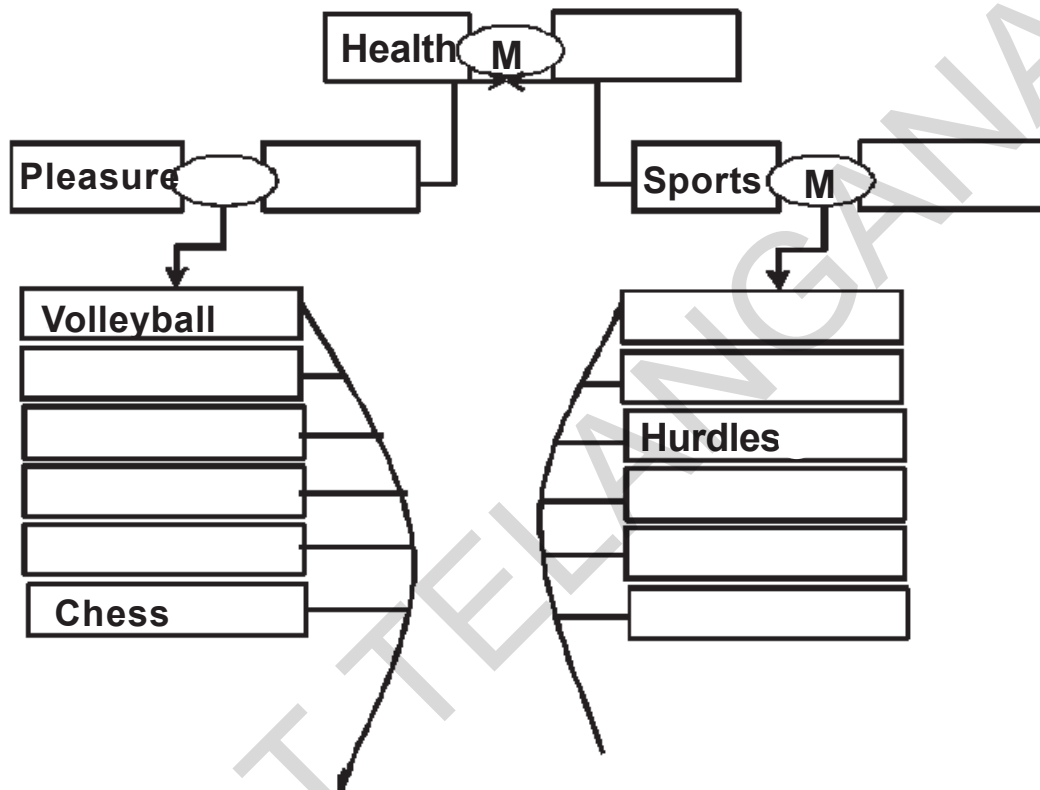
4. You do not know chess. You want to learn it. Which books will you choose?
5. You have come across an unknown term like 'king's Indian' while reading a book. Which book do you consult?
6. You are learning chess, and you want to know the rules. Which book do you turn to?
7. Name a few books which are good for people who are already good players.
8. What do you expect to see in the book, *How Computers Play Chess*?
9. Pick out the books that give biographical sketches of chess players.
10. Look at the title of the book, *How I Became a Grandmaster at Age 14*. What does 'I' refer to? Give the name of the person.

Books on Chess

1. Harkness, Kenneth (1967). *Official Chess Handbook*. David McKay. LCCN 66-13085.
2. Chandler, Murray (2003). *Chess Tactics for Kids*. Gambit. ISBN 1901983994.
3. Wolf, Patrick. *The Complete Idiot's Guide to Chess*.
4. Giddins, Stephen (2006). *50 Essential Chess Lessons*.
5. Harkness, Kenneth (1970), *Official Chess Rulebook*, McKay, ISBN 0-679-13028
6. Hall, Jesper. *Chess Training for Budding Champions*.
7. Kongsted, Christian (2003). *How to Use Computers to Improve Your Chess*. Gambit Publications.
8. Harkness, Kenneth (1956). *The Official Blue Book and Encyclopedia of Chess*. David McKay. OCLC 1578704
9. Kosteniuk, Alexandra (2009). *Diary of a Chess Queen*. Mongoose Press. ISBN 978-0-9791482-7-9.
10. Chernev, Irving (1976). *Twelve Great Chess Players and Their Best Games*. Dover (1995 ed.). ISBN 978-0486286747 (1995 ed.).
11. Kosteniuk, Alexandra (2001). *How I Became a Grandmaster at Age 14*. Moscow. ISBN 5829300435.
12. Alexander Kotov (Jun 30, 2003). *Play Like a Grandmaster*.
13. Levy, David; Newborn, Monty (1991). *How Computers Play Chess*. Computer Science Press. ISBN 0-7167-8121-2.
14. Bobby, Fischer. *My 60 Memorable Games*
15. John Nunn. *Learn Chess*.
16. Euwe, Max; Timman, Jan (2002). *Fischer World Champion!*. ISBN 978-90-5691-095-2.
17. Kidder, Harvey (1960). *Illustrated Chess for Children*. Doubleday. ISBN 0-385-05764-4.

Listening and Speaking

- I. Your teacher will read a story about “Health and Strength.” Listen to her carefully. When she reads it for the second time, fill in the blanks in the family tree.



Once an intelligent girl has written some words about herself.

The words start with letters A-Z.

Agreeable	Facetious	Keen	Philosophic	Useful
Becoming	Generous	Lively	Quiet	Vivacious
Careful	Honest	Merry	Regular	Womanish
Desirable	Industrious	Natty	Sociable	Xantippish
English	Jovial	Obedient	Tasteful	Youthful
				Zealous etc...



II. Work in groups. Ask and answer the following questions and complete the table.

	How many players play on each side?	Is it a game or a sport?	Does it need a big playground?	Is it an indoor / outdoor game /sport?	Is it played only in India or all over the world?	What things do we need to play the game \ sport?
Weight-lifting	1	sport	no	indoors	world	gym
Hockey						
Carrom						
Hopscotch						
Tennis						
Chess						
Running						
Volleyball	6	game	no	outdoors	world	ball and net
Badminton						
Javelin throw						
Table-tennis						
Cricket						

Now, look at the table and try to describe any game or sport. While describing, you can give the information in the columns in any order. For example, you can say, “Volleyball is played all over the world. It does not require a big playground. We need a ball, a net, and 12 players - 6 on each side, to play it. It is an outdoor game.”

You can also say. “We do not require a big playground to play volleyball. What we need are 6 players on each side. We also need a net, a ball, and a small playground. It is an outdoor game played all over the world. It requires good skill to be good at this game.”

You can describe it in many other ways depending upon what you want to focus on. The first description focuses on whether the game is played only in India or all over the world. The second description focuses on the size of the ground required to play the game.



B. Reading

Of all the games and sports you know, in which event do players get hurt most? In which event do players argue, scold one another, or sometimes fight? In what way chess is different from such games? Do you consider it a game of war or a game of peace?

Chess

I like to think chess is a courteous game,
I play it with family and friends.
I like to think chess is a peaceful game,
Nobody gets hurt when it ends.

I never distract my opponent,
I don't want to act like a pest.
I hope they behave in the very same way,
So both of us play at our best.

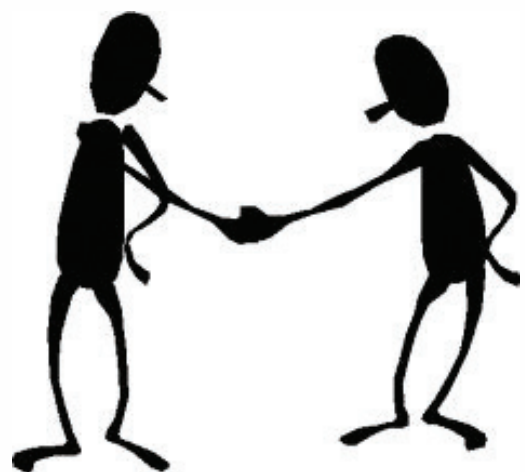
I know chess is not really gentle,
It's more like a war or a fight.
I always shake hands at the start and the end,
So we can stay friends day and night,

On the board we're enemies,
Off the board we're friends.
On the board there's never peace,
But that is just pretend.

On the board we're enemies,
Off the board we're friends.
On the board there's never peace,
But off the board I hope for peace that never,
never ends.

I like to think chess is a courteous game,
I play it with family and friends.
I like to think chess is a peaceful game,
Nobody gets hurt when it ends.

- Nathan J. Goldberg



Glossary

courteous(adj): polite and respectful; well-mannered

distract(v): to take somebody's attention away from what they are trying to do

I. Answer the following questions:

1. How does the poet consider chess: a game of peace or a game of war?
 2. Which line strongly supports that chess is a peaceful game?
 3. Why does the author shake hands at the start and at the end?
Do you think that the writer is special in doing that? Do you find this happens in other games too?
 4. What happens if you are distracted while playing chess? Do players try to distract their opponents to have the advantage? Is it fair?
 5. Stanza 4, line 1 says, "On the board we're enemies". Line 3 of the same stanza says, "On the board there's no peace". Then how can it be a peaceful game?
 6. Stanza 1, line 1 says that chess is a courteous game. Is the author courteous? Support your answer quoting from the poem.
- II. You know that words like 'friends' and 'ends' rhyme with each other. But do you know that complete lines can also rhyme with one another? For example, lines 1 and 3 in stanza 1 rhyme with each other. Both the lines have the same structure. This is called parallelism. Sometimes, they carry the same theme too - like these two lines. But they can contrast with each other too. There is such a pair in this poem. Pick it out.
- III. Parallelism is used in prose too. The author uses this technique to reinforce ideas of importance or to make the text more pleasurable to the reader, or both. Pick out the lines that show parallelism. What is its purpose?
- IV. 'Repetition' is another poetic device used by poets to reinforce ideas or to make a poem pleasing to the ears or both. In this poem you will find complete stanzas repeated. What are they? What is the purpose of repetition here?
- V. Try to write a parody replacing 'chess' with 'cricket' or any other game of your choice.

Project

- I. How many of your friends play chess? Is there any remarkable player in your school, mandal or district? Write a short profile of that person and display it on your wall magazine.

C. Reading

(You have read an essay on chess. You have also read about some good chess players in India. Here is an interesting passage about one of the greatest women chess players in the world. Read and answer the questions.)

Koneru Humpy

Koneru Humpy is an Indian chess player, and the best woman at the chess board that the nation has ever produced. Among the female chess players of India, she is considered to be on par with Vishwanathan Anand. She holds the World No. 2 rank (Judit Polgar is No.1) among the female chess players.



Early Life and Introduction to the Game of Chess

She was born on the 31st of March, 1987 at Gudivada, Krishna district of Andhra Pradesh. Her father, Koneru Ashok worked as a lecturer in Chemistry. He was a wonderful chess player, who won the South India Open Championship in 1985. Young Humpy got attracted towards the game at a very young age of just 5 years. Her father soon spotted her extraordinary skills in the game and realized she could become a great player if conditioned properly. Ashok took the bold decision of giving up his job to concentrate fully upon Humpy's chess career.

The Impressive Beginning upon the Chess Board

The little Humpy showed her remarkable prowess as an excellent chess player as soon as she began playing the game. She caught everybody's attention for the first time when she won the Under 8 National Chess Championship in the year 1995.

Remarkable Performance at the International Level

Soon after proving her excellence at the national level, Koneru entered the International Chess Circuit. After taking the world by storm and clinching the World Chess titles in the Under 10, Under 12 and Under 14 age groups, Humpy got an International Master title in the year 1999, at the age of 12 years. Further, she achieved her 3rd Grandmaster norm in the Elekes Memorial Grandmaster Tournament held at Budapest, Hungary. Koneru created a world record by earning the International Grandmaster title at the age of 15 years 1 month and 29 days. She broke Judit Polgar's record to achieve the feat, and became the youngest woman ever to have earned the coveted title. Later, Hou Yifan broke Humpy's record by earning the title at the age of 14 years 6 months in the year 2008. Koneru Humpy has been the First Indian Woman to have received an International Grandmaster title in the game of chess.



Performance at the World Chess Championship

In the year 2001 she won the World Junior Chess Championship. She lost in the Second Round of the Women's World Chess Championship 2006. Her performance in 2008 was better. She reached the Semi Final Round, where she lost to Hou Yifan of China. Humpy participated in the FIDE Women's Grand Prix 2009–2011 and finished in overall second position, in turn qualifying as challenger for Women's World Chess Championship 2011.

Pride of the Nation

At Doha Asian Games 2006, Koneru Humpy made the nation proud by bagging two Gold Medals in the Individual as well as Team Event of Chess. She also won the International Open Chess Tournament 2007 held at Kaupthing, Luxembourg. In October 2007, Humpy scored the FIDE rating of 2606 points, just behind the World No. 1 female chess player, Judit Polgar. Humpy has broken the world record set by Susan Polgar who had a rating of 2577 points while she was at the World No. 2 spot. Humpy has also been the second woman ever in the history of chess who has crossed the 2600 points mark. Judit Polgar has done it for the first time.



Awards & Honours

For showing extraordinary talent as a chess player and making the nation proud several times at the international level, Koneru Humpy has been honoured with a number of awards and recognitions. To commend her exceptional skills and achievements, the Government of India bestowed upon her the coveted *Arjuna Award* in the year 2003. Further, in the year 2007 she was awarded with the prestigious *Padma Shri Award*. Humpy was also conferred upon the *Raja-Lakshmi Award* in the year 2008 by Raja-Lakshmi Foundation of Chennai.

I. Answer the following questions:

1. What was Humpy's first remarkable achievement?
2. At present, who do you think is the youngest woman grandmaster? Why?
3. Was Humpy's father right in giving up his job for Humpy?
What would you have done if you were her father? Support your answer.
4. What qualities helped Humpy to reach the top in chess?
Do they help you in any way? Share your ideas in groups.



Self Assessment

How well have I understood this unit?

Read and tick (✓) in the appropriate box.



Indicators	Yes	Somewhat	No
I was able to talk on, “My favourite game” (Face sheet)			
I read and understood the text:			
A. V.V.S. Laxaman			
B. Chess (poem)			
C. Koneru Humpy			
I was able to classify the sports and games and name the sports items given under ‘Vocabulary’.			
I was able to understand the usage of ‘adjectives, order of adjectives and forms of the verbs’ given under ‘Grammar’.			
I was able to write a profile, a letter and a message given under ‘Writing’.			
I was able to do the activity given under Study Skills.			
I listened to and understood the story “The Olympic Champion and the Ducks” and did the exercises given under ‘Listening and Speaking’.			
I was able to complete the ‘Project Work’ and present it to the class.			

Fun With Language

CHESS

Challenges brains
Helps them get smarter
Excites, explores
Simulates war
Strengthens wits

Have you noticed? The first letters of these words/phrases make the word ‘chess’. This kind of text or a poem, in which the first letters of each line spell a word or phrase, is called an acrostic. Try to write an acrostic for your favourite game or sport.

