

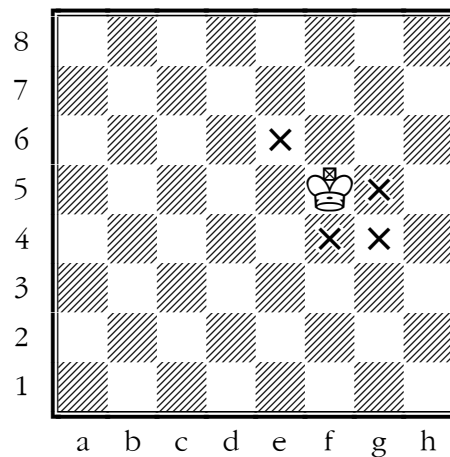
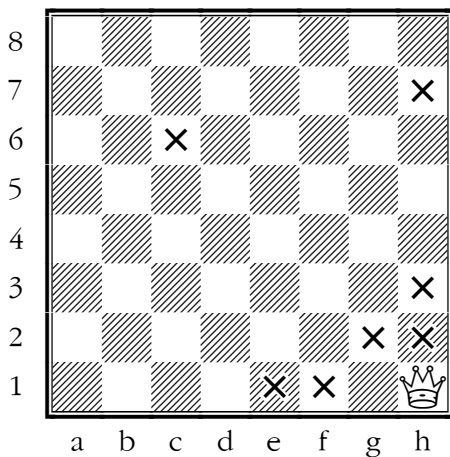
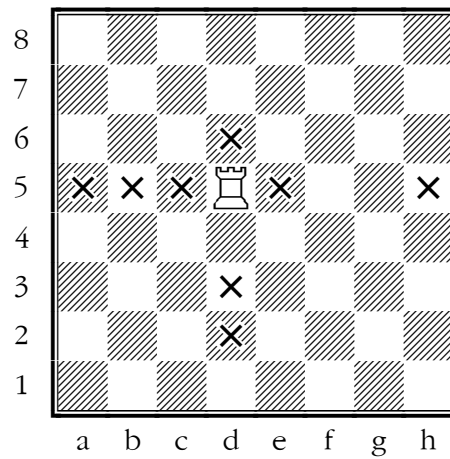
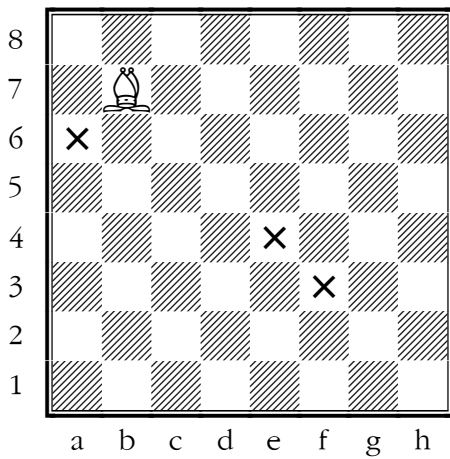
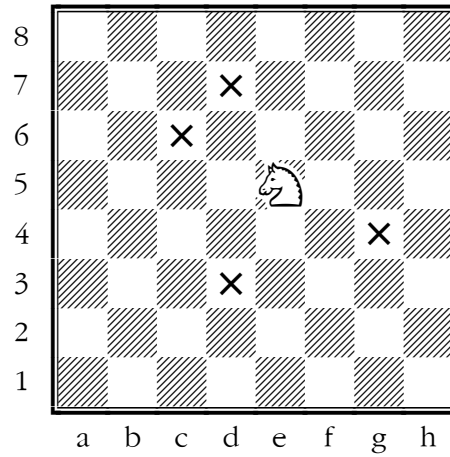
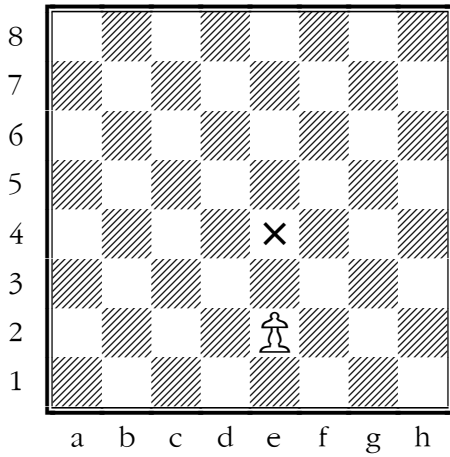
First Name:

Last Name:

Date:

Moving the Pieces - Part 1

Put an "X" on each additional square that the white piece can move to.



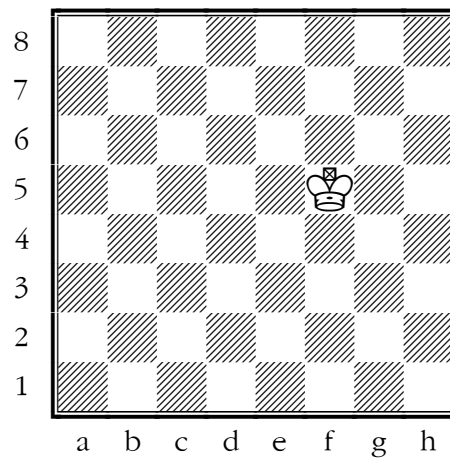
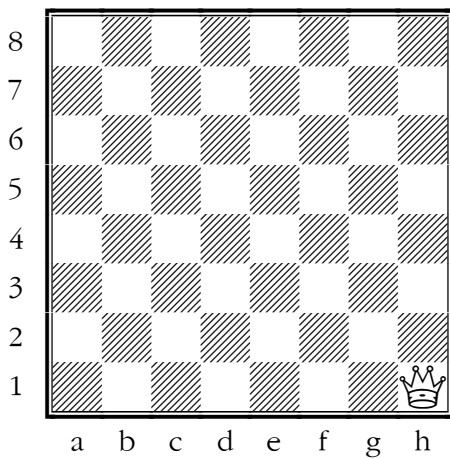
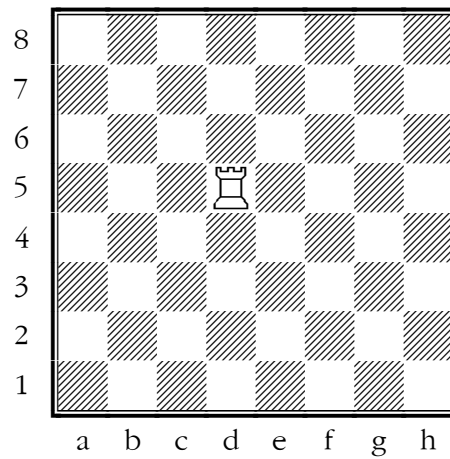
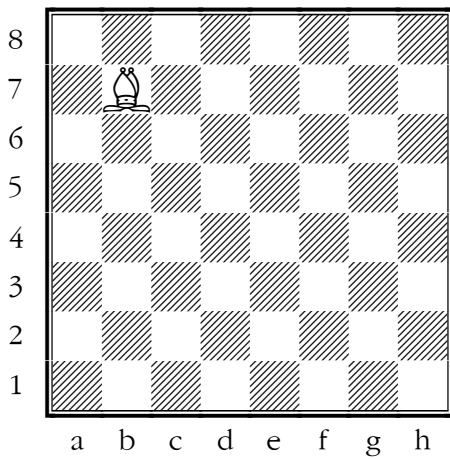
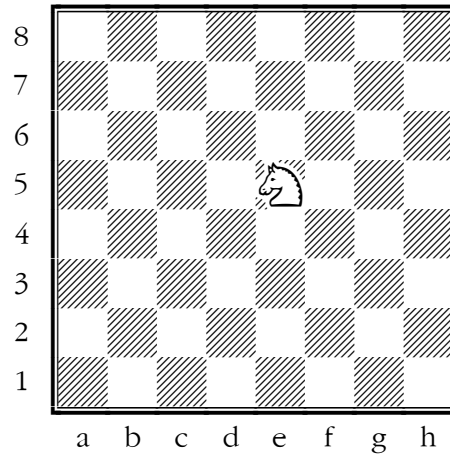
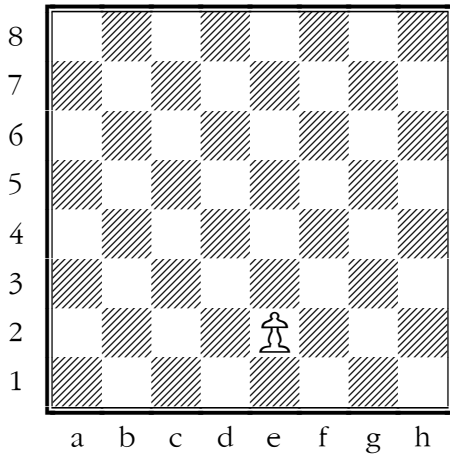
First Name:

Last Name:

Date:

Moving the Pieces - Part 2

Put an "X" on each square that the white piece can move to.



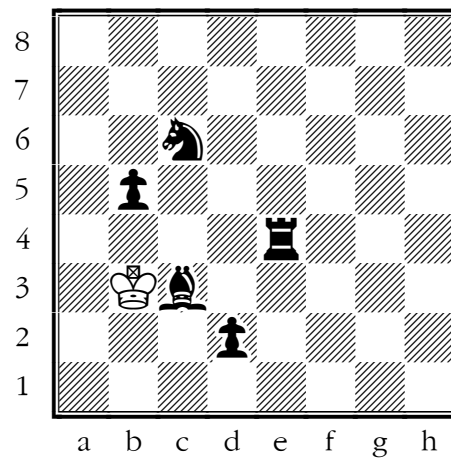
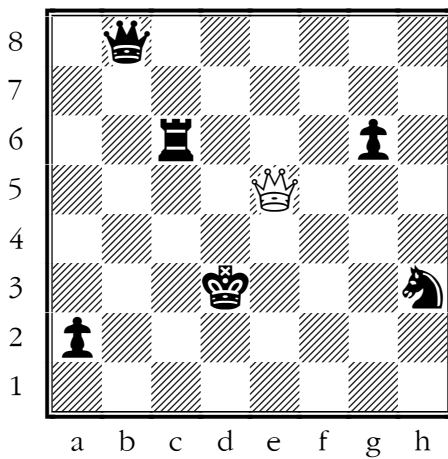
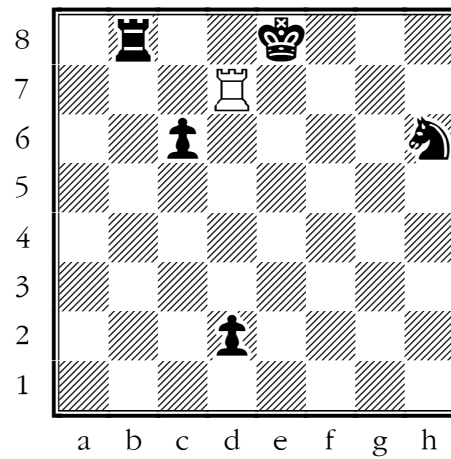
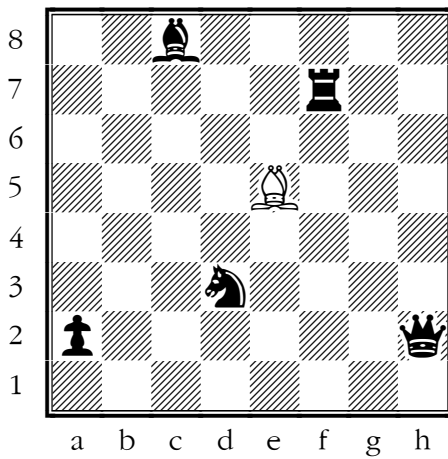
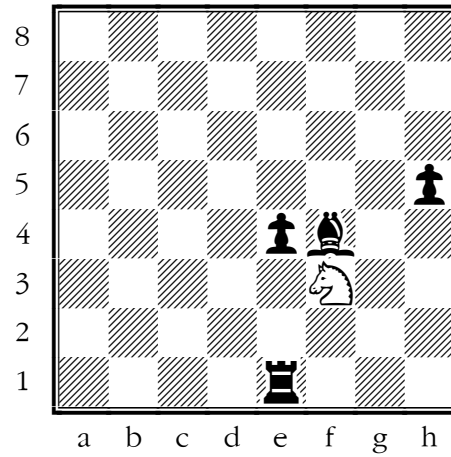
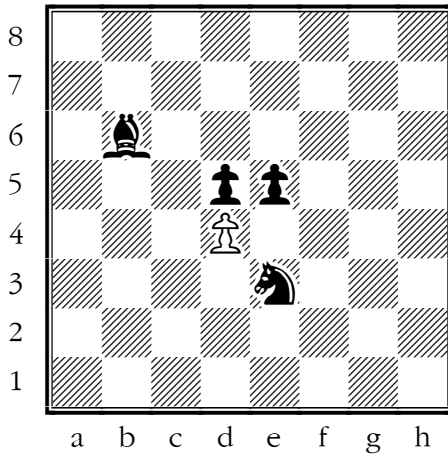
First Name:

Last Name:

Date:

Capturing Pieces

Circle the black piece that you can capture.



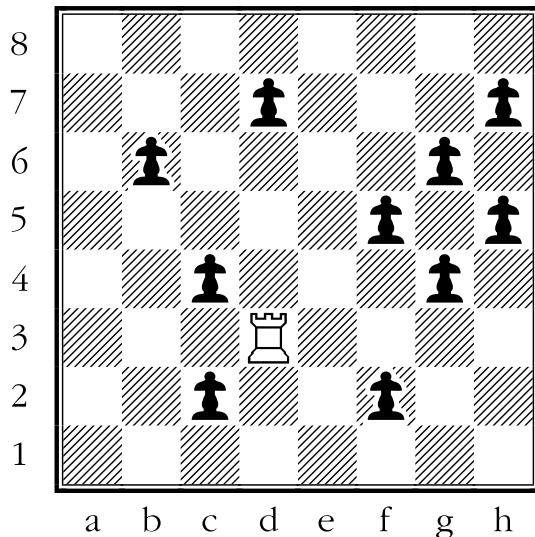
First Name:

Last Name:

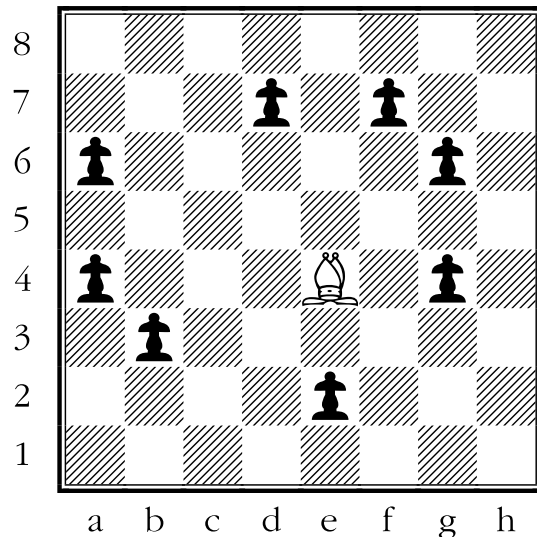
Date:

Monster!!

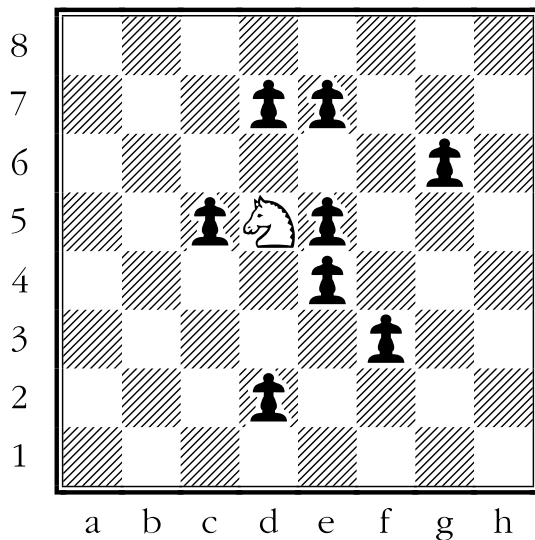
*Capture all the black pawns one at a time.
Every move must be a capture. Try to get them all!*



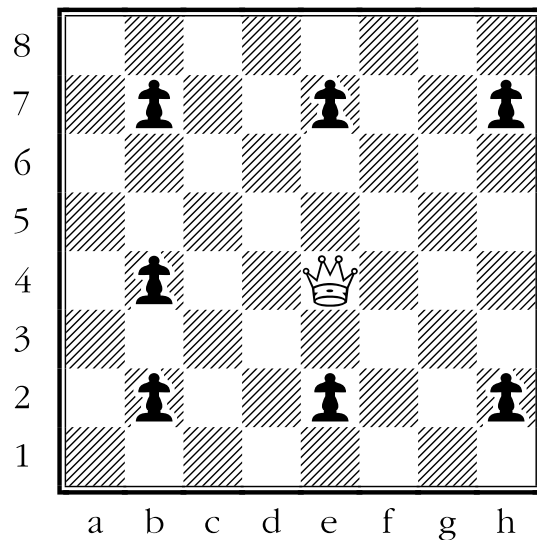
Monster Rook!



Monster Bishop!



Monster Knight!



Monster Queen!

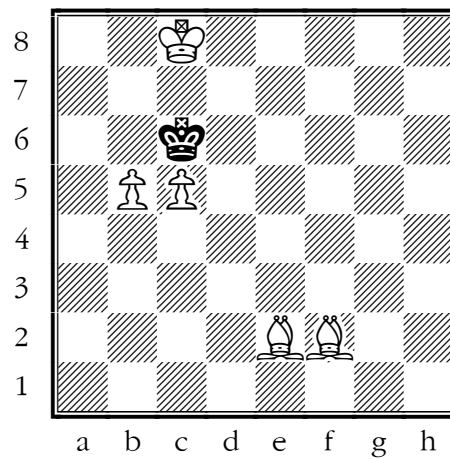
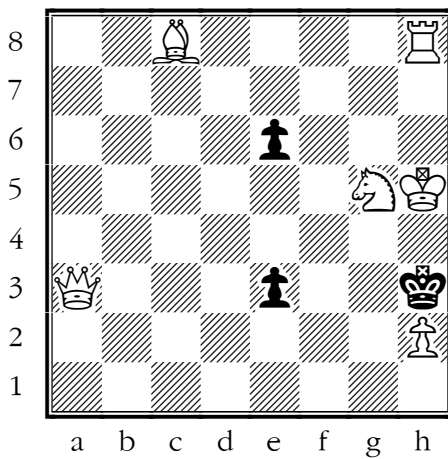
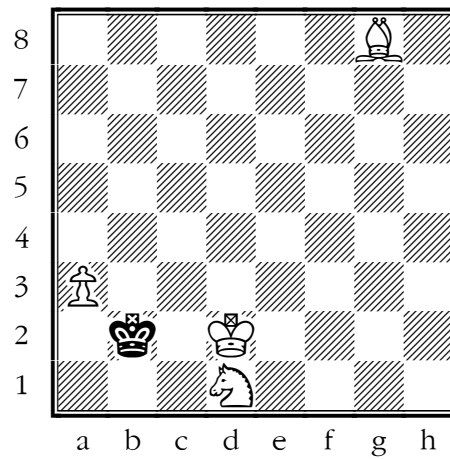
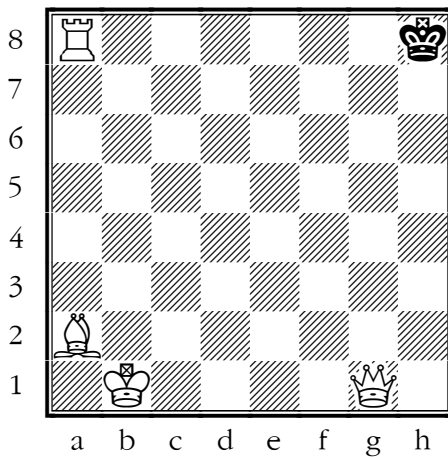
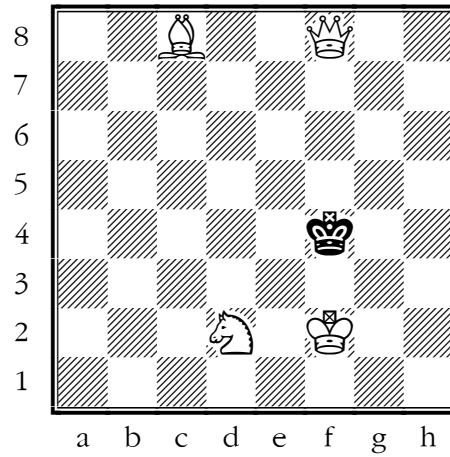
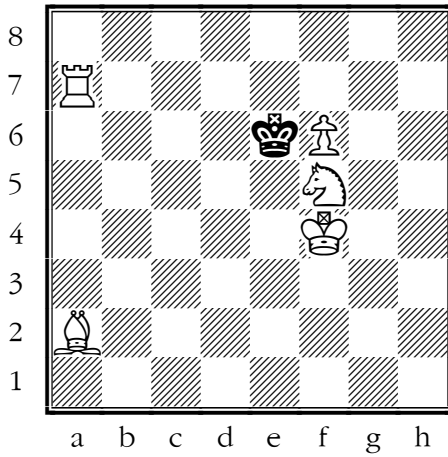
First Name:

Last Name:

Date:

Find the Check!

Circle the white piece that is putting the black king in check.



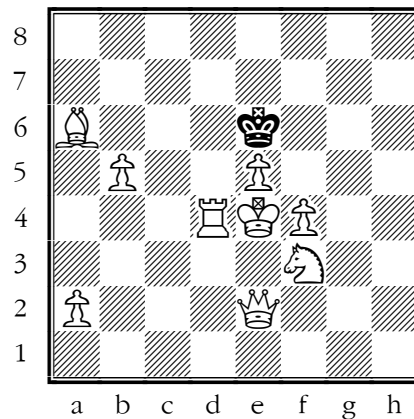
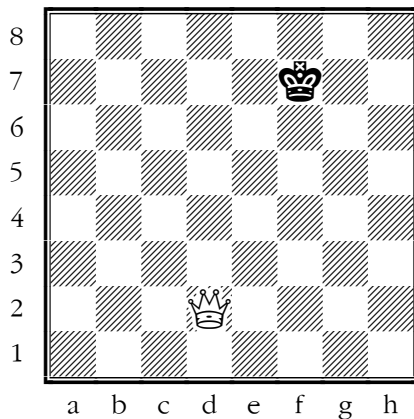
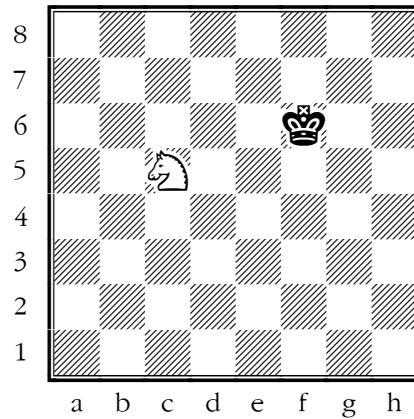
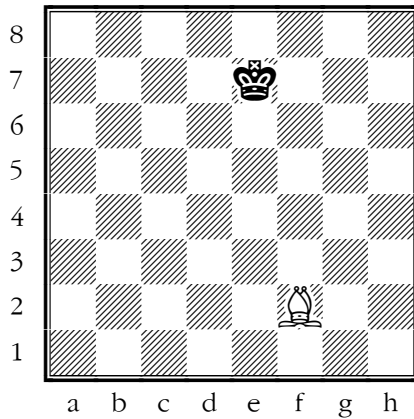
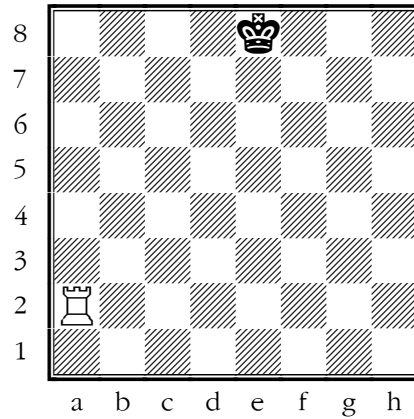
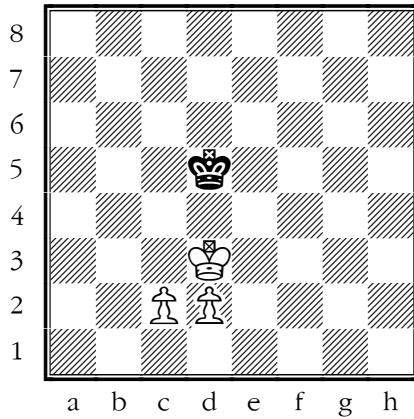
First Name:

Last Name:

Date:

Put Him In Check!

Draw an arrow to show how you can put the black king in check!
(There is more than one answer for each puzzle)



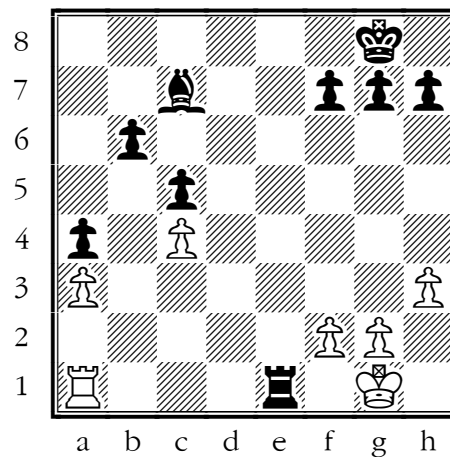
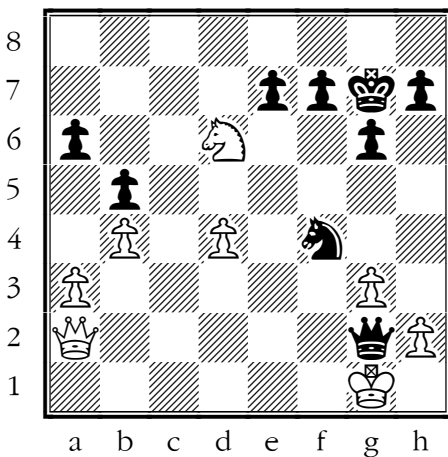
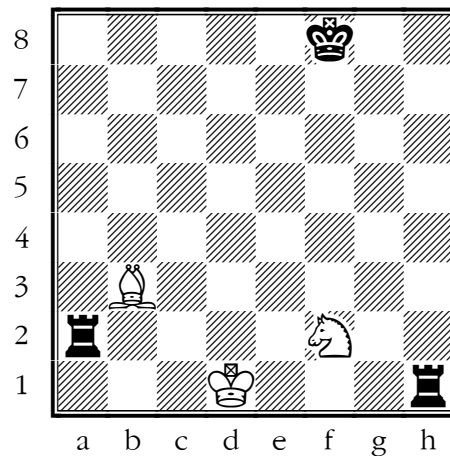
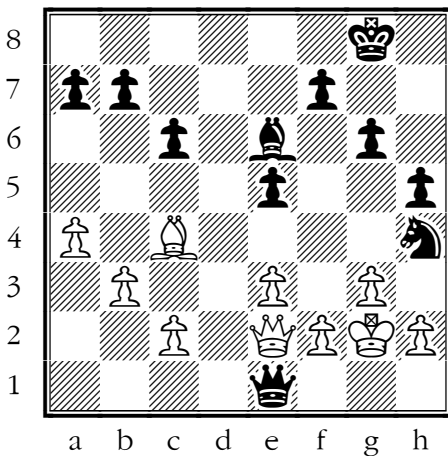
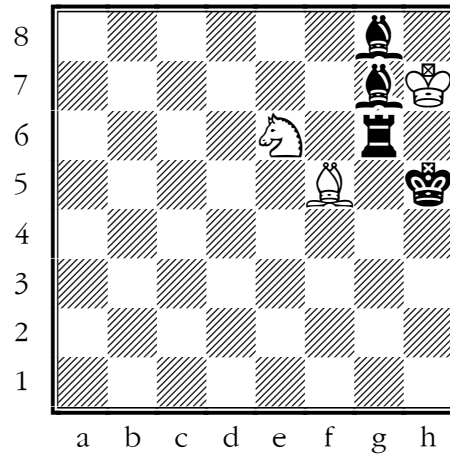
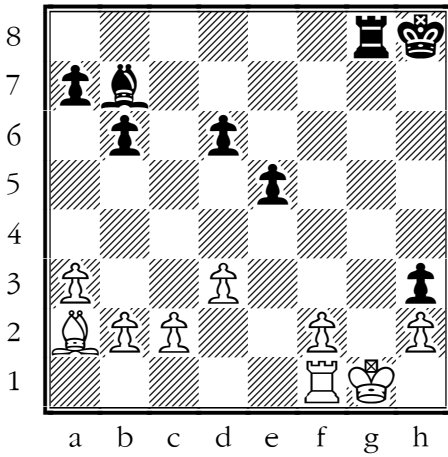
First Name:

Last Name:

Date:

Capture!

Your king is in check! CAPTURE the "checking piece" to save yourself.



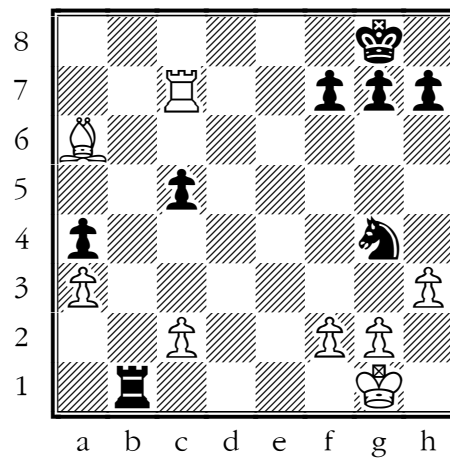
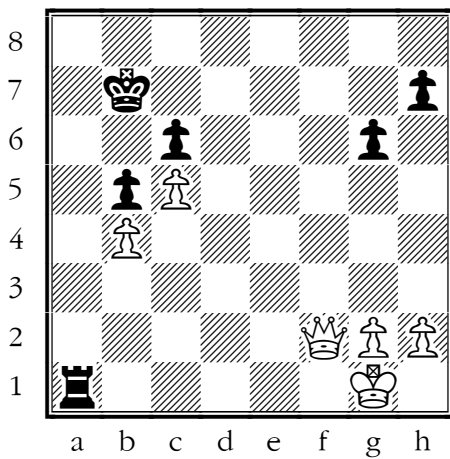
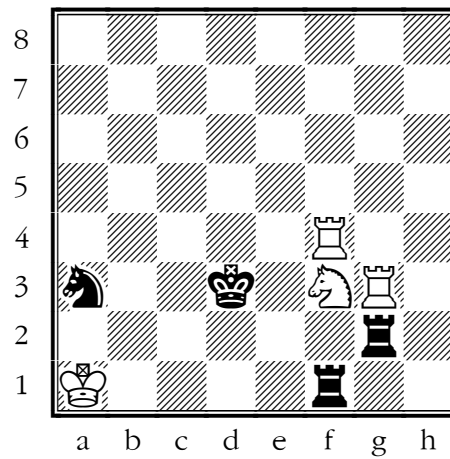
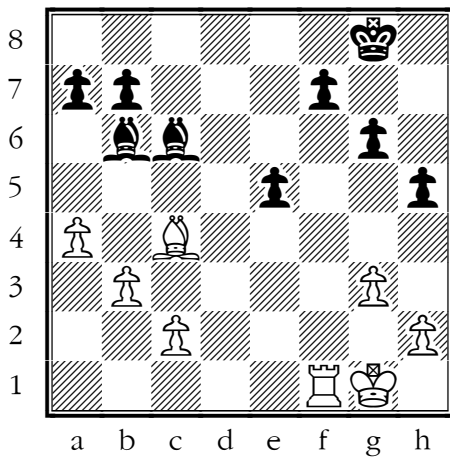
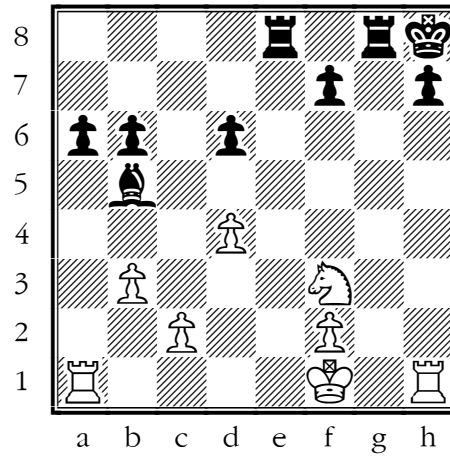
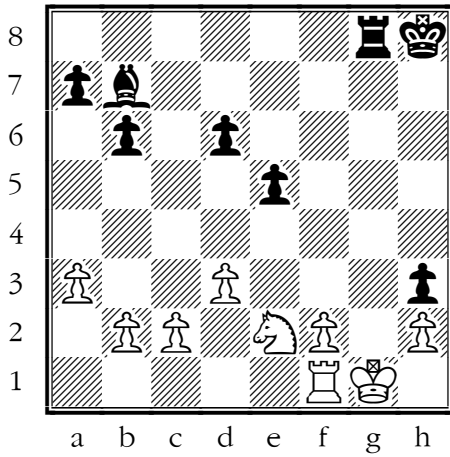
First Name:

Last Name:

Date:

Block!

Your king is in check! **BLOCK** the “checking piece” to save yourself.



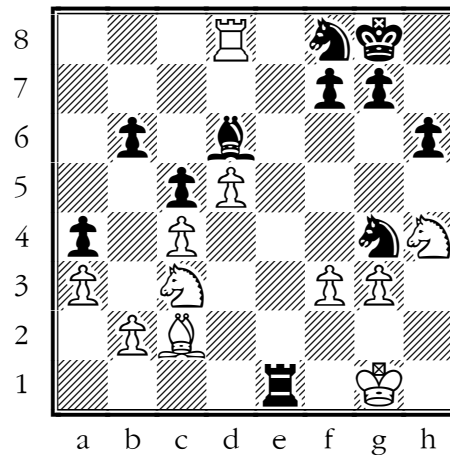
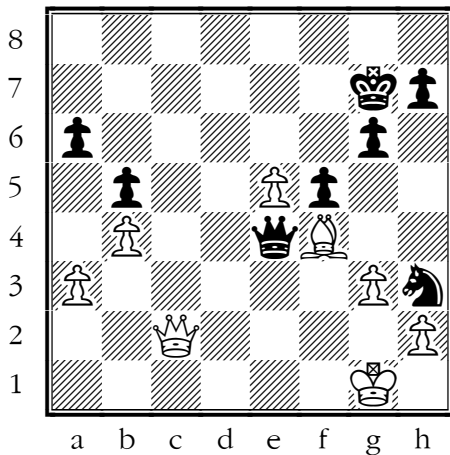
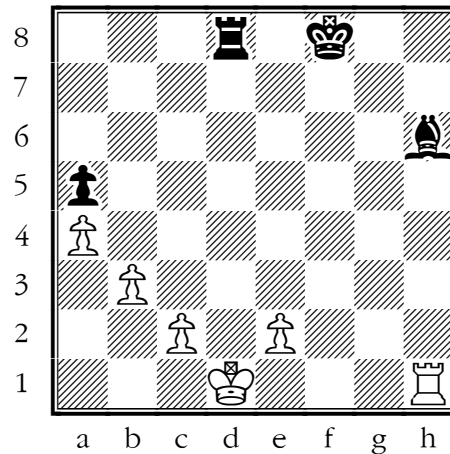
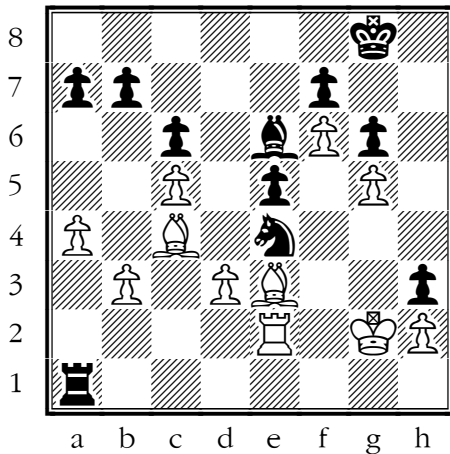
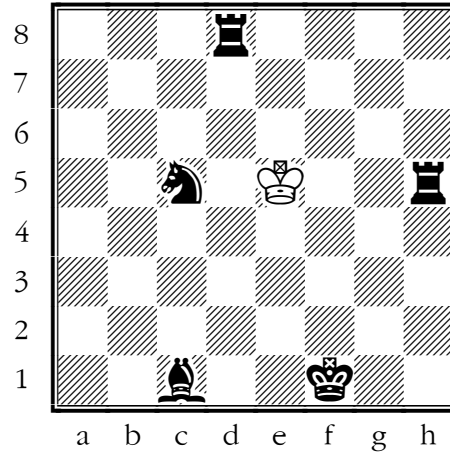
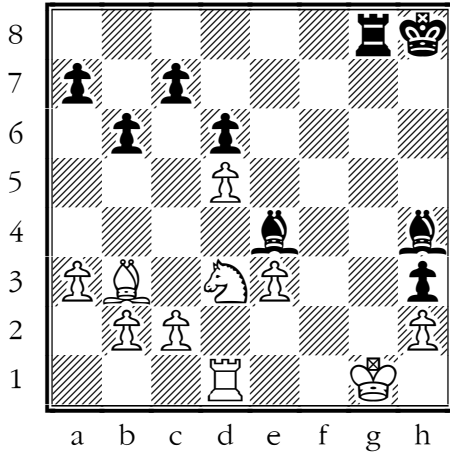
First Name:

Last Name:

Date:

Run!

Your king is in check! RUN your king to the only safe square!



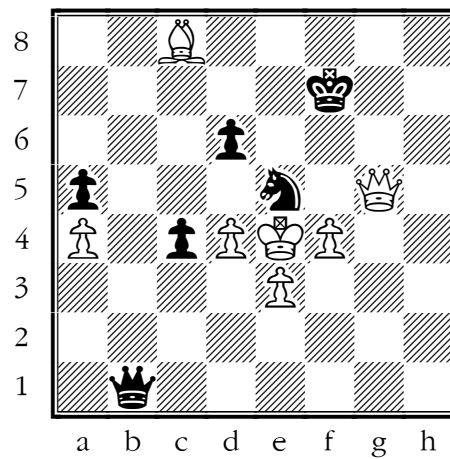
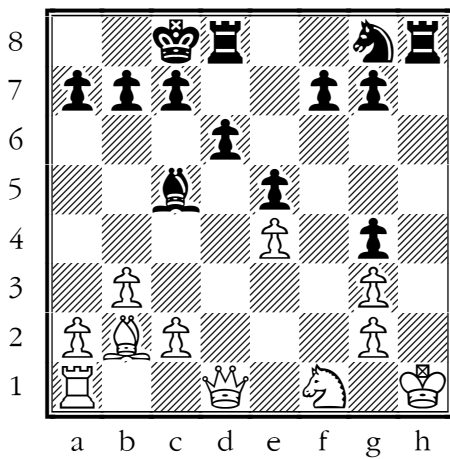
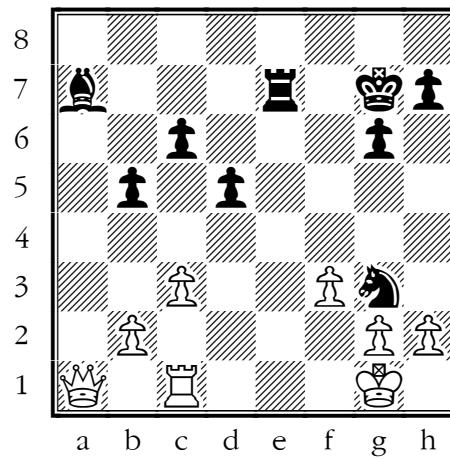
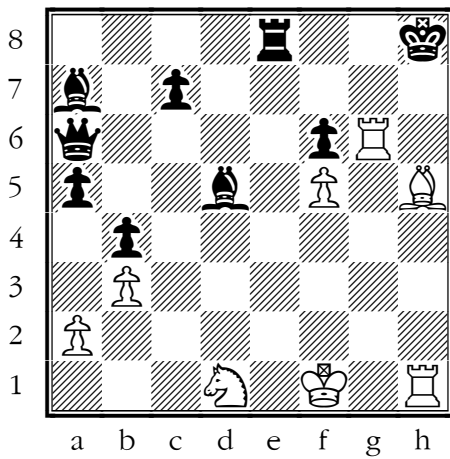
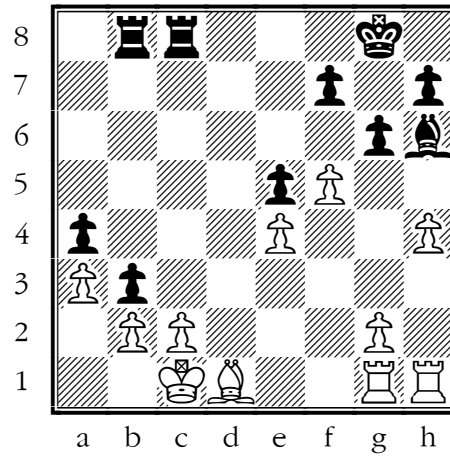
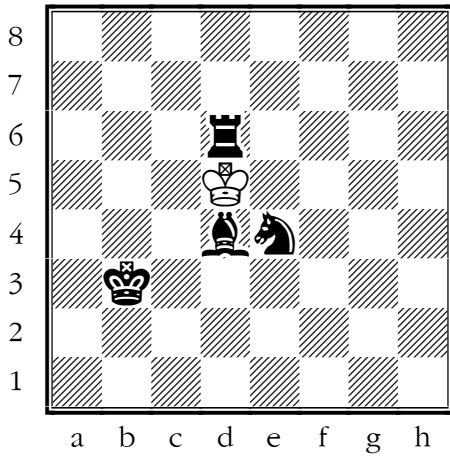
First Name:

Last Name:

Date:

Escape From Check!

Your king is in check! Either *CAPTURE*, *BLOCK*, or *RUN* to escape!



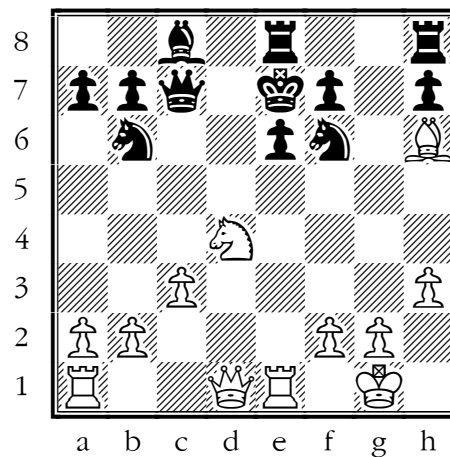
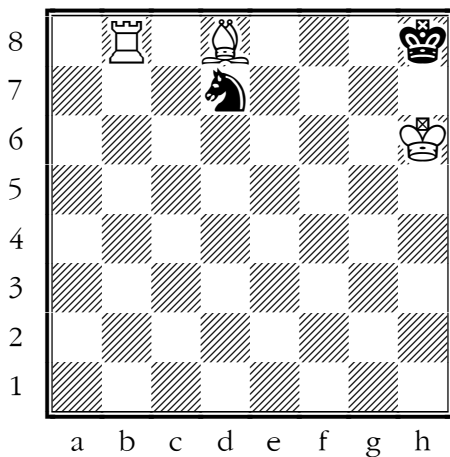
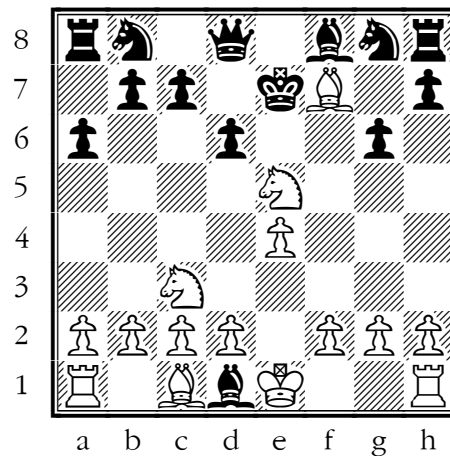
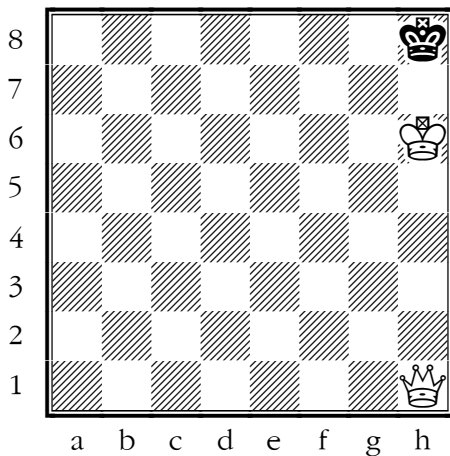
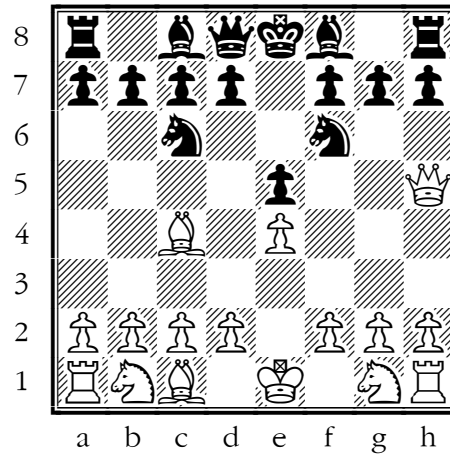
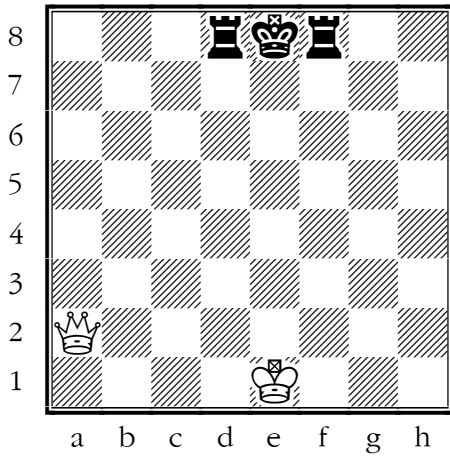
First Name:

Last Name:

Date:

Checkmate in 1 - Part 1

Draw an arrow to show how white can checkmate black in one move.



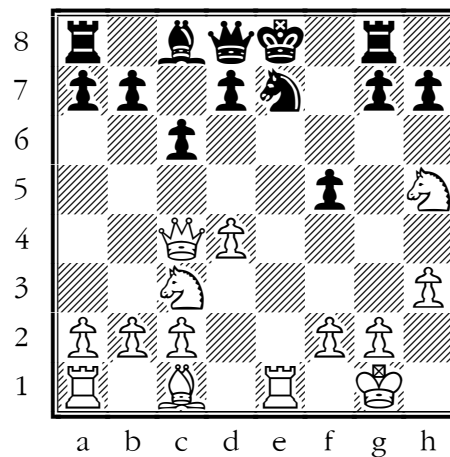
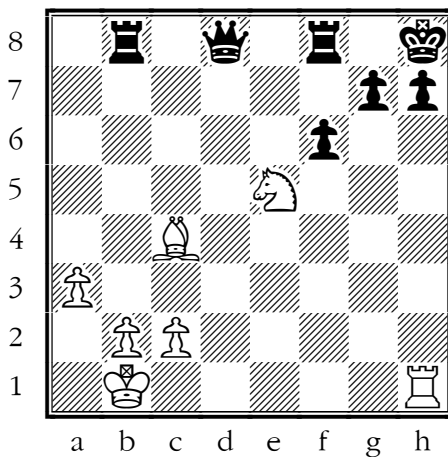
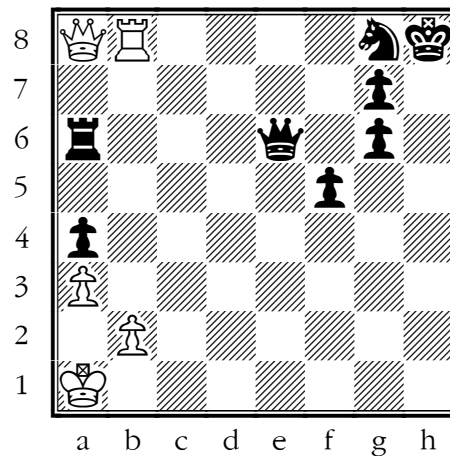
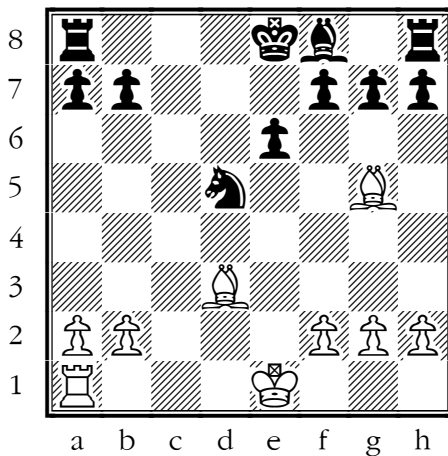
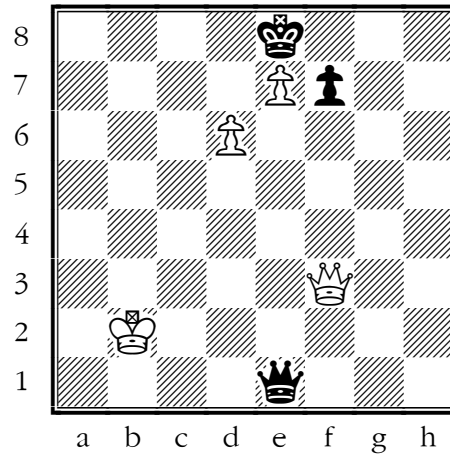
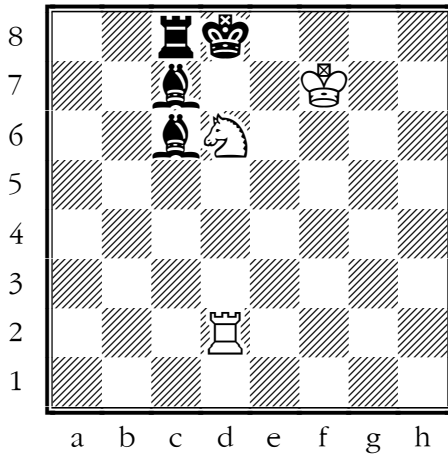
First Name:

Last Name:

Date:

Checkmate in 1 - Part 2

Draw an arrow to show how white can checkmate black in one move.



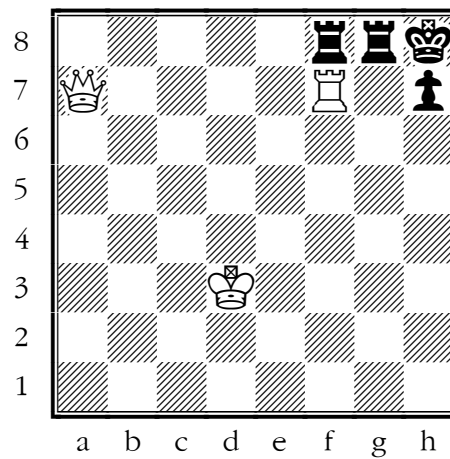
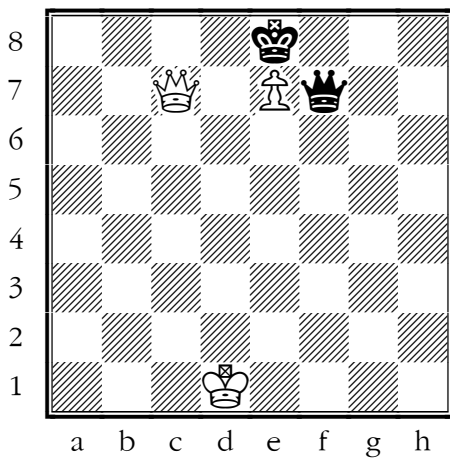
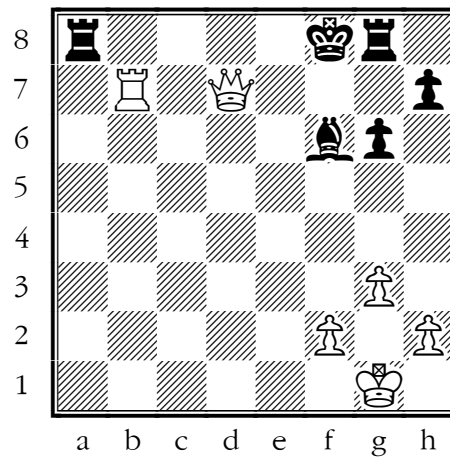
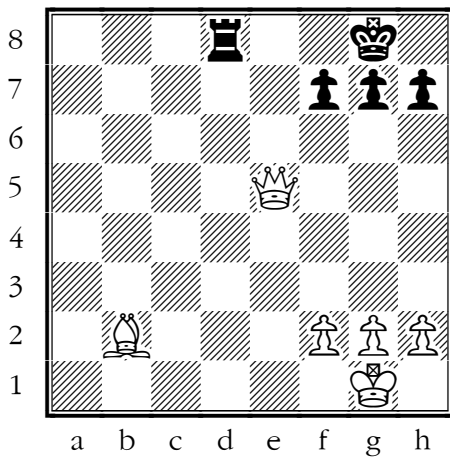
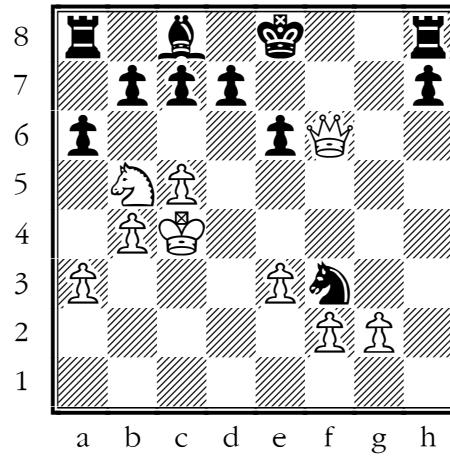
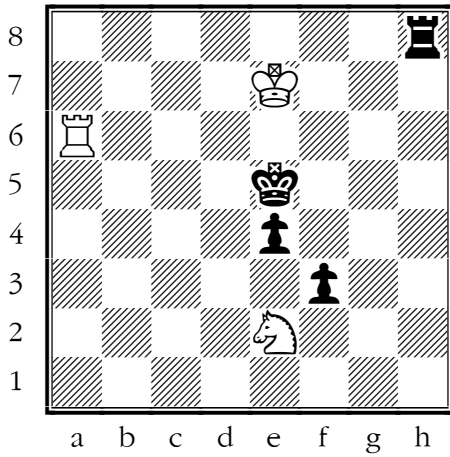
First Name:

Last Name:

Date:

Checkmate in 1 - Part 3

Draw an arrow to show how white can checkmate black in one move.



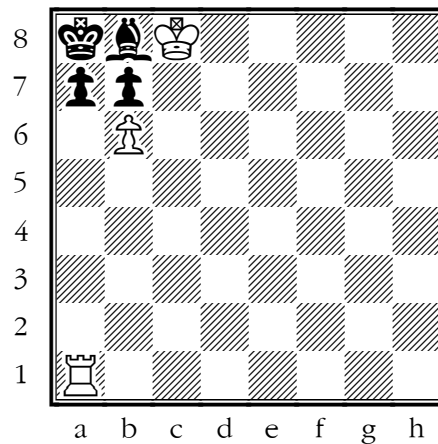
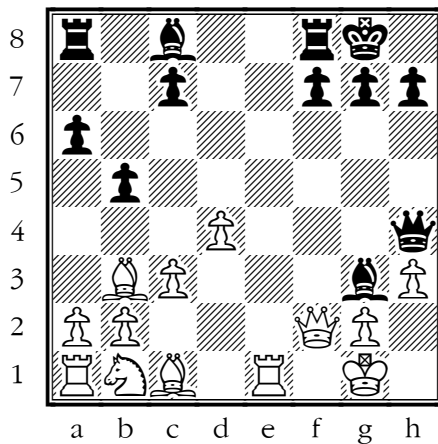
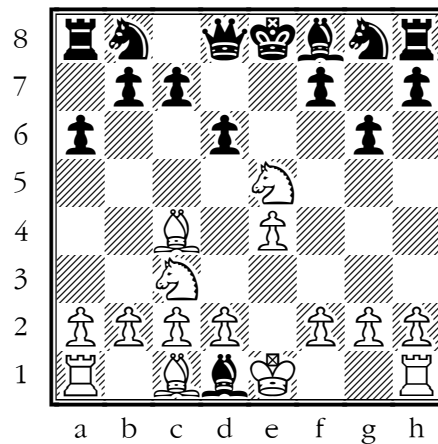
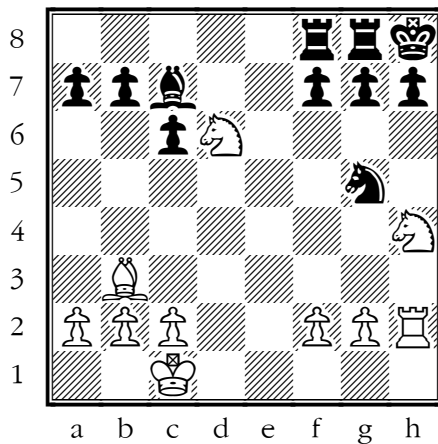
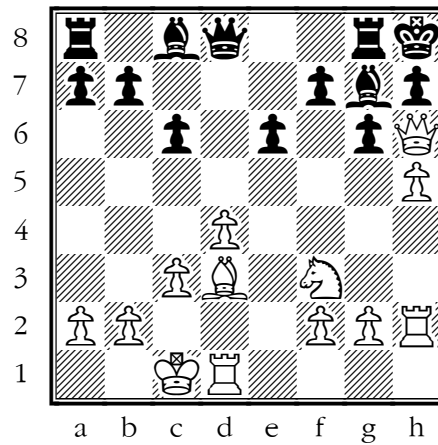
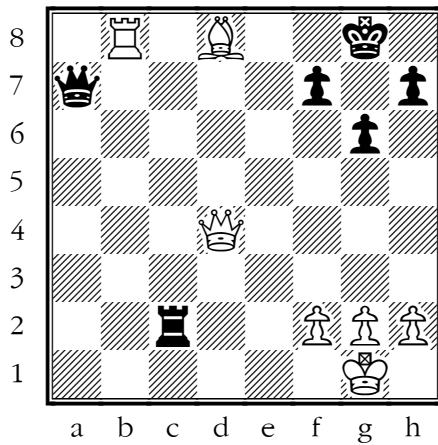
First Name:

Last Name:

Date:

Checkmate in 2 - Part 1

Draw arrows to show how white can checkmate black in two moves.
Don't forget: you can't move twice in a row in chess. Black moves, too.



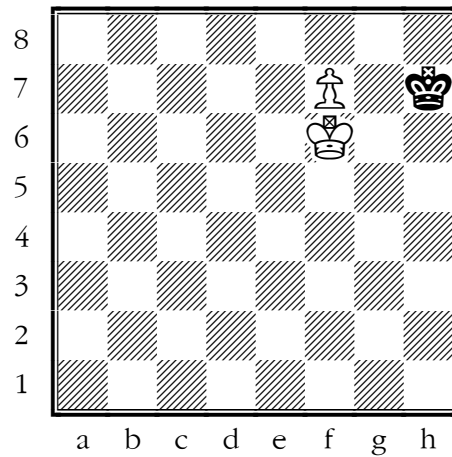
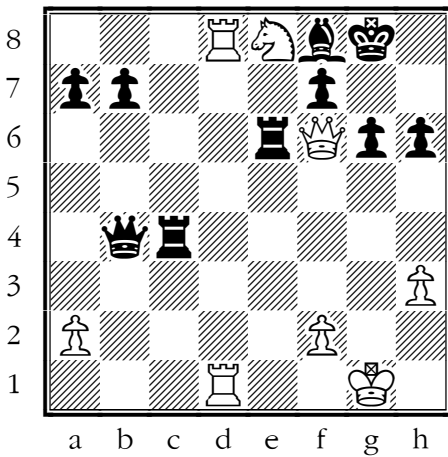
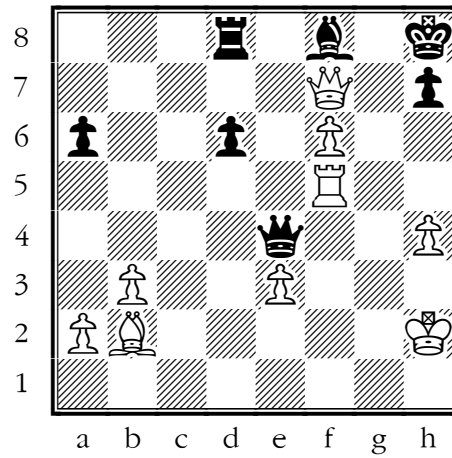
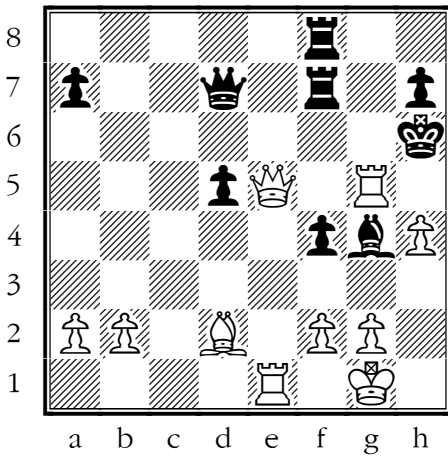
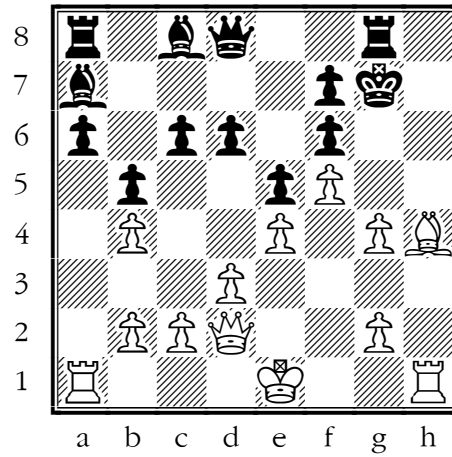
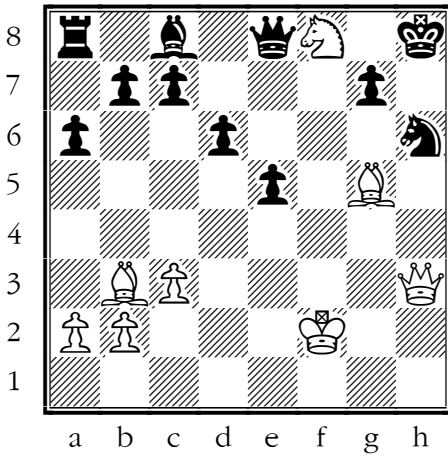
First Name:

Last Name:

Date:

Checkmate in 2 - Part 2

Draw arrows to show how white can checkmate black in two moves. Don't forget: you can't move twice in a row in chess. Black moves, too.



First Name:

Last Name:

Date:

Checkmate in 2 - Part 3

Draw arrows to show how white can checkmate black in two moves. Don't forget: you can't move twice in a row in chess. Black moves, too.

