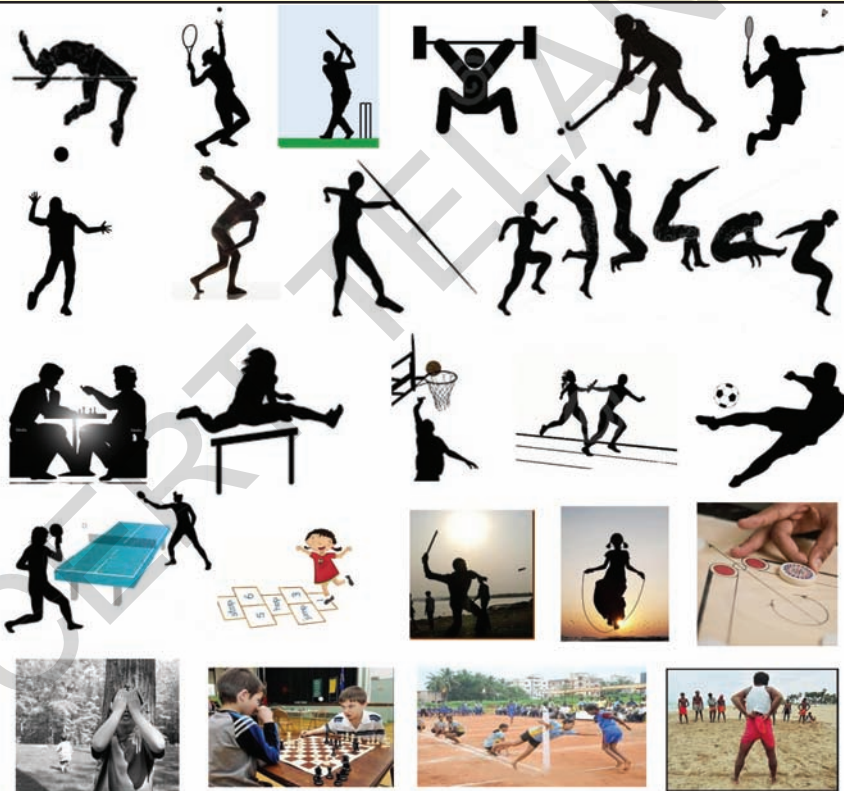




Look at the following pictures.

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.

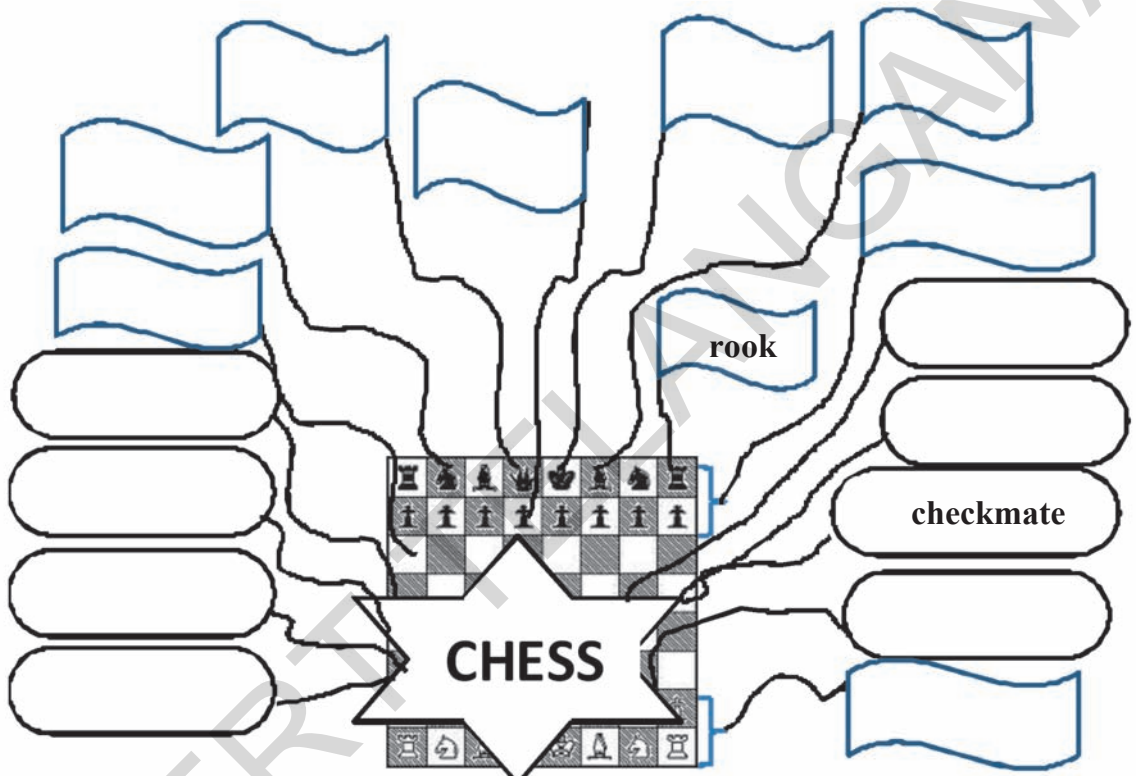
Oral Discourse: Talk on - Your favorite game or sport.



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.



bishop - pawn - defence - knight - grandmaster - rook - king - rapid chess - queen - chessmen - draw - sacrifice - move - whites - blacks - square

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.

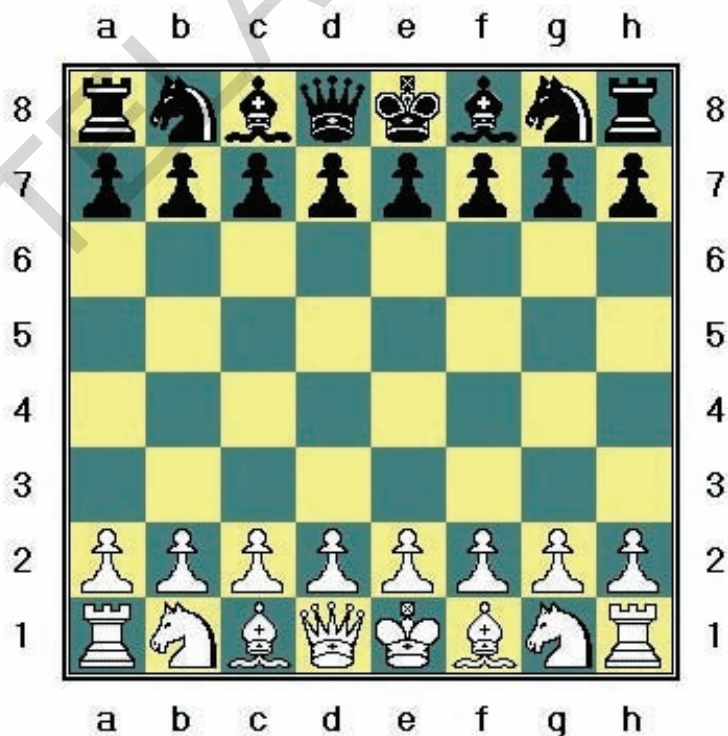
The Wonderful World of Chess

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

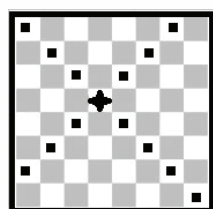


How well did I read?

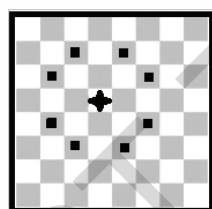
Fill in the boxes using yes/ somewhat/ no.	
I enjoyed reading the passage.	
I got the idea of the passage on my own.	
I got the idea with the help of my friends in the group.	
The teacher helped me to understand the passage.	
I used the glossary given at the end of the passage.	

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

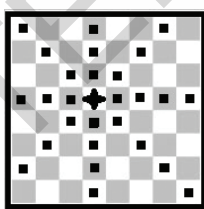
- Who do you think invented chess, Mandodari or the scholar from North-west India? Why?
- The story did not tell anything about what the king had done. What do you think had happened? What would you have done if you were the inventor (or the king)?
- Can a pawn capture the queen? Support your answer 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.



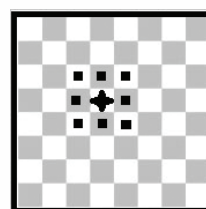
King



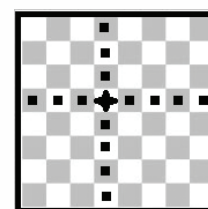
Rook



Bishop

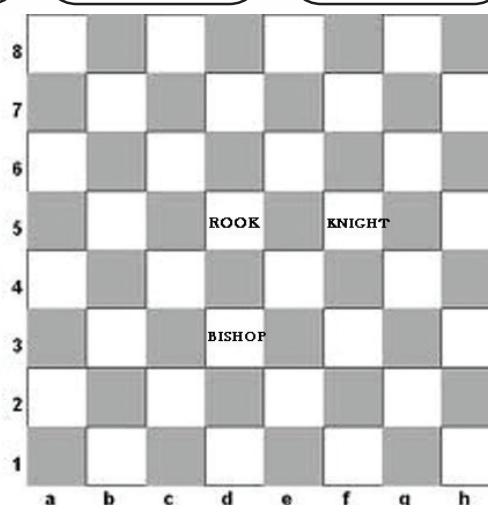


Knight



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.



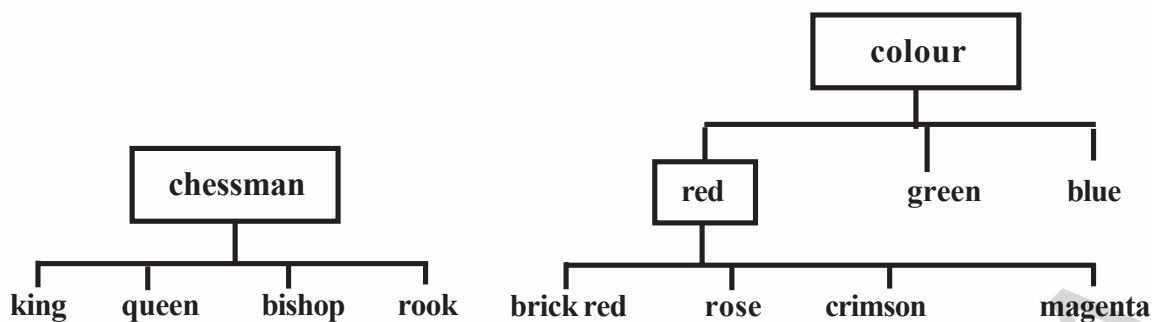
Vocabulary

- 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.

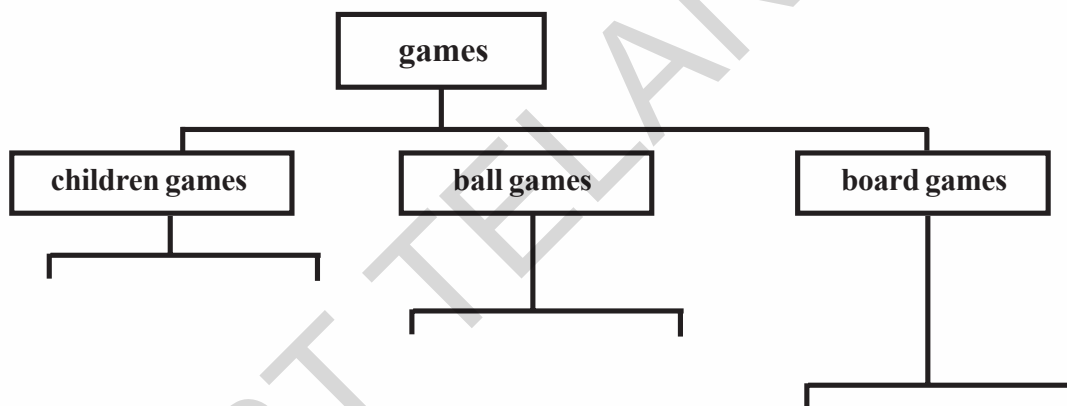
1. Kingdoms have **vanished**. Kings have *gone*. But one game they played remained with us.
 2. Even if you are a **pauper**, it makes you a *king* and gives you..... (line 5)
 3. At will I can order a knight to **penetrate** the *enemy's* forces and surprise the **opponent**.
 4. The **figure** was **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.



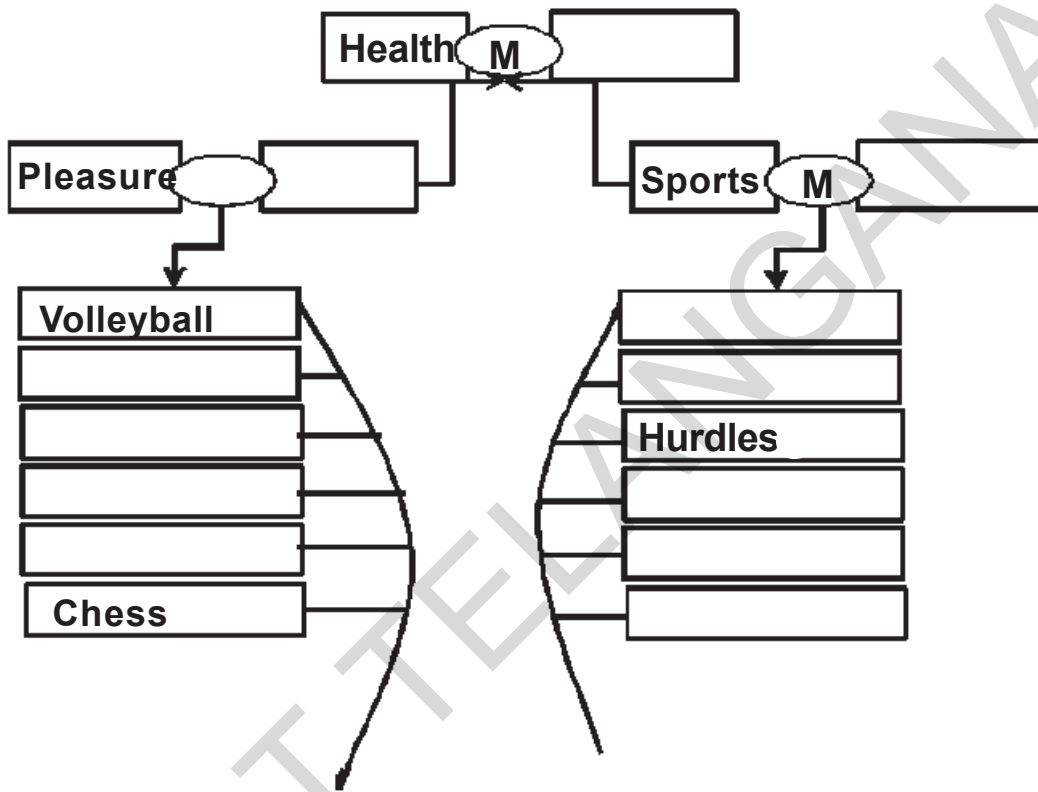
4. You do not know chess. You want to learn it. Which books will you choose?
5. You have come across an unknown term like 'king's Indian' while reading a book. Which book do you consult?
6. You are learning chess, and you want to know the rules. Which book do you turn to?
7. Name a few books which are 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.

