




Strategy Games



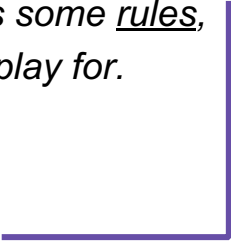
What is a
“Game”?





What is a “Game”?

*A game is a system that follows some rules,
with an objective / goal to play for.*



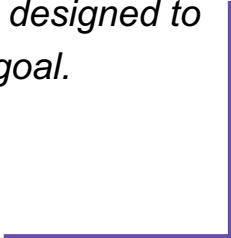



What is a
“Strategy”?




What is a “Strategy”?

*Strategy, is the art of planning, designed to
achieve an objective / goal.*






Why do we play
games?




Why do we play games?


Games allow us to experience
emotions, and challenge our brains





Does it matter if
you win or lose?






Does it matter if
you win or lose?

No!

Provided that you *learn* something
or *enjoy* yourself

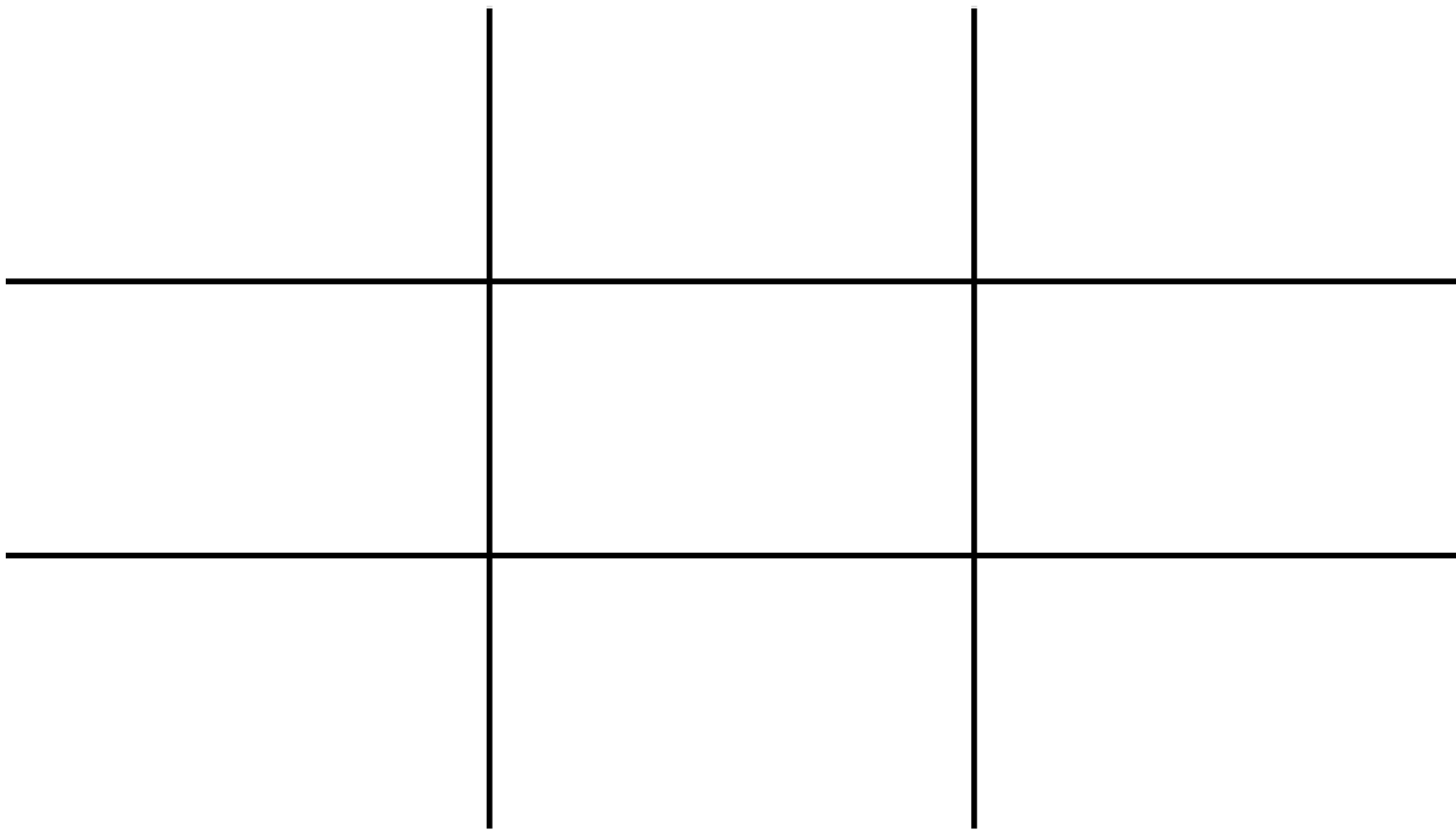




Games are **NOT** just about winning.

Don't be a bad loser, and **don't** be a bad winner





Mancala

Thought to have originated in Samaria
between 3,600 to 5,000 years ago



Let's learn how to play it <https://youtu.be/b5UiPrjIPqM>

How can you make your own Mancala game?



How can you make your own Mancala game?





<http://play-mancala.com/>



What type of code was used on the Titanic?



Morse Code

- Samuel Morse was born in America in 1791. He was a painter and inventor. One day when Morse was painting in New York, a messenger on horseback delivered a letter from his father saying his wife was ill and to return home immediately. When he returned, she had already died. Heartbroken, Morse decided to develop a communications system which could deliver messages more quickly. This became known as Morse Code.

What is Morse Code?

- Morse code is a series of dots and dashes that represent different letters and numbers. Morse code is transmitted either as an audio tone, flashing light, etc.
- Let's look at the Morse Code alphabet and tap it out together.

Morse Code

A ● -

B - ● ● ●

C - ● - ●

D - ● ●

E ●

F ● ● - ●

G - - ●

H ● ● ● ●

I ● ●

J ● - - -

K - ● -

L ● - ● ●

M - -

N - ●

O - - -

P ● - - ●

Q - - ● -

R ● - ●

S ● ● ●

T -

U ● ● -

V ● ● ● -

W ● - -

X - ● ● -

Y - ● - -

Z - - ● ●



Chess – what you need to know



How to set up the board





Each Piece & How They Move

- Each of the 6 different types of pieces moves differently. Pieces cannot move through other pieces (however the Knight can jump over other pieces) and pieces cannot move onto a square where one of their own pieces already is. However they can be moved to take the position of an opponent's piece which is then "captured". Pieces are generally moved into positions where they can capture other pieces, defend their own pieces in case of capture or control important squares in the game.
- King - The King is the most important piece but is also the one of the weakest. The King can only move one square at a time in any direction – up, down, to the side or diagonally. The King may never move himself into check (where he could be captured). When the king is attacked by another piece this is called "check".

Each Piece & How They Move

- Queen - The Queen is the most powerful piece. The Queen can move in any one straight direction – forward, backward, sideways or diagonally – as far as possible as long as she doesn't move through any of her own pieces. As with all pieces, if the Queen captures an opponent's piece her turn is over.
- Rook - The Rook may move as far as it wants but only forward, backward and to the sides. The Rooks are particularly powerful pieces especially when they are protecting each other and working together.
- Bishop - The Bishop may move as far as it wants but only diagonally. Each Bishop starts on one colour (light or dark) and must stay on that colour.
- Knight - Knights move in a very different way to all the other pieces – going two squares in one direction and then one more move at a 90 degree angle, just like the shape of an "L". Knights are also the only piece that can move over other pieces.

Each Piece & How They Move

- Pawns - Pawns are unusual because they move and capture in different ways: they move forward but capture diagonally. Pawns can only move forward one square at a time, except for their initial move where they can move forward two squares. Pawns can only capture one square diagonally in front of them, they can never move or capture backwards. If there is another piece directly in front of a pawn he cannot move past or capture that piece.
- Pawns are also the only pieces on the board that can be “promoted”. This happens if a pawn reaches the other side of the board. A pawn may be promoted to any piece, usually it is promoted to Queen.

Who Moves First?

- The general practice is that white pieces move first.

How Does The Game End?

- The game will end one of two ways: either with a winner or a draw.

Win

- You win if you “checkmate” the opponent’s King. This happens when the King is put into check and cannot get out of check. There are only 3 ways a King can get out of check:
 1. Move out of the way
 2. Block the check with another piece
 3. Capturing the piece threatening the King
- If a King cannot escape checkmate then the game is over. Usually the King is not captured or removed from the board, the game is simply declared to be over!

Draw

- There are 5 ways in which a game may end in a draw:
 1. If it is one player's turn to move but their King is NOT in check and yet they have no legal move to make
 2. Players may simply agree to a draw and stop playing
 3. There are not enough pieces on the board to force a checkmate
 4. A player declares a draw if the same exact position is repeated 3 times
 5. 50 consecutive moves are played where neither player has moved a pawn or captured a piece

Try Playing Chess Yourself

- Play against family members if you have a chess board
- Play online: <https://www.chess.com/play/computer>