

Motif cards

For method 9 · Motif detectives

Each pair gets only three or four cards for motifs already covered. In Level 1 and 2, “attack” and “protect” are enough. The picture helps children who cannot read yet: the arrow points to an opponent’s piece (black) or to one of their own (white). The empty cards are for further motifs.

Fork One piece attacks two opponent pieces at the same time.	Pin A bishop, rook or queen attacks a piece. Behind it, on the same line, rank or diagonal, stands a more valuable piece or the king. The attacked piece cannot leave that line, rank or diagonal, or only by losing something.	Skewer A bishop, rook or queen attacks a more valuable piece or the king. If that piece moves away, the less valuable piece behind it, on the same line, rank or diagonal, can be captured.
Discovered attack A piece moves away and opens the way for an attack by a piece behind it.	Deflection A defending piece is lured away from its task.	Decoy An opponent's piece is lured onto an unfavourable square.
Overload A piece is supposed to do two tasks at once and cannot manage both.	Back-rank mate Mate on the king's own back rank, because its own pieces, usually pawns, block the escape.	attack  A piece threatens an opponent's piece.
protect  A piece protects one of its own pieces.		