

Progress with Chess



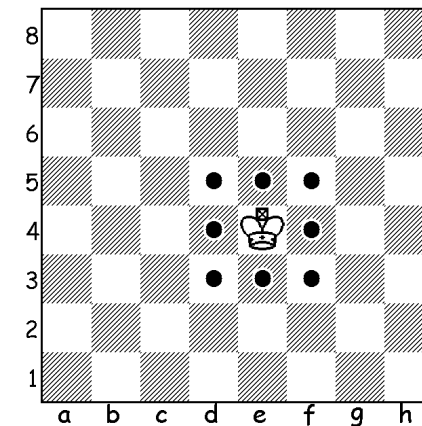
Progress with Chess Workbook

Beautiful Beginning

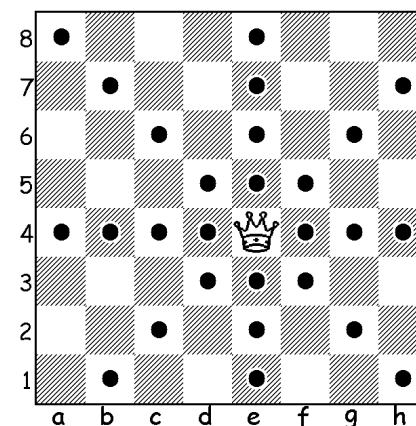
Level One

NAME _____

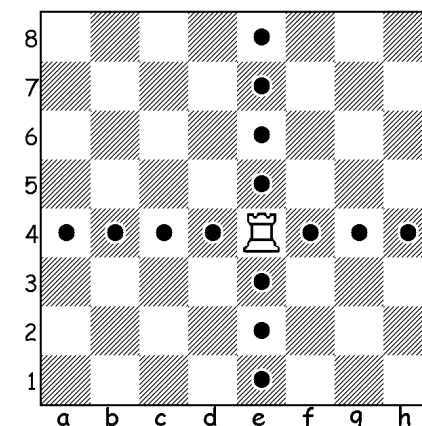
HOW THE PIECES MOVE



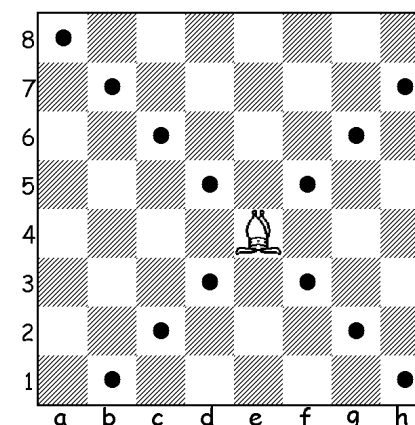
KING: This most important piece moves or captures only one space in any direction. Always protect your King!



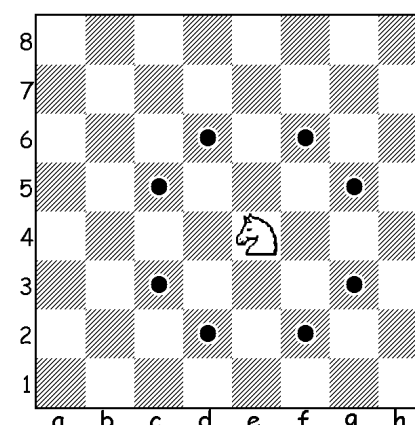
QUEEN: This most powerful piece moves or captures as far as she wants in any straight line or diagonal.



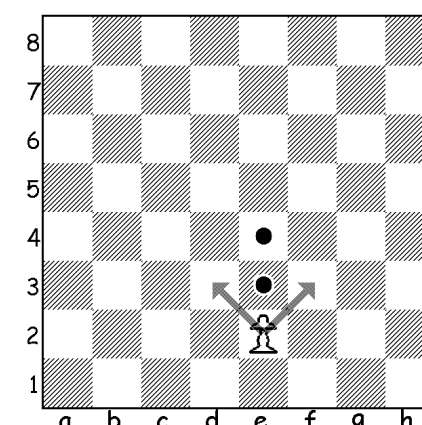
ROOK: This piece moves or captures as far as he wants in any straight line, up or down. Rooks love to work together!



BISHOP: This piece moves or captures as far as he wants diagonally. Each bishop can only move on one color!

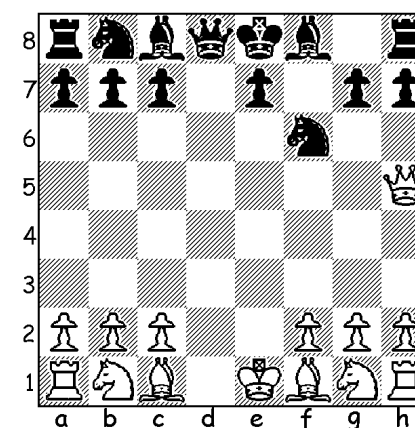


KNIGHT: This is the only piece that can jump over other pieces. He jumps in an L-shape-two squares, then one to the side!



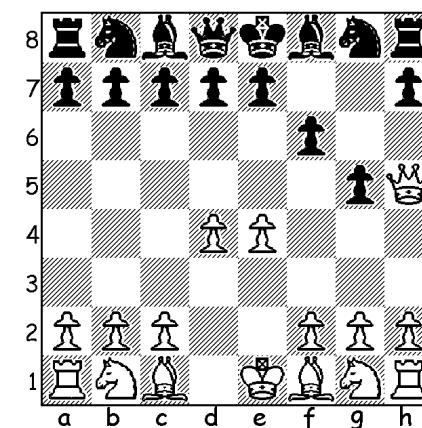
PAWN: This piece moves one square forward (or two if it is his first move). Pawns can only capture on square diagonally.

CHECK & CHECKMATE



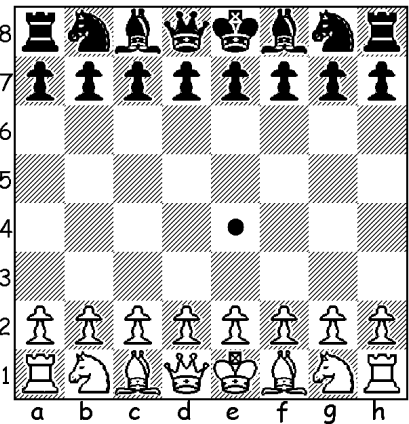
CHECK: The king is in check when he is threatened by an opposing piece. The king must get out of check.

- The King has 3 options to get out of check:
1. Capture the piece.
 2. Block the piece.
 3. Move away.



CHECKMATE: If the King cannot escape check, he is in checkmate and the game is over. You never-capture the King.

ABOUT THE BOARD



THE CHESSBOARD:

- 1. The pieces are setup as shown above.
- 2. The bottom right square must be white.
- 3. The Queens start on their own color.
- 4. White always moves first.
- 5. Up/Down columns are called “files”
- 6. Side/Side rows are called “ranks”
- 7. Ranks and files are numbered, and each square has coordinates (square shown above is called “e4”).

PAWN PROMOTION

When a pawn reaches the other side of the board it can be traded in for another piece. Here are the rules:

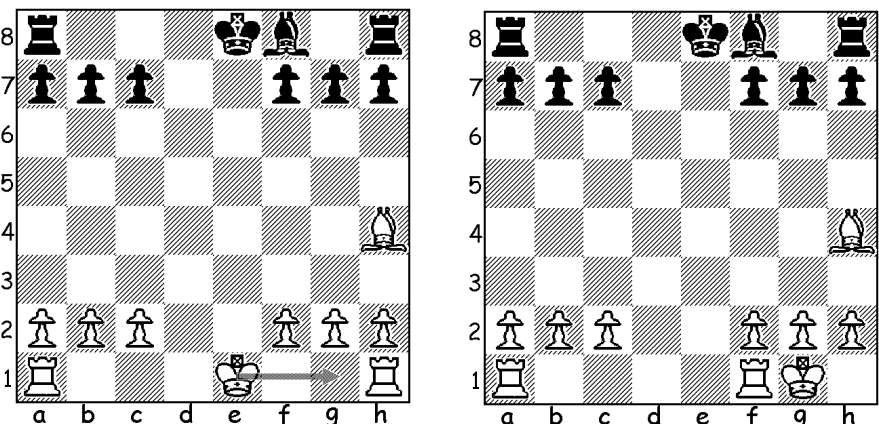
- 1. A pawn may be traded for any other piece except a King, and can’t stay a pawn.
- 2. It does not have to be exchanged for a captured piece (example-you could have 2 Queens on the board!).
- 3. The new piece must wait until the next turn to move.

PIECE VALUES

Each chess piece has a relative value-this helps you know whether to trade or not.

- = GAME
- King
- = 9
- Queen
- = 5
- Rook
- = 3
- Bishop
- = 3
- Knight
- = 1
- Pawn

CASTLING



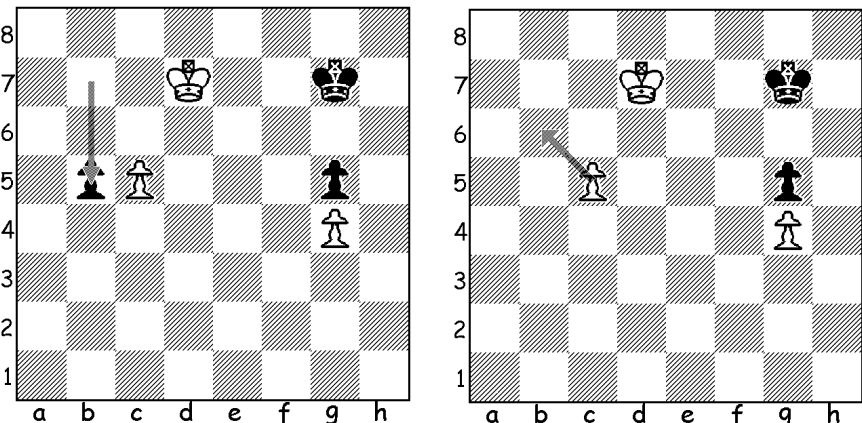
CASTLING:

Castling gets the King to safety and the Rook into the game—all in one move!

In the diagrams above, White can castle, and Black can’t.

- 1. The King moves over 2 spaces, and the Rook comes to the other side
- 2. There cannot be any pieces between the King and Rook.
- 3. It must be both the King’s and Rook’s first move.
- 4. You cannot castle when in check, through check, or into check.

EN PASSANT



EN PASSANT:

- 1. A pawn moves out two squares on its first move.
- 2. If it lands next to an opposing pawn, that opposing pawn can capture the first pawn. (White on the 5th rank, Black on the 4th)
- 3. The opposing pawn can only use en passant on its very next turn.
- 4. The opposing pawn captures the first pawn as if the first had only moved one space.

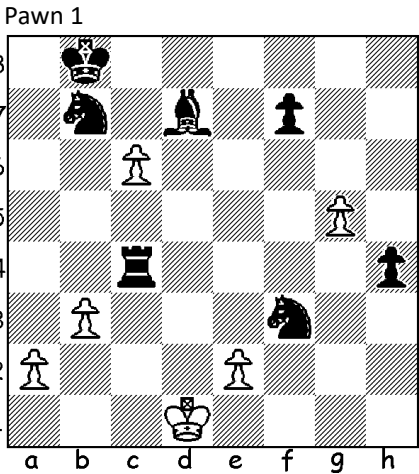
GOOD STRATEGIES

- Control the center
- Protect your King
- Use all your pieces

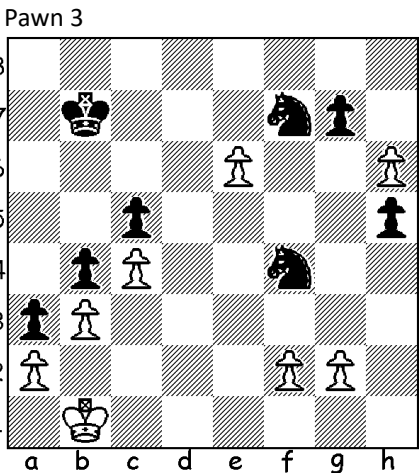
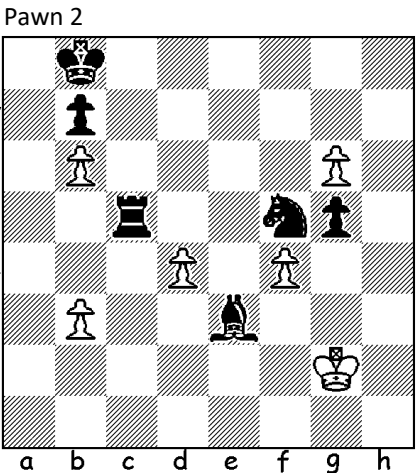
Let’s get moving!

Draw an x on every square the white Pawns can move to.

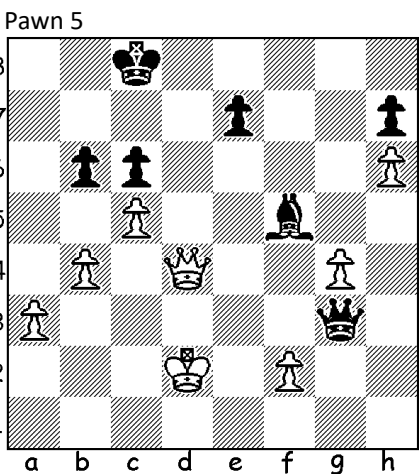
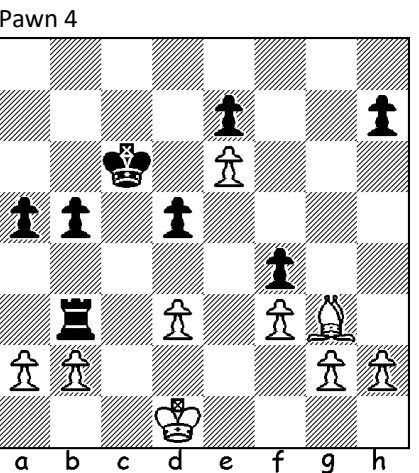
Circle every piece the white Pawns can capture.



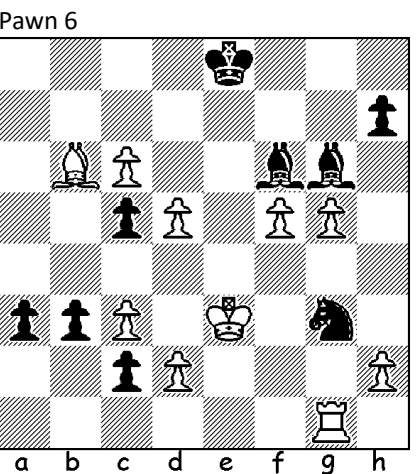
The pawn is the only piece that never moves backward or sideways.



The pawn is the only piece that captures in a different way than it moves.



Pawns in their starting position can move one or two squares forward.



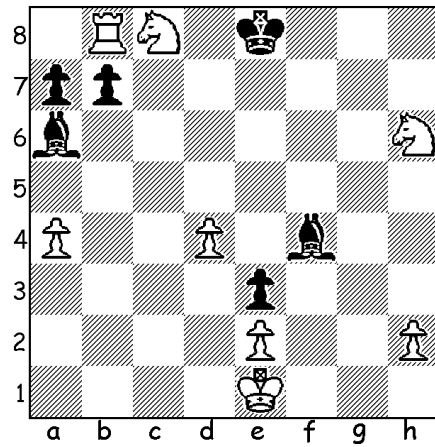
Let's get moving!

Bishop Exercises

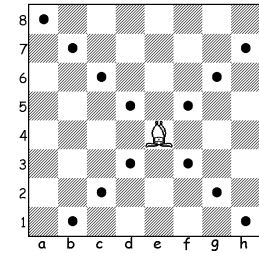
Draw an x on every square the black Bishops can move to.

Circle every piece the black Bishops can capture.

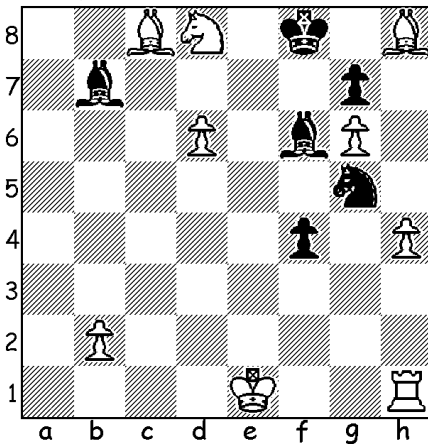
Bishop 1



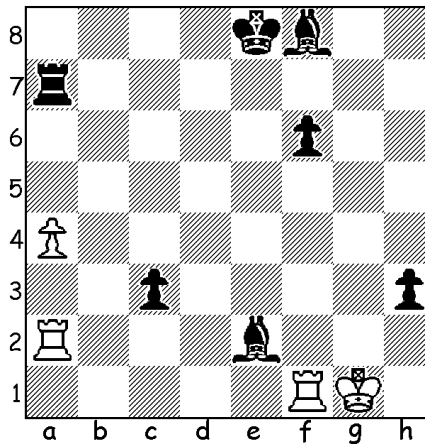
How the bishop moves



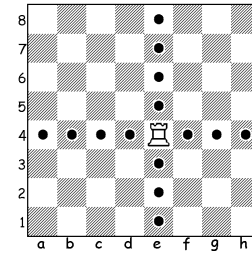
Bishop 2



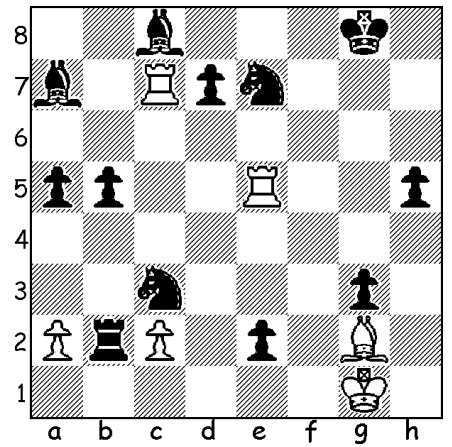
Rook 1



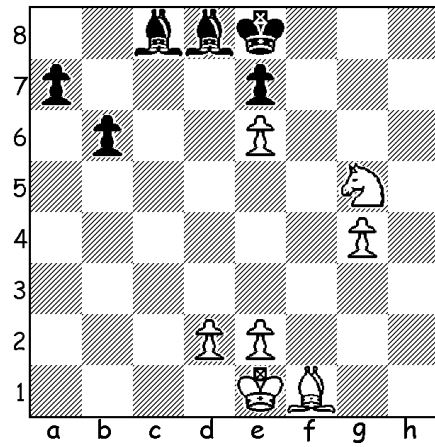
How the rook moves



Rook 2

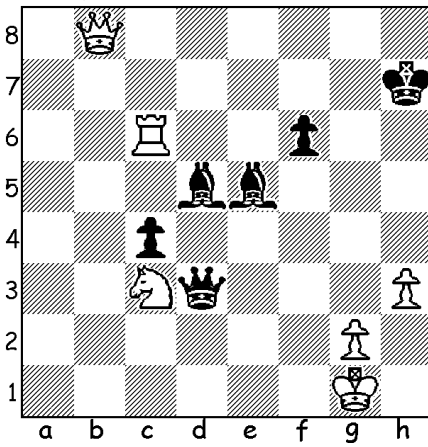


Bishop 3

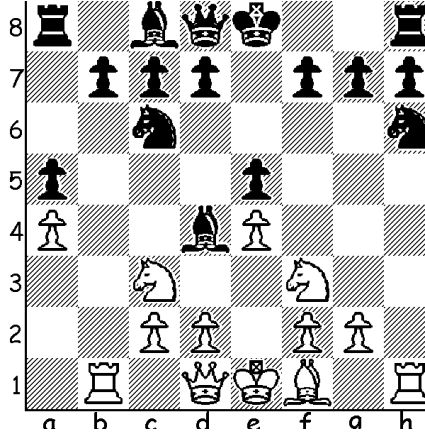


Remember, the bishop is the only piece that stays on the same color for the whole game.

Bishop 4

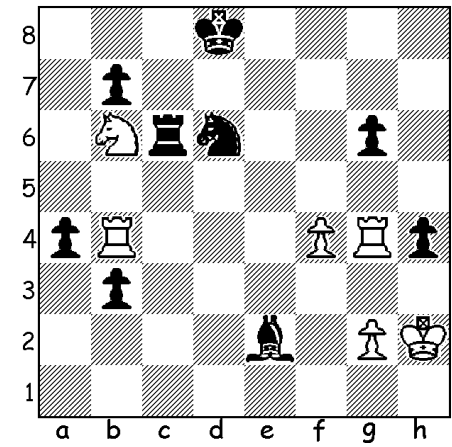


Rook 3

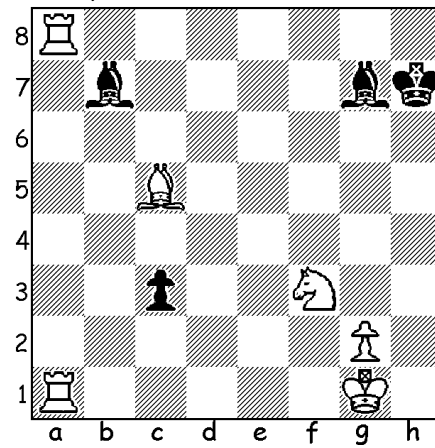


Remember, to look, the rook moves forward, backward and sideways!

Rook 4

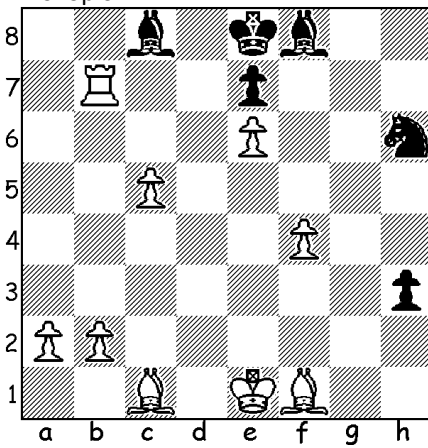


Bishop 5

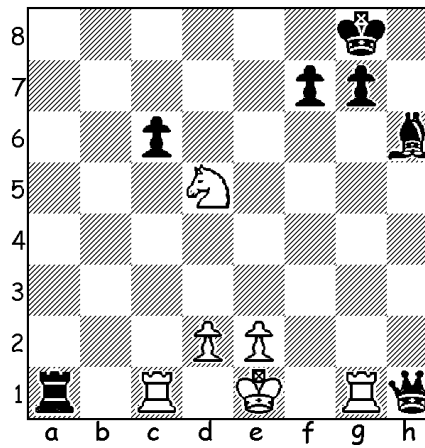


The bishop is a busy B, moves diagonally both forward and backwards and can fly long distances!

Bishop 6

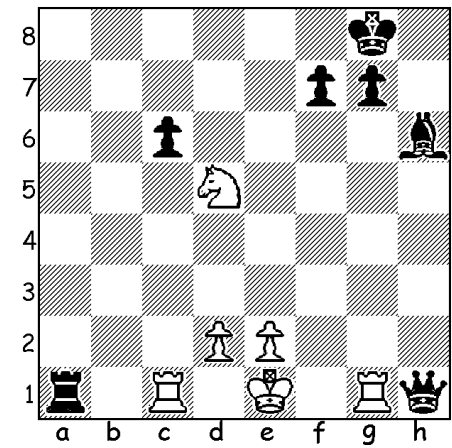


Rook 5



The rooks look like castles, and start the game on the corners of the board.

Rook 6



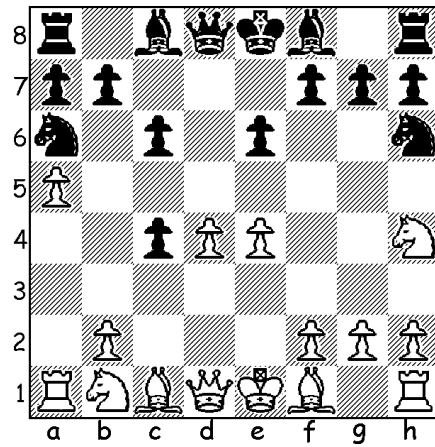
Let's get moving!

Queen Exercises

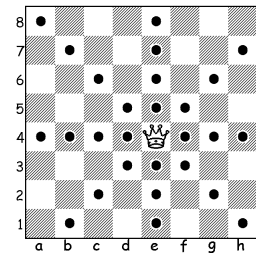
Draw an x on every square the black Queen can move to.

Circle every piece the black Queen can capture.

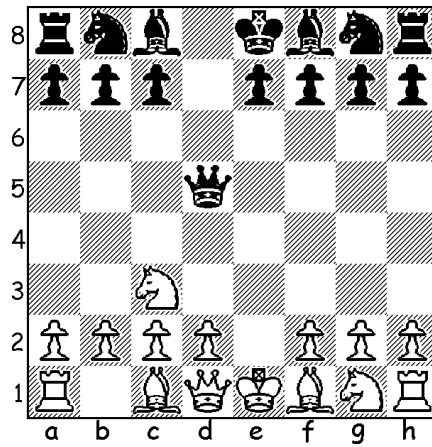
Queen 1



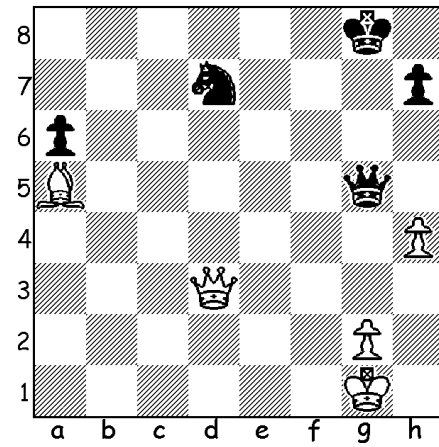
How the queen moves



Queen 2

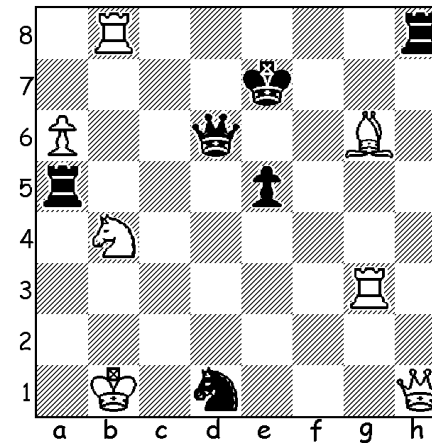


Queen 3

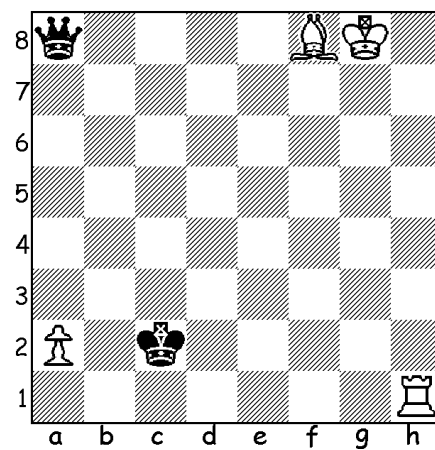


The "mean" queen is the most powerful piece on the board!

Queen 4

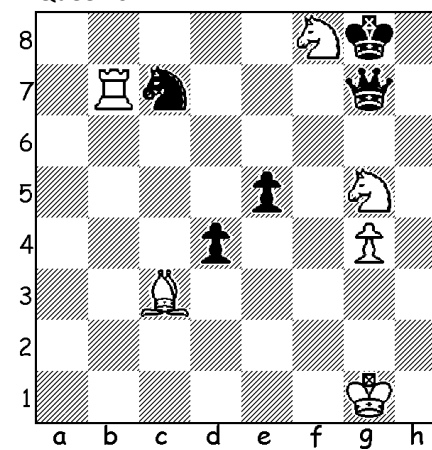


Queen 5



A queen can move like any other piece except a knight.

Queen 6



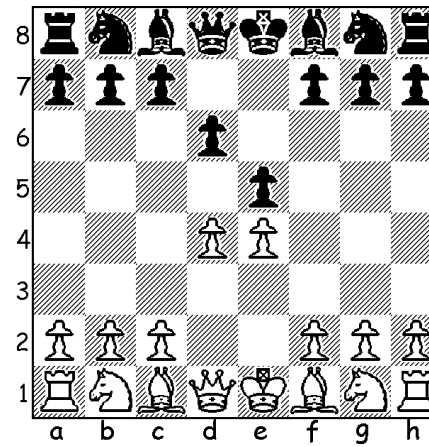
Let's get moving!

Knight Exercises

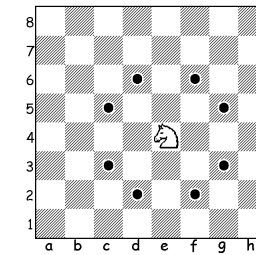
Draw an x on every square the white Knights can move to.

Circle every piece the Knights can capture.

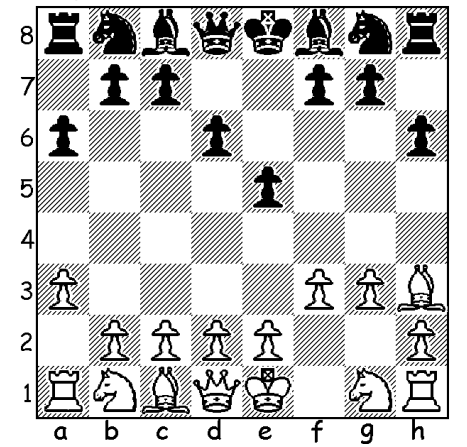
Knight 1



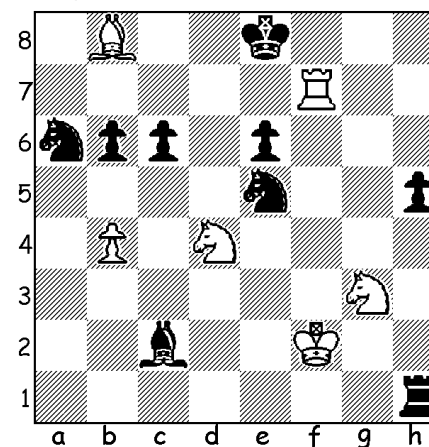
How the knight moves



Knight 2

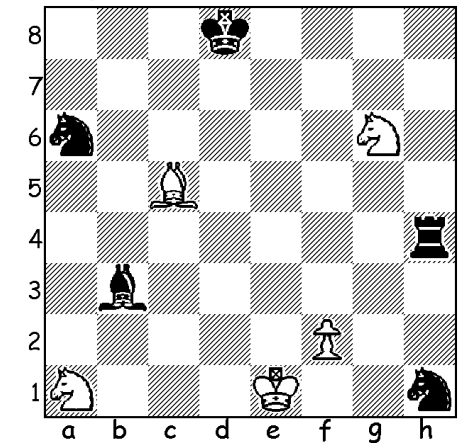


Knight 3

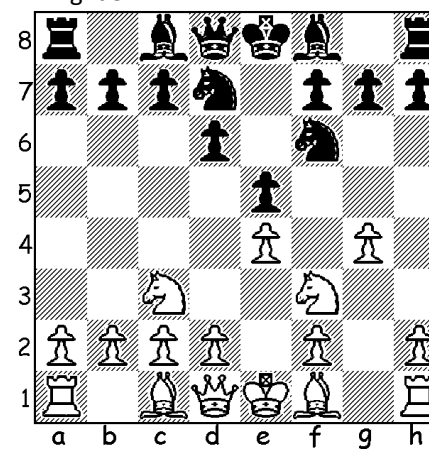


The knight makes L shaped moves in any direction. The knight is the only piece that can jump over other pieces!

Knight 4

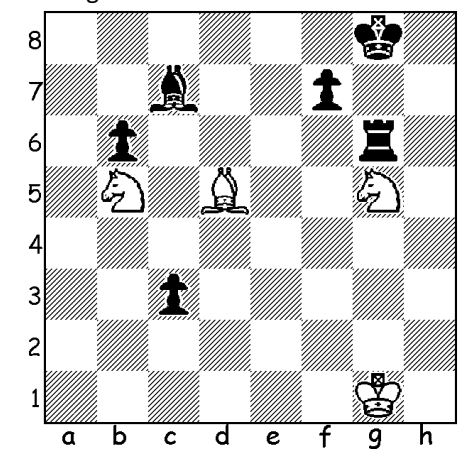


Knight 5



Remember, the knight always moves from a dark square to a light square or from a light square to a dark square.

Knight 6

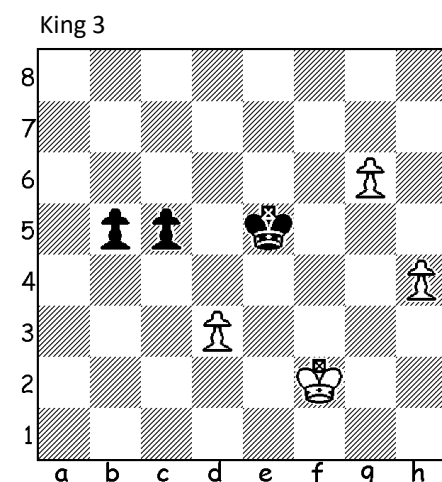
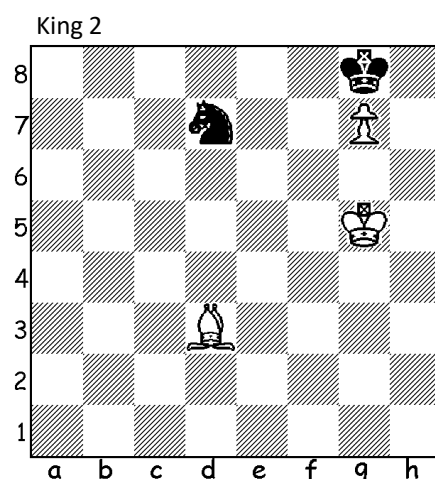
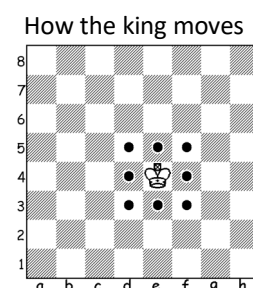
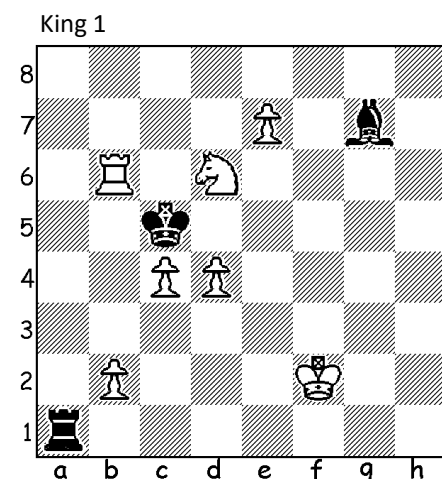


Let's get moving!

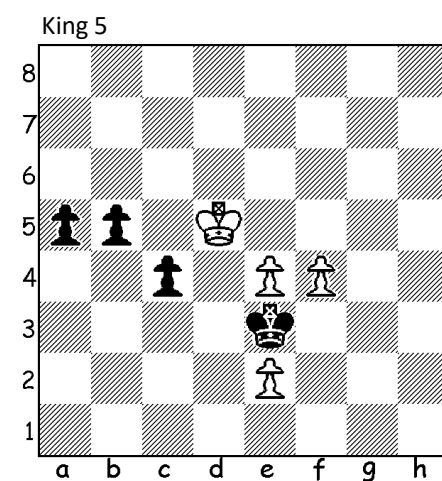
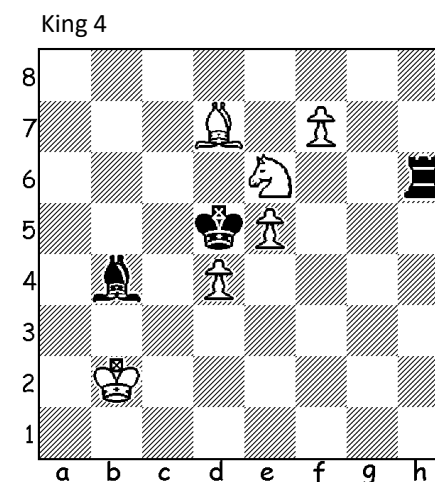
King Exercises

Draw an x on every square the black King can move to.

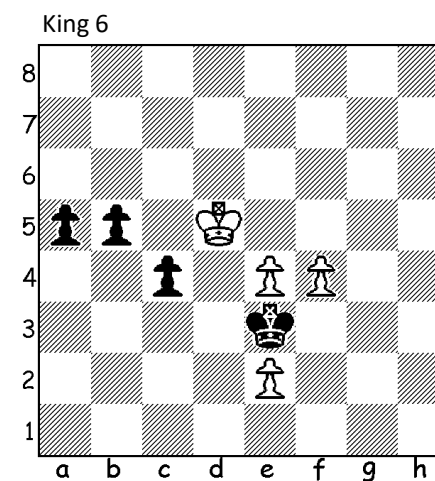
Circle every piece the black King can capture.



Did you know...?
A king can never move next to another king. Some say it is because they hate to bump bellies!



The king moves slowly, only one square in any direction. Remember, the king is never allowed to move to a square where it can be captured!



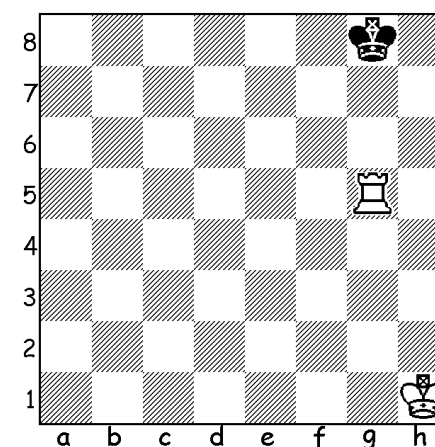
Check this out!

Is the king in check?

Circle yes if the black king is in check, no if it is not.

The king is in check if it is threatened with immediate capture.

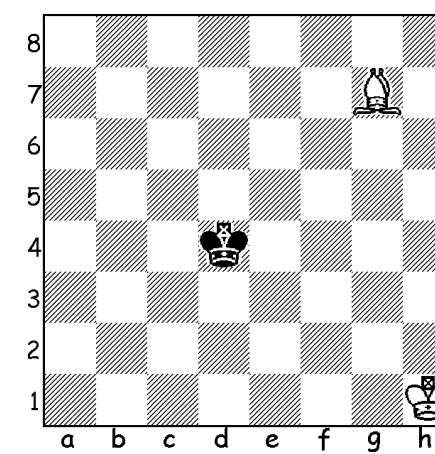
All about check 1



Yes

No

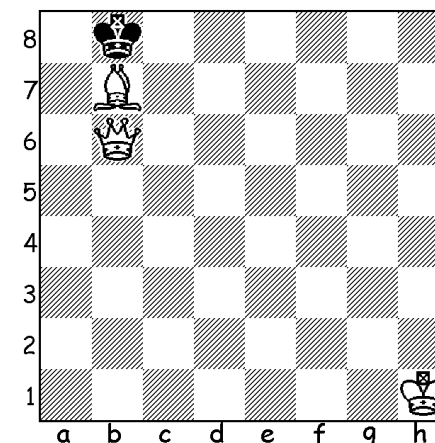
All about check 2



Yes

No

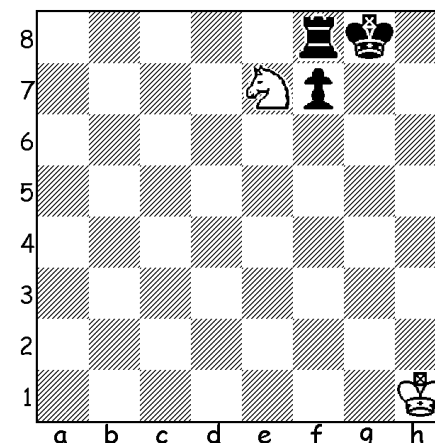
All about check 3



Yes

No

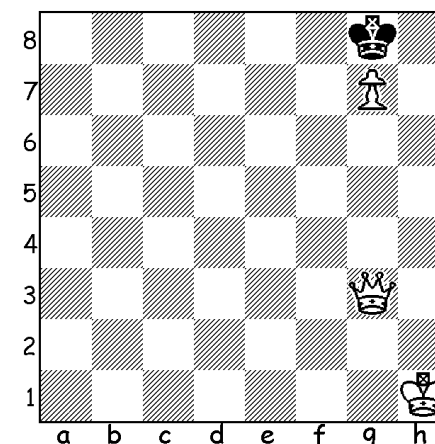
All about check 4



Yes

No

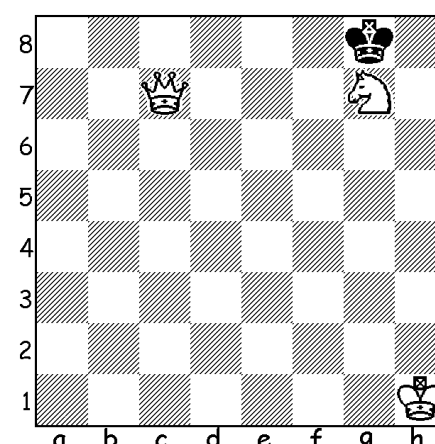
All about check 5



Yes

No

All about check 6

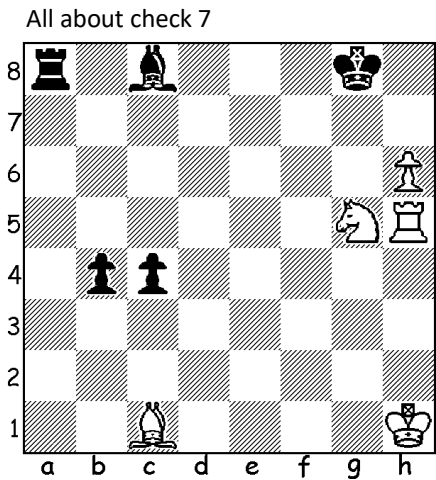


Yes

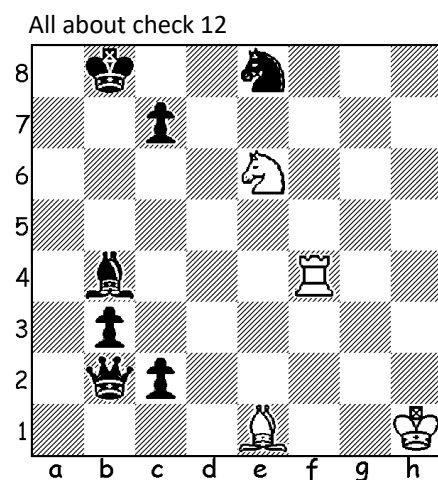
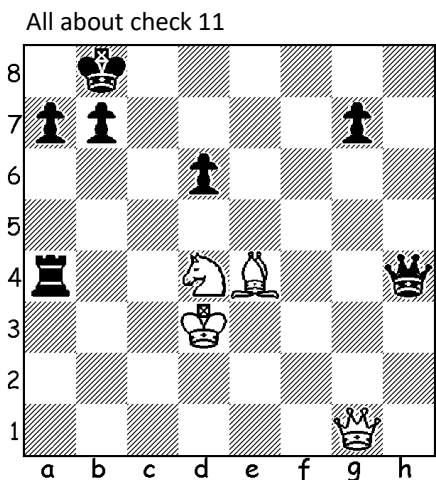
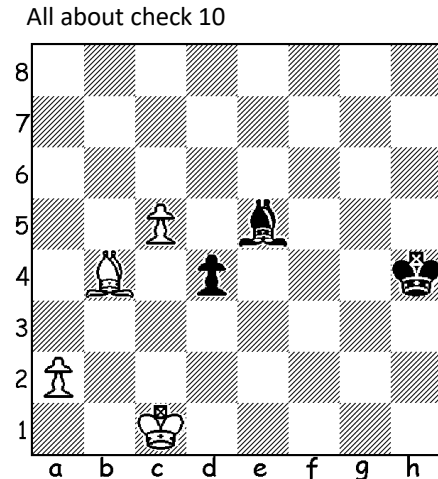
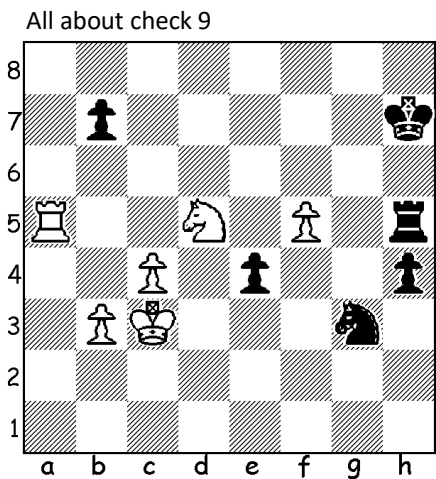
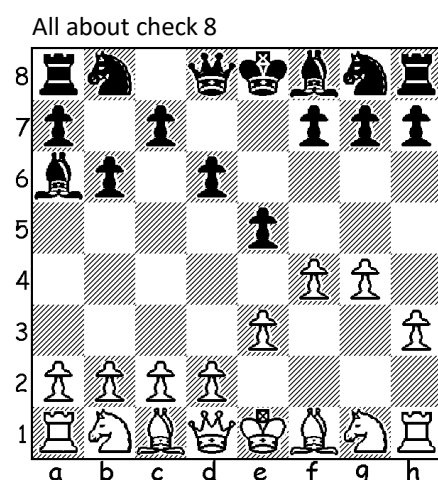
No

Check it out!

Draw an arrow to show the move for white that checks the black king.

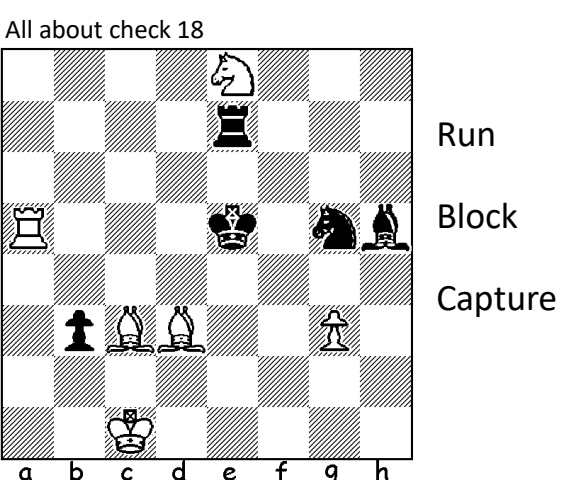
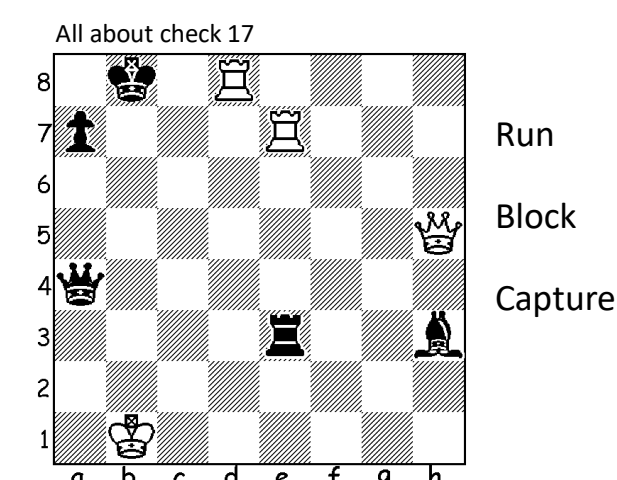
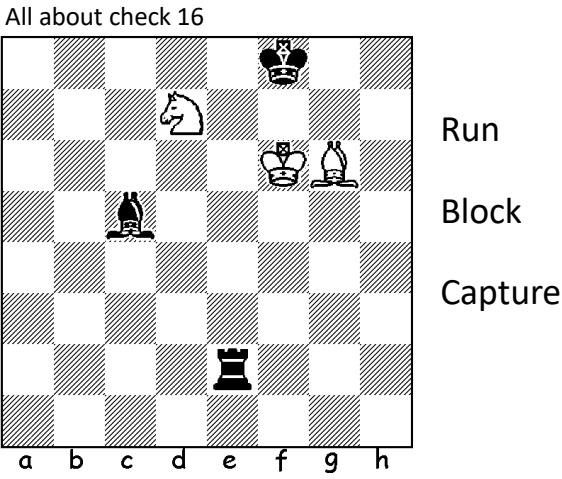
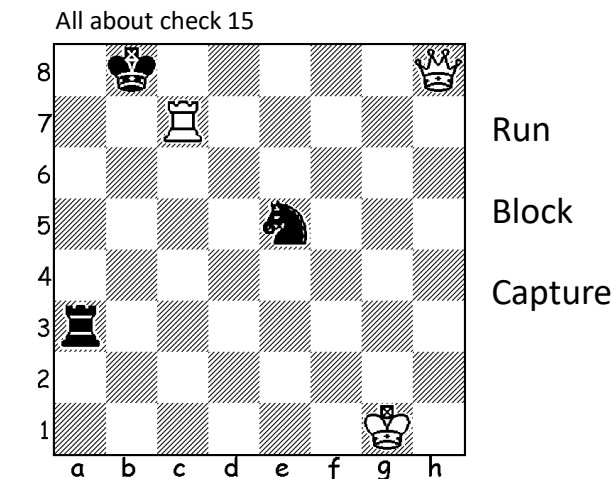
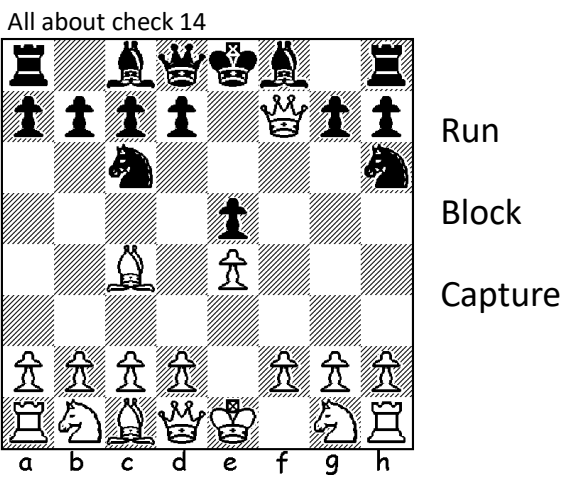
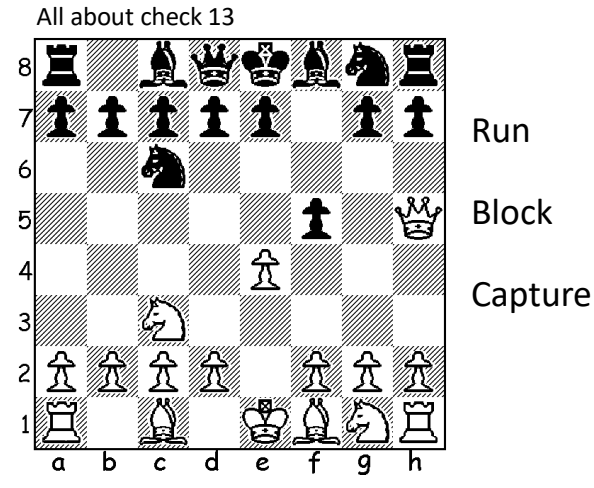


Check that King!



Check it out!

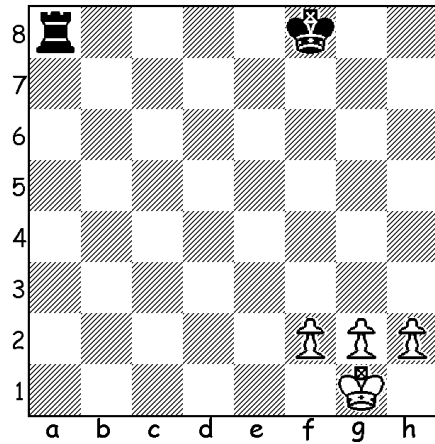
Remember if you can't run, block or take it must be checkmate!
Circle the method for getting the black king out of check. Draw an arrow to show the move.



Checkmate!

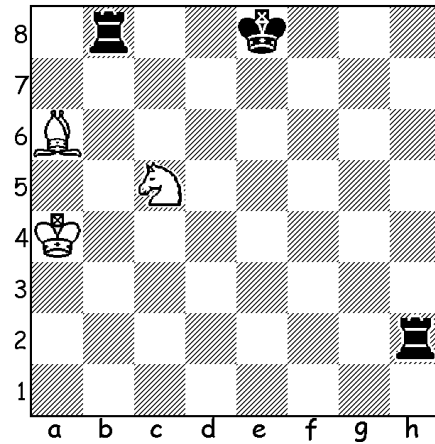
Draw an arrow to show the move that checkmates the white king.

Checkmate 1

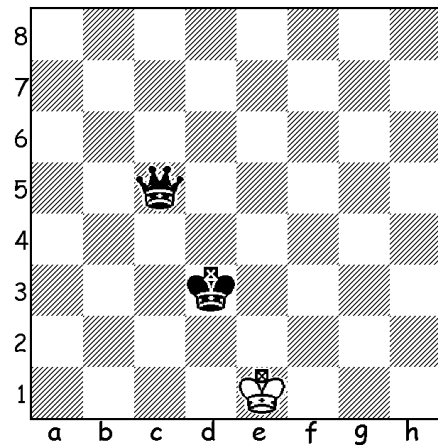


Did you know ?
The king has only
three squares to
move to when he
is in the corner.

Checkmate 2

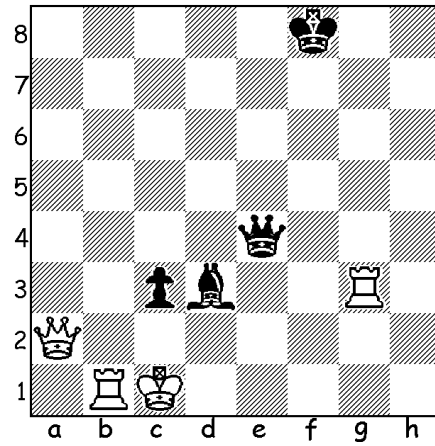


Checkmate 3

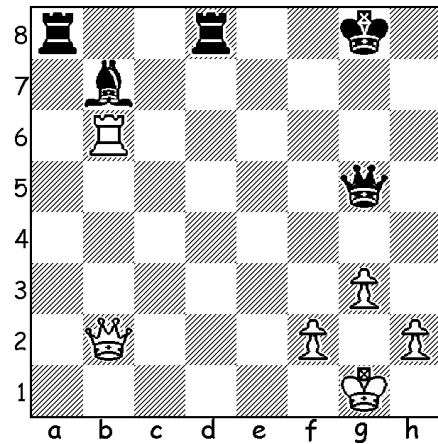


The king can
move to eight
squares if it is
not on the edges
of the board.

Checkmate 4

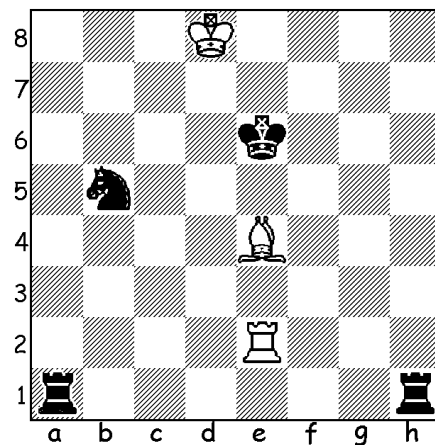


Checkmate 5



It's important to
always know that
your king is safe.

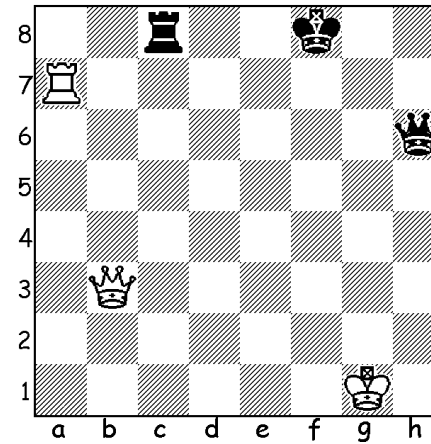
Checkmate 6



Checkmate!

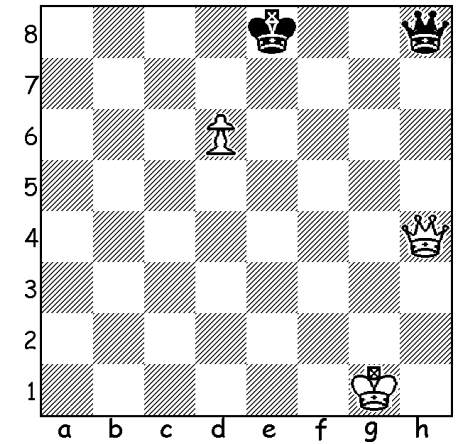
Draw an arrow to show the move that checkmates the black king.

Checkmate 7

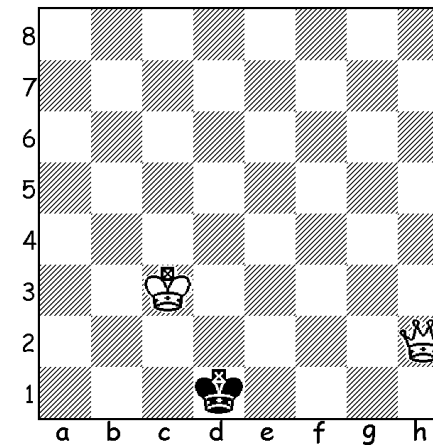


Did you know ?
You can move a
piece safely next
to the king if it
has a protector.

Checkmate 8

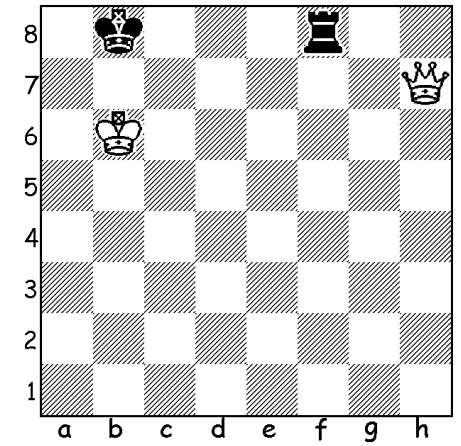


Checkmate 9

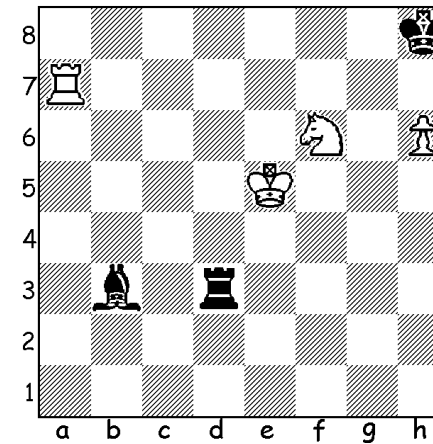


The king and
queen are the
perfect marriage
to defeat the en-
emy king!

Checkmate 10

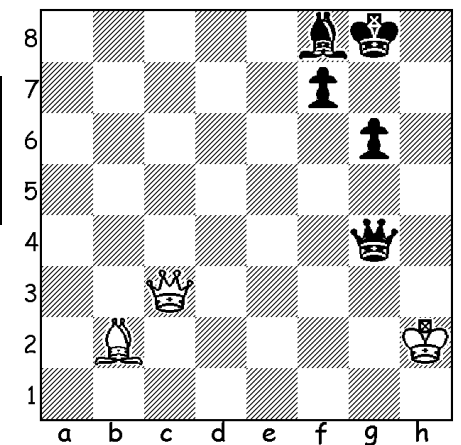


Checkmate 11



Just like police,
chess pieces like
to have backup.

Checkmate 12



Y V J W E I K K Z F K B H A R
R K V W H D D Y P O Z C O W J
K I N G E L I F E R X K E G E
Y N H X V P V A K K G W C H E
O C I R S T A L E M A T E K C
Q Y A P Z C J T Z I S Q N H O
U N F S F F A A G B V I D Q F
K U C I T M J R P N G Z P P K
D A D S K L N L M H S G L C K
Q Y U C U M E B T K C A T T A
A D E K M Q E I P V C R W X P
F H O Q V O U S J A C U Y U O
C O S M L Z Q H N A W F V Q V
R L E S N W Y O T S Q N P E O
W W Q X G W K P D U N U F E Z

- | | | |
|--------|-----------|-----------|
| ATTACK | BISHOP | CASTLE |
| CHECK | CHECKMATE | FILE |
| FORK | KING | KNIGHT |
| PAWN | PIN | QUEEN |
| RANK | ROOK | STALEMATE |

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