

How to Play Checkers



OBJECTIVE:

To create a PowerPoint presentation illustrating how to play checkers

New Skills Reinforced:

In this activity, you will practice how to:

1. use text wrap.
2. set a motion path to a graphic.



PROJECT SCENARIO:

Checkers is a fun, easy-to-learn game that has been around for hundreds of years. Many have said that although it is “easy to learn,” it is very “difficult to master.” In this project, you will create a tutorial using PowerPoint on how to play the game of checkers. Assume your audience does not know how to play checkers.



STRATEGIES AND DESIGN TIPS TO FOLLOW:

1. Consider using black and red as your color choices to coordinate with a checkers board game.
2. Choose a font (typeface) that sends a fun message.
3. The custom animation should imitate the actual moves in checkers.



BEFORE YOU BEGIN:

1. Carefully read through all parts included in this project.
2. Prior to starting any work on your computer, use the *Present It! Planning Layout Form* to sketch the content, layout, and design of the presentation you will be creating for this project. Use multiple copies if necessary.
3. Use the *Present It! PowerPoint Presentation Tips* provided in the Introduction as a guide while working on this project.
4. Unless otherwise noted, the layout, design, type size(s), and style(s) for this project will be left for you to decide.



Project 19: How to Play Checkers



INSTRUCTIONS:

1. Using Microsoft PowerPoint, create a NEW blank presentation.
2. Save the presentation as **PROJECT 19 – CHECKERS**.
3. Edit **slide 1**.



Using separate text boxes, key the text as shown.



- Place text box 3 in the bottom right corner.
- Format the size, style, and placement of the text and elements (if applicable) so that this slide projects a professional appearance.

1	How to Play Checkers
2	This presentation is a tutorial on how to play one of the oldest and most popular games in history.
3	Presented by: <i>[Your name]</i> <i>[Project number and title]</i> <i>[Current date]</i>



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4. Insert **slide 2**.



Using separate text boxes, key the text as shown.



Insert a nostalgic photo image relating to the contents of this slide. If photo is not available, use equivalent clipart image.

Using the text wrap feature, wrap the text around the image.

Format the point size of the text in text box 2 so that it fits on this slide.

1

A Brief History of the Game of Checkers

2

The game of Checkers, as we know it, is believed to have begun as a game called Alquerque as far back as 1400 BC.

Historians found that the invention of "modern" Checkers was in the 12th century. At that time it was called Fierges and then changed to Dames in the 15th century.

Formalized rules began to appear as it gained in popularity in France. And as the game made its way to England, it was renamed Draughts, and eventually renamed Checkers when it came to North America.

There are many variations to Checkers around the world. Many countries have their own local names, rules, boards, and number of pieces. Regardless of what the game of Checkers is called, it remains one of the most popular games to this day.



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5. Insert **slide 3**.



□ Using separate text boxes, key the text as shown.



- Format the point size of the text in text box 2 so that it fits on this slide.
- Format text box 2 by placing a check mark next to each point being made.
- Format the size, style, and placement of the text so that this slide projects a professional appearance.

(Note: Text box 3 will be hyperlinked later in the project.)

1	Before You Begin
2	<p>To play, you need two players, a checkerboard and game pieces.</p> <p>The checkerboard is eight squares by eight squares. The squares alternate by one dark color, one light color, and this pattern repeats on the entire board.</p> <p>You and your opponent should sit on opposite sides of the board.</p> <p>You must arrange the board so that the light corner square is to each player's right.</p> <p>Place 12 pieces of one color on the first 3 rows of alternating dark squares on the checkerboard.</p> <p>On the opposite side of the board, repeat with the other 12 pieces on alternating dark squares.</p>
3	Click here for illustration.



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6. Insert **slide 4**.



Using separate text boxes, key the text as shown.



Format the list of rules as a numbered list.
 Format the size, style, and placement of the text so that this slide projects a professional appearance.

1	Rules of the Game
2	<p>Black always begins play, and then turns alternate between players.</p> <p>Checkers always move one diagonal space per turn in either forward direction.</p> <p>If all the dark squares diagonal to a piece are occupied, that piece is blocked and another piece must be moved (if possible).</p> <p>A piece can only move into dark squares.</p> <p>A piece can only move forward.</p> <p>A piece cannot move off the edge of the board.</p> <p>(Rules are continued on next slide.)</p>



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7. Insert **slide 5**.



□ Using separate text boxes, key the text as shown.



□ Format the list of rules into a numbered list beginning with the next number from the previous slide.

□ Format the size, style, and placement of the text so that this slide projects a professional appearance.

(Note: Words in quotations will be hyperlinked later in the project.)

1	Rules of the Game (Continued)
2	<p>A piece cannot move backward unless it has been "crowned."</p> <p>The opponent's piece is "captured" by jumping diagonally over it to an empty square just beyond it. Take the captured piece off the board.</p> <p>A player can "double jump" or triple jump over and capture any number of checkers in one move as long as each jump follows the rules and moves forward on a diagonal.</p> <p>If an opponent's piece is available to be captured, the player whose turn it is must capture that piece.</p> <p>If a player fails to capture an available piece, the opponent gets to remove the piece that should have made the capture from the board.</p>
3	<p>Click on any word in "quotations" for an illustration.</p>



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8. Insert **slide 6**.



□ Using separate text boxes, key the text as shown.



□ Using the draw tools, create an illustration similar to the one shown.

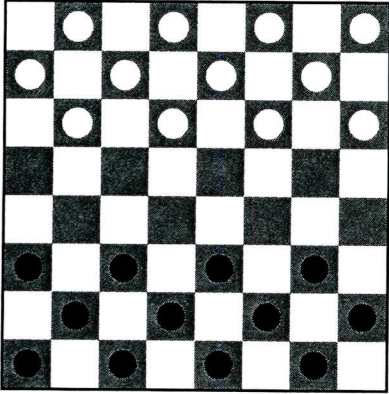
□ Place text box 2 in the bottom left corner and text box 3 in the bottom right corner.

□ Hyperlink the words "Click here" in text box 2 to slide 3.

□ Hyperlink the words "Click here" in text box 3 to slide 4.

1

The Set-Up



2

Click here to return to Before You Begin.

3

Click here to go to The Rules of the Game.



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9. Insert **slide 7**.



□ Using separate text boxes, key the text as shown.



□ Using the draw tools, create an illustration similar to the one shown in Figure 19-1. Place the illustration on this slide.

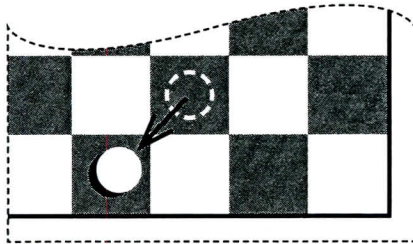
□ Custom animate the checkers to demonstrate one checker being stacked on top of another checker.

□ Place text box 3 in the bottom left corner and text box 4 in the bottom right corner.

□ Hyperlink the words "Click here" in text box 3 to slide 3.

□ Hyperlink the words "Click here" in text box 4 to slide 4.

FIGURE 19-1





1	Crown Me!
2	Pieces that reach the far end of the board, (called the King's Rows) become kings by stacking a second captured piece on top of the first piece. The King has the ability to move and jump in any direction.
3	Click here to return to Before You Begin.
4	Click here to go to The Rules of the Game.



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10. Insert **slide 8**.

 Using separate text boxes, key the text as shown.

 Using the draw tools, create an illustration similar to the one shown in Figure 19-2. Place the illustration on this slide.

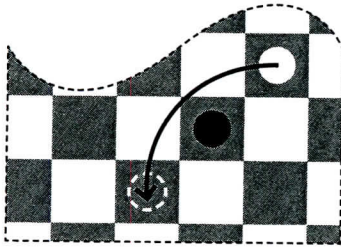
Using the motion path tool, custom animate the checkers to demonstrate a jumping pattern.

Place text box 3 in the bottom left corner and text box 4 in the bottom right corner.

Hyperlink the words "Click here" in text box 3 to slide 3.

Hyperlink the words "Click here" in text box 4 to slide 4.

FIGURE 19-2



1	Capturing Your Opponent's Pieces
2	A player can capture an opposing piece by jumping over an occupied square and landing in the next adjacent empty square. This player removes the captured pieces from play.
3	Click here to return to Before You Begin.
4	Click here to go to The Rules of the Game.



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11. Insert **slide 9**.



□ Using separate text boxes, key the text as shown.



□ Using the draw tools, create an illustration similar to the one shown in Figure 19-3. Place the illustration on this slide.

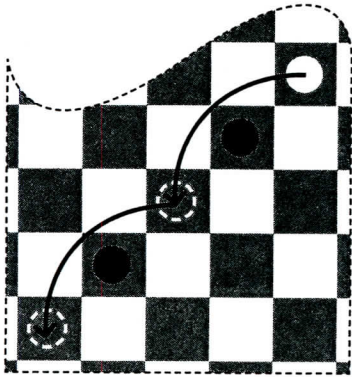
□ Using the motion path tool, custom animate the checkers to demonstrate a double jumping pattern.

□ Place text box 3 in the bottom left corner and text box 4 in the bottom right corner.

□ Hyperlink the words "Click here" in text box 3 to slide 3.

□ Hyperlink the words "Click here" in text box 4 to slide 4.

FIGURE 19-3



1	Double Jumping
2	In most games you can double or triple jump your opponent's pieces. A player can keep jumping as long as the jump follows the rules. You must keep moving forward on a diagonal.
3	Click here to return to Before You Begin.
4	Click here to go to The Rules of the Game.



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12. Insert **slide 10**.



Using separate text boxes, key the text as shown.



- Insert a graphic image that shows a person(s) winning a game.
- Place text box 3 in the bottom left corner and text box 4 in the bottom right corner.
- Hyperlink the words "Click here" in text box 3 to slide 3.

(Note: The words "Click here" in text box 4 will be hyperlinked later in the project.)

1 **YOU WIN!**

2 You win the game when you capture all 12 of your opponent's pieces and your opponent wins by capturing all 12 of your pieces.
A player may lose if there are no longer any moves available on the board.

3 Click here to return to Before You Begin.

4 Click here to go to Strategies and Tips.

13. Insert **slide 11**.



Using separate text boxes, key the text as shown.



- Format text box 2 as a bullet list.
- Hyperlink the words "Click here" in text box 3 to slide 4.

1 **Strategies and Tips**

2 **Protect your King's Row.** Since Kings can move much more freely on the board, you want to prevent your opponent from being crowned.
Keep your King's Row occupied as long as possible to prevent your opponent from getting crowned.
To set up a double jump, plan to sacrifice one of your own pieces.
Regardless of who wins the game, the purpose of this game is to have FUN!

3 If you still need help, click here to go to The Rules of the Game.



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14. Resave the presentation.
15. On slide 3, hyperlink the words "click here" in text box 3 to slide 6.
16. On slide 5, hyperlink the word "crowned" in text box 2 to slide 7.
17. On slide 5, hyperlink the word "captured" in text box 2 to slide 8.
18. On slide 5, hyperlink the words "double jump" in text box 2 to slide 9.
19. On slide 10, hyperlink the words "click here" in text box 4 to slide 11.
20. Run the slideshow and proofread your work carefully for accuracy, design, and format.
21. Print a copy of your presentation as handouts using 3 or 6 slides per page if required by your instructor.
22. If required, present this presentation to your instructor and/or your class.