Moving the Pieces - Part 1

Put an “X” on each additional square that the white piece can move to.
Moving the Pieces - Part 2

Put an “X” on each square that the white piece can move to.
Capturing Pieces

*Circle the black piece that you can capture.*
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!
Find the Check!

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

There is **ONE** answer

There are **TWO** answers

There are **TWO** answers

There are **TWO** answers

There are **FIVE** answers!!

There are **FIVE** answers!!
Capture!

Your king is in check! CAPTURE the “checking piece” to save yourself.
Block!

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

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

Your king is in check! Either CAPTURE, BLOCK, or RUN to escape!
Checkmate in 1 - Part 1

Draw an arrow to show how white can checkmate black in one move.
Checkmate in 1 - Part 2

Draw an arrow to show how white can checkmate black in one move.
Checkmate in 1 - Part 3

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