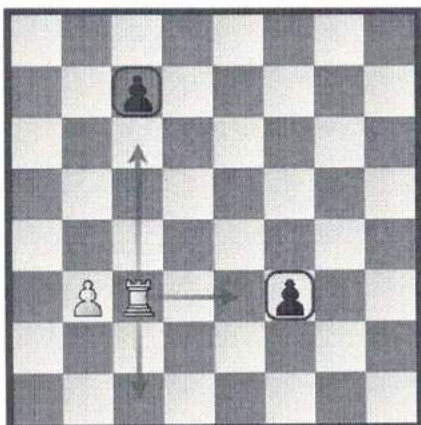




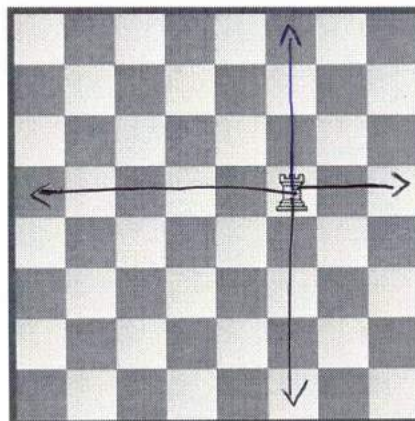
# The Rook

Mark the squares where the Rook can move to and circle the pieces it can capture. The first one has been done for you.

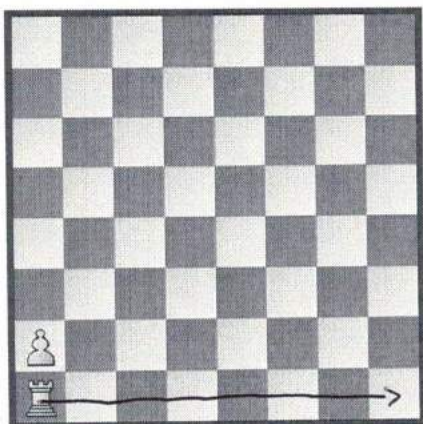
Q1



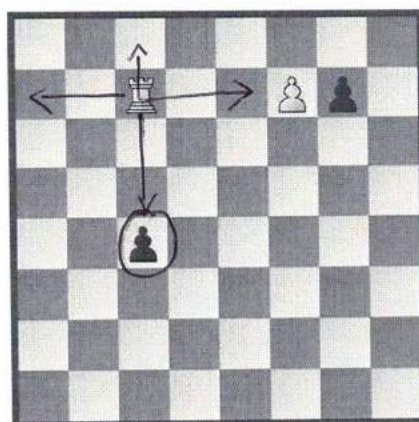
Q2



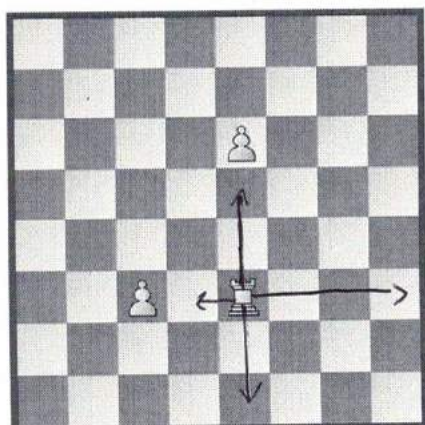
Q3



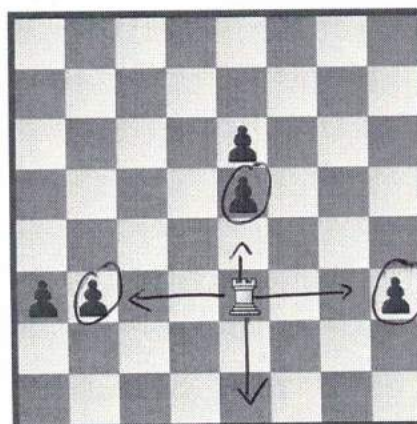
Q4



Q5



Q6

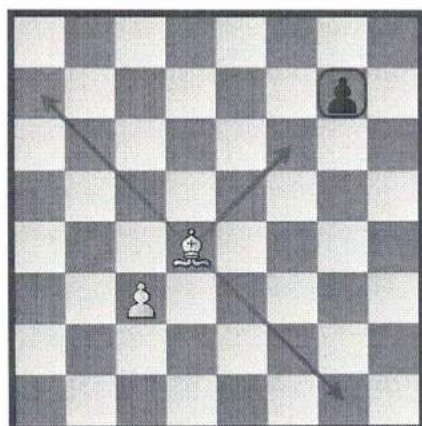




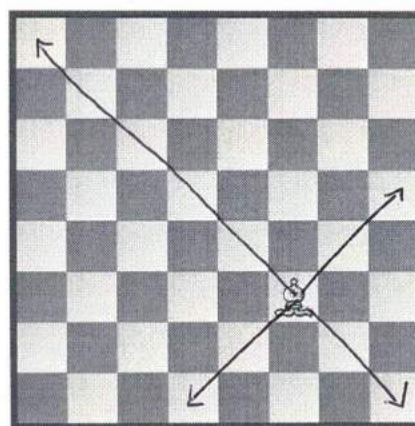
# The Bishop

Mark the squares where the Bishop can move to and circle the pieces it can capture. The first one has been done for you.

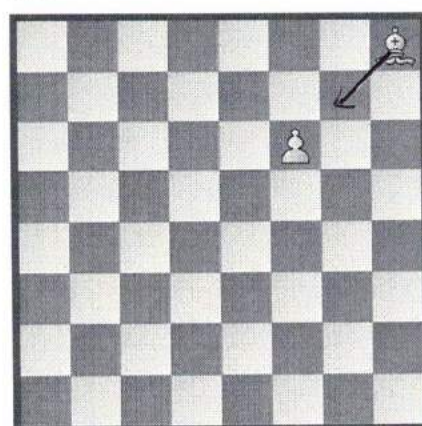
Q1



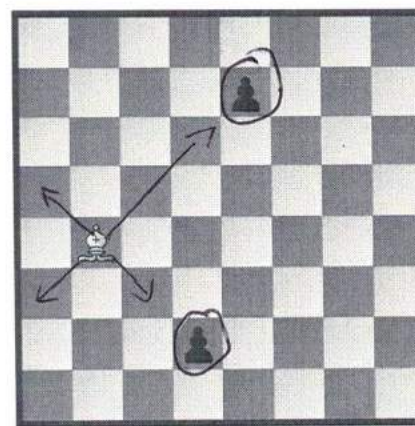
Q2



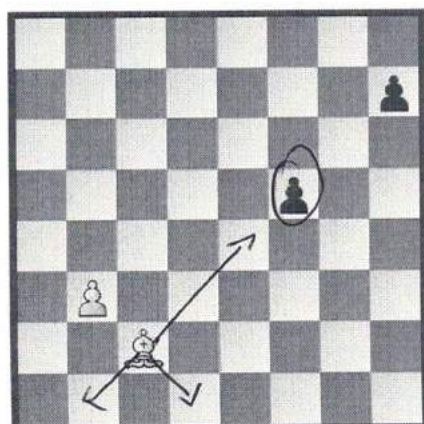
Q3



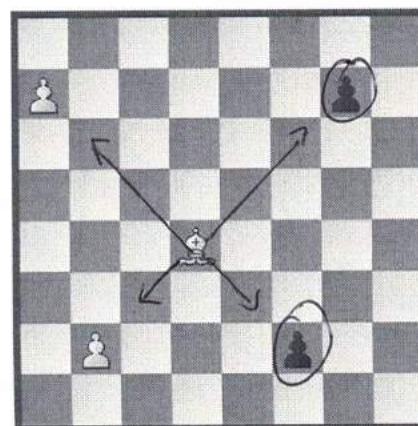
Q4



Q5



Q6



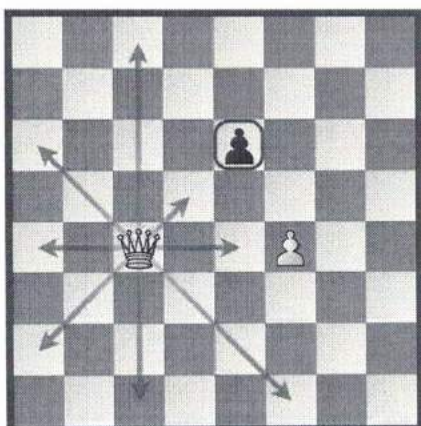




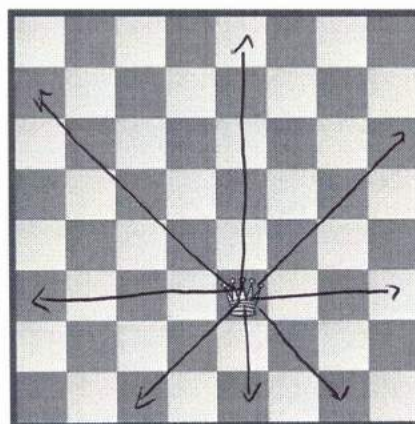
# The Queen

Mark the squares where the Queen can move to and circle the pieces it can capture. The first one has been done for you.

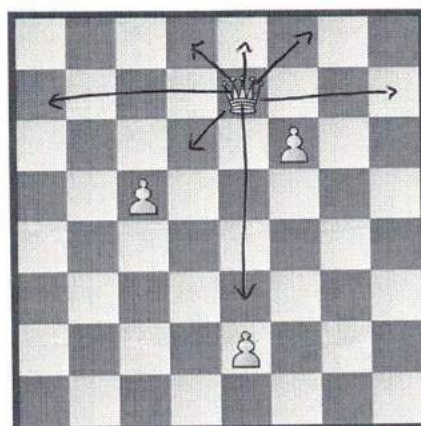
Q1



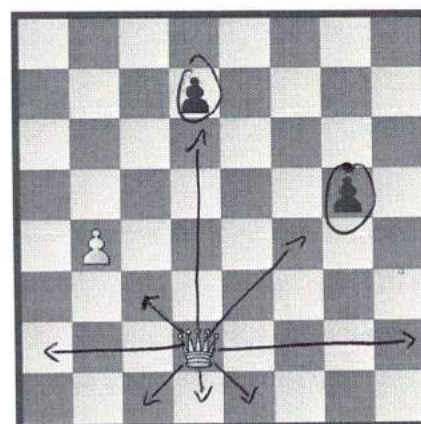
Q2



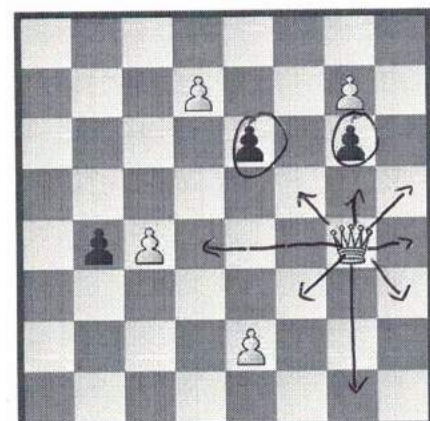
Q3



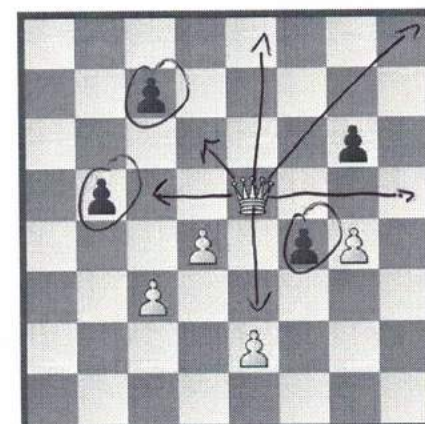
Q4



Q5



Q6

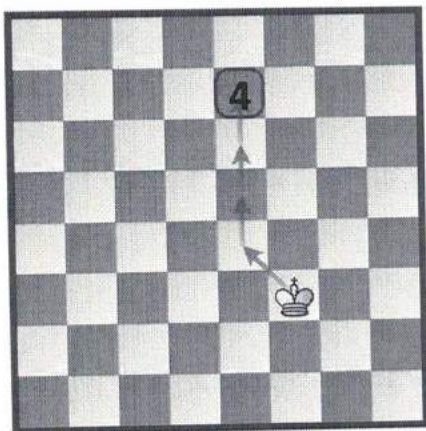




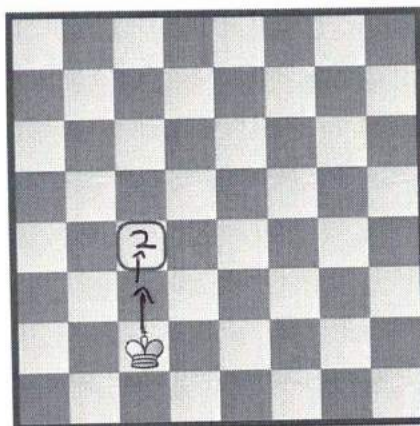
# The King

Show the fastest route to the marked square and write how many moves it takes. The first one has been done for you.

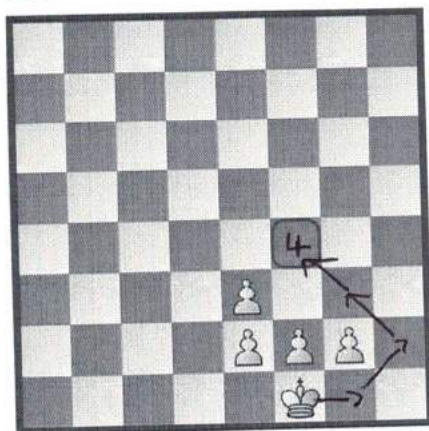
Q1



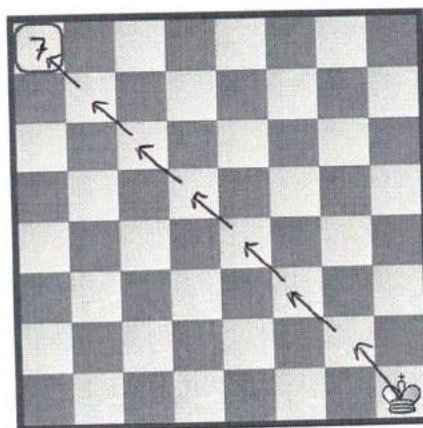
Q2



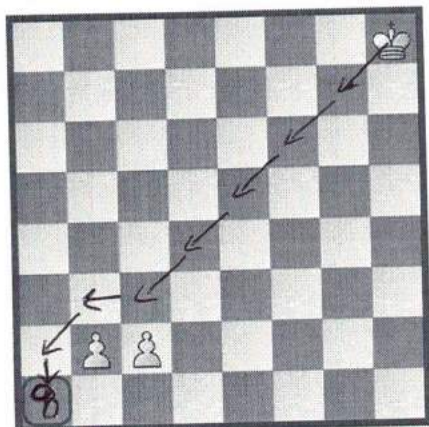
Q3



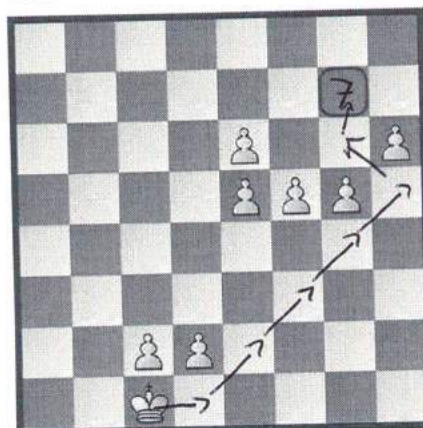
Q4



Q5



Q6



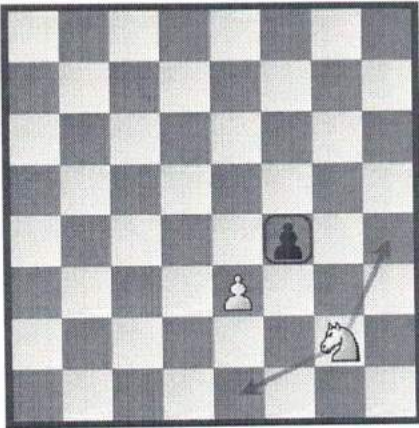




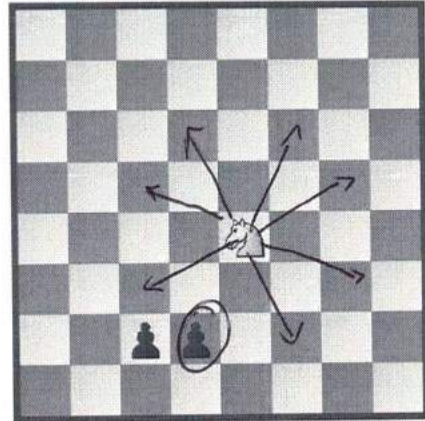
# The Knight

Mark the squares where the Knight can move to and circle the pieces it can capture. The first one has been done for you.

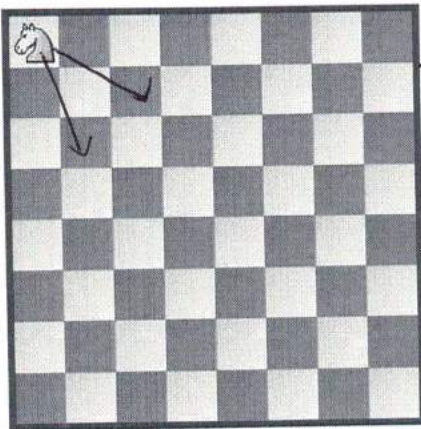
Q1



Q2

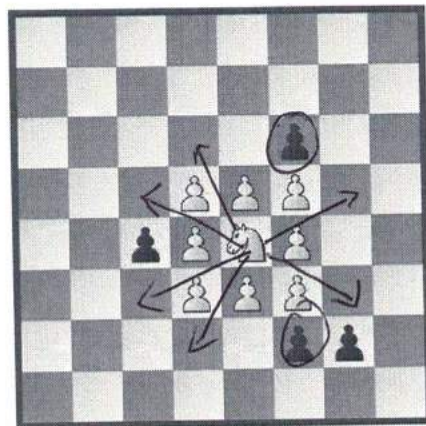


Q3

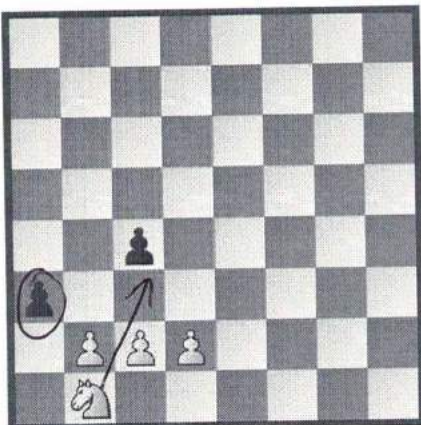


The Knight in the corner can only jump to 2 Squares

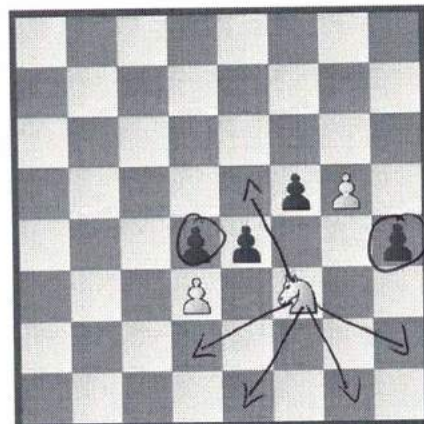
Q4



Q5



Q6

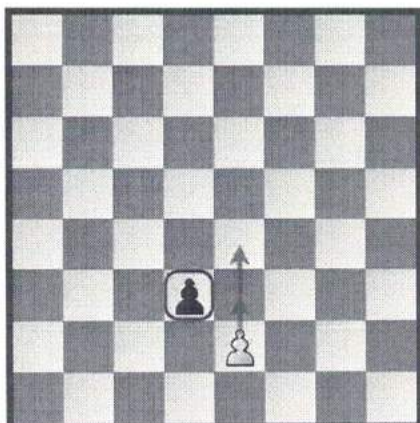




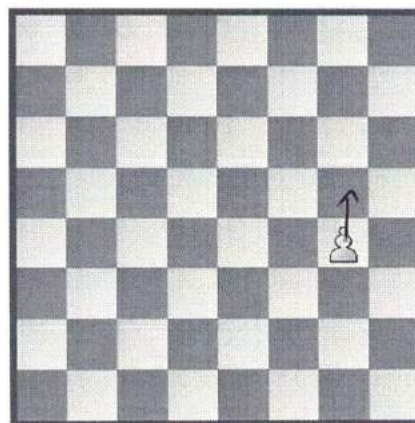
# The Pawn

Mark the squares where the white Pawn(s) can move to and circle the pieces it can capture. The first one has been done for you.

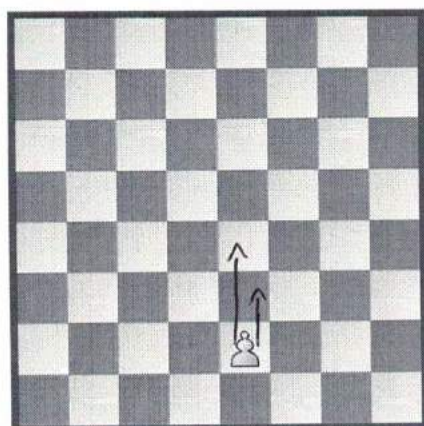
Q1



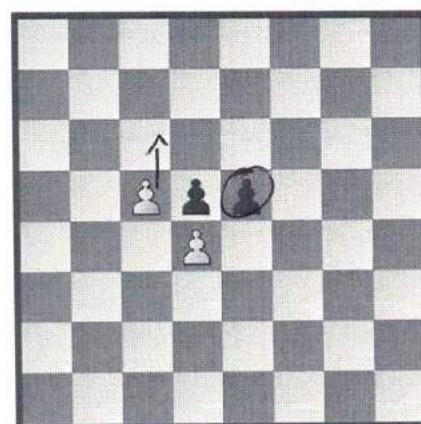
Q2



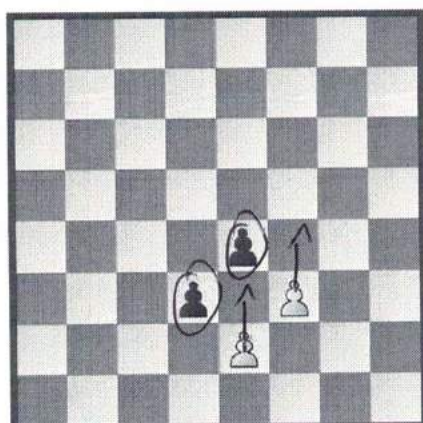
Q3



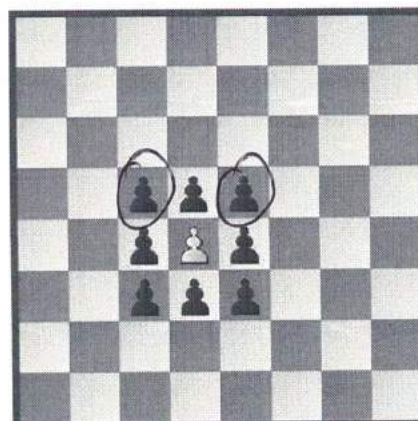
Q4



Q5



Q6



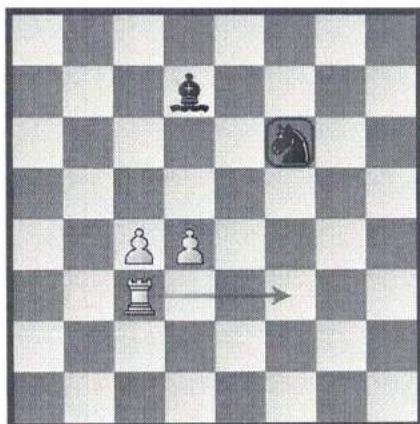




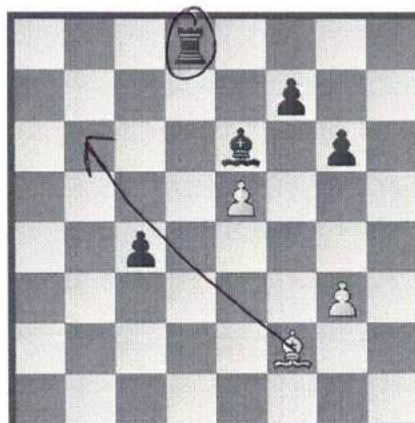
# Create a Threat

Create a threat to capture a black piece. Put a circle around the threatened piece. The first one has been done for you.

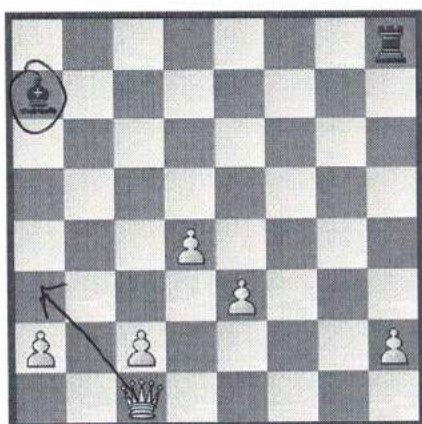
Q1



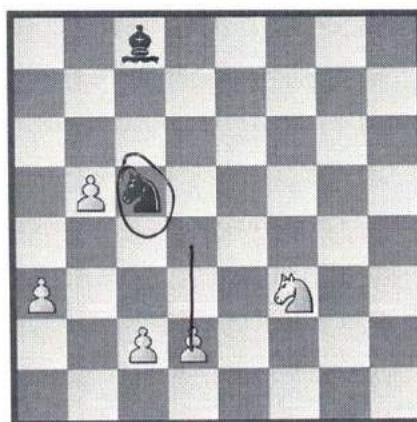
Q2



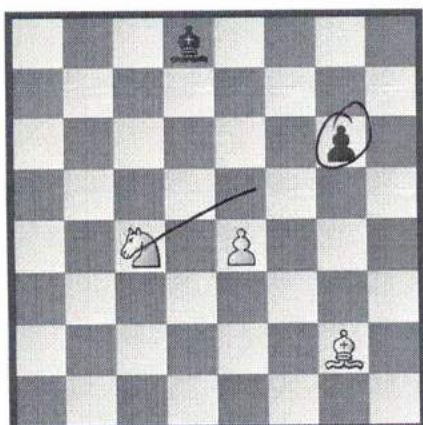
Q3



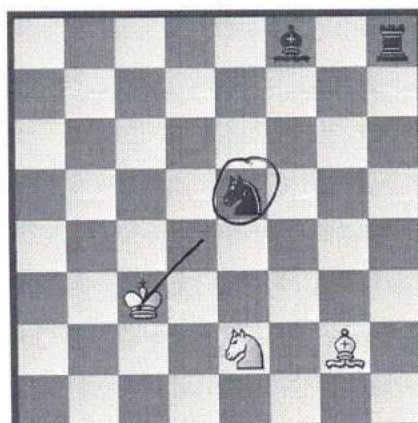
Q4



Q5



Q6

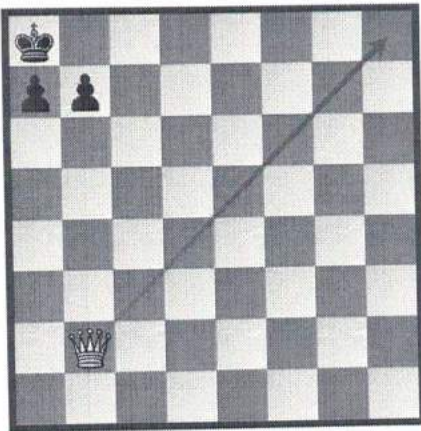




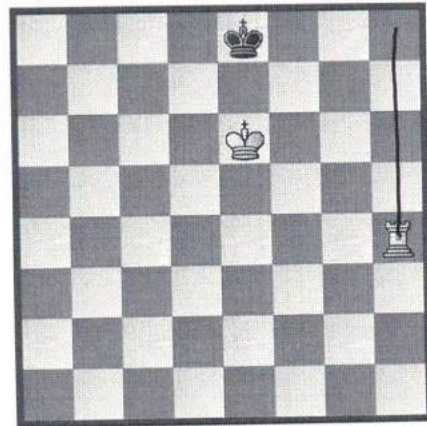
# Checkmate

Draw the move that puts black in Checkmate! The first one has been done for you.

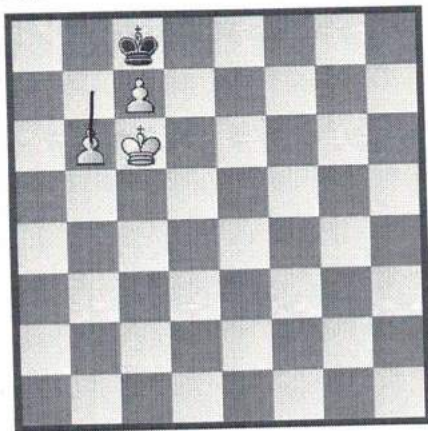
Q1



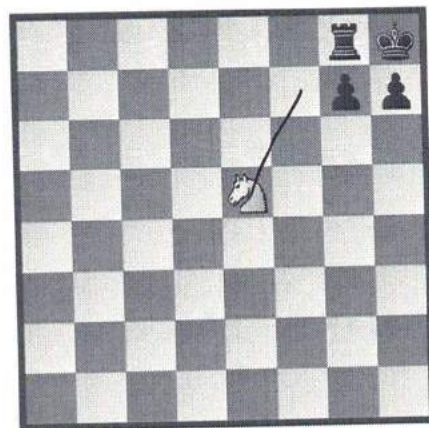
Q2



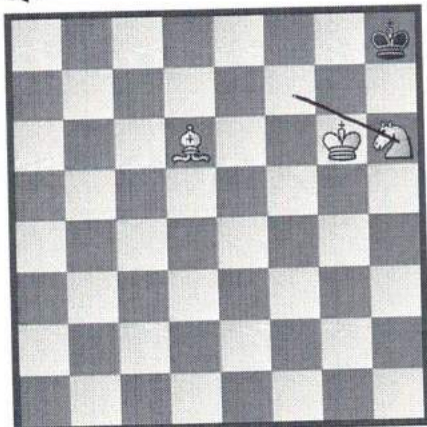
Q3



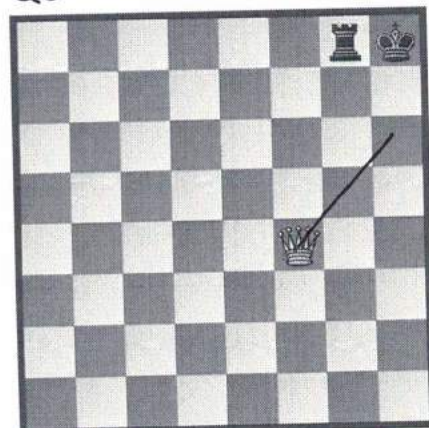
Q4



Q5



Q6



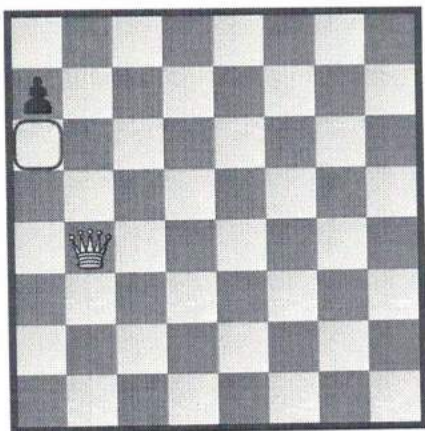




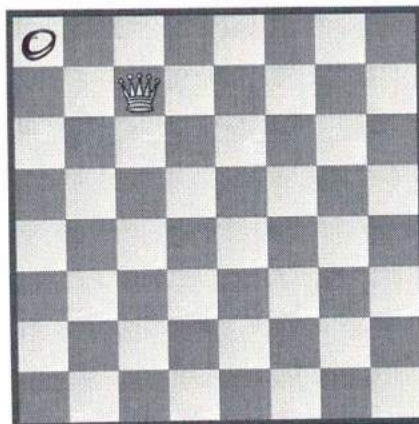
# Create a Stalemate

The black King has fallen off the board! Place the black King back on the board so that it would be **Stalemate** if it was black's turn to move. The first one has been done for you.

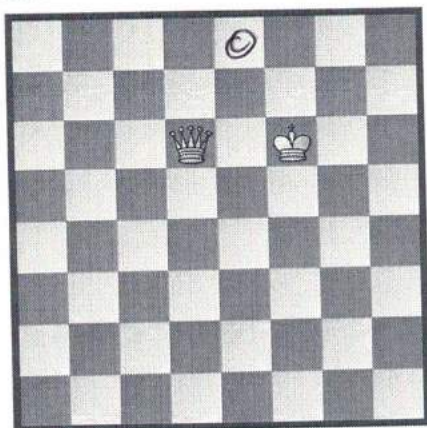
Q1



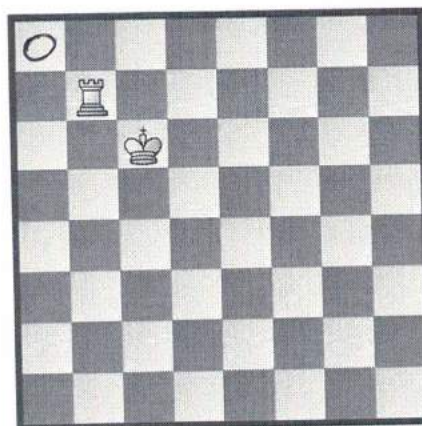
Q2



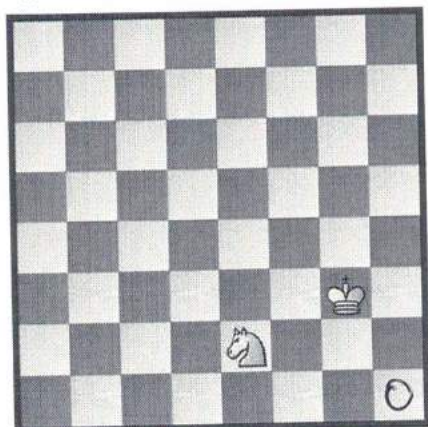
Q3



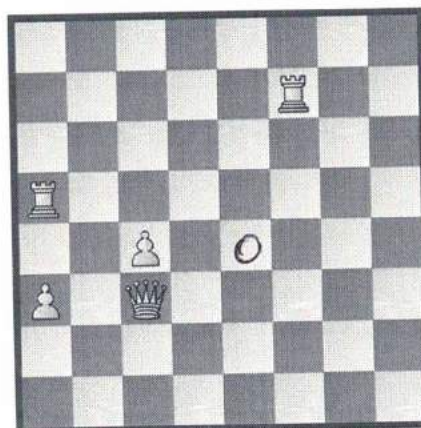
Q4



Q5



Q6



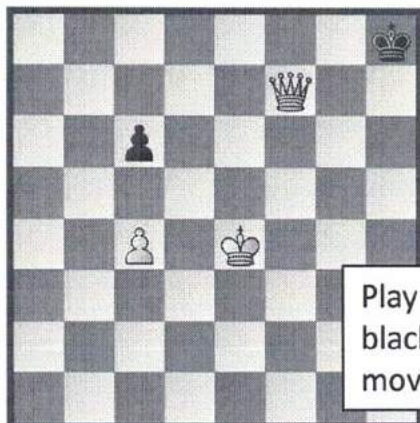


# Mate, Stalemate or Play On

Sarah Hegarty Chess  
MAKE YOUR WINNING MOVE

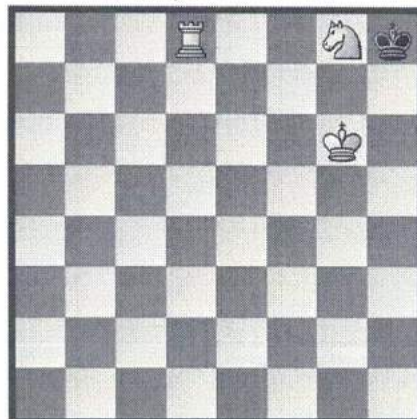
With black to play write down whether it is checkmate, stalemate, or “play – on” (neither checkmate nor stalemate). The first one has been done for you.

Q1

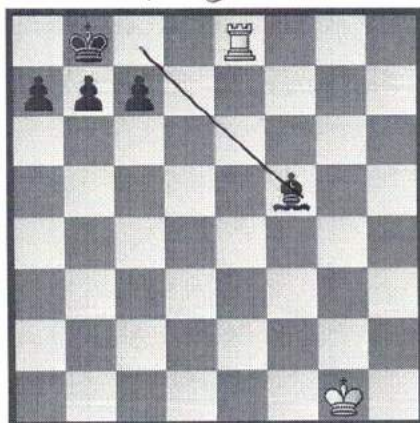


Play on (the  
black pawn can  
move)

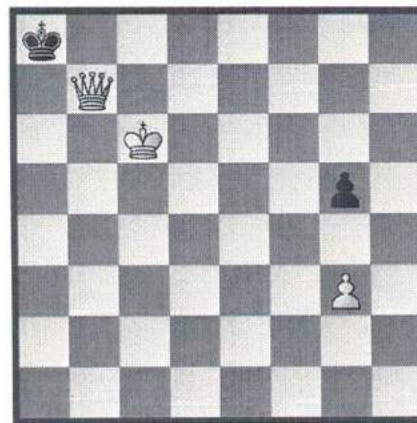
Q2 Stalemate



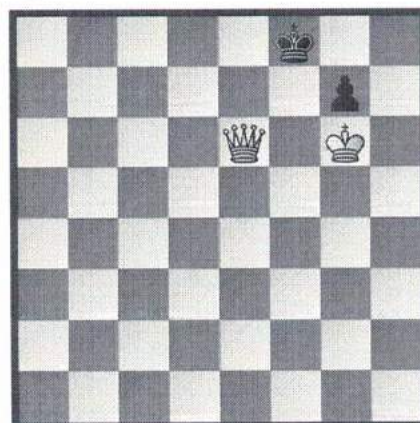
Q3 Play on



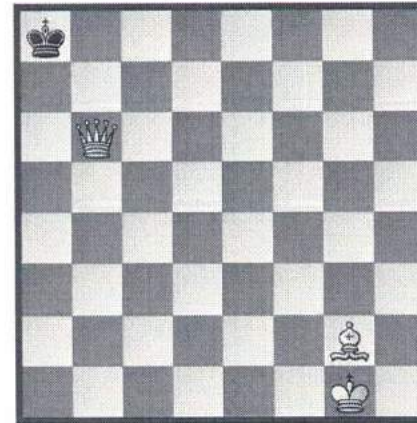
Q4 Checkmate



Q5 Stalemate



Q6 Checkmate



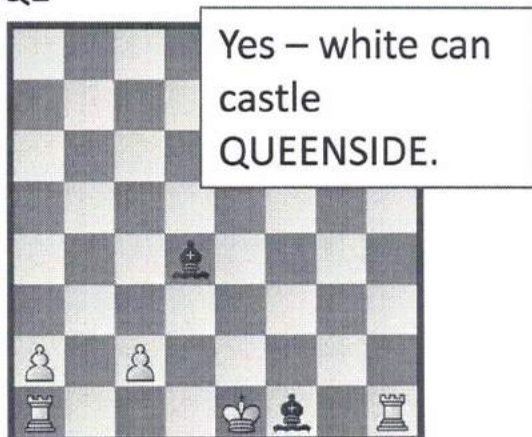




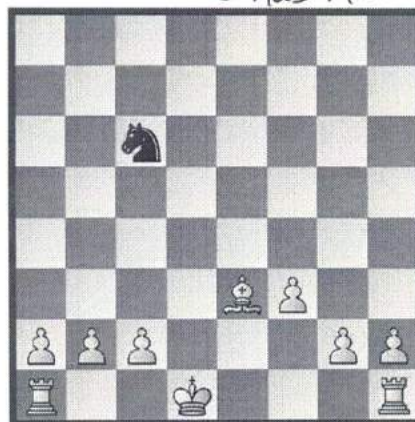
# Castling

State whether or not white can castle by writing "YES" or "NO".  
The first one has been done for you.

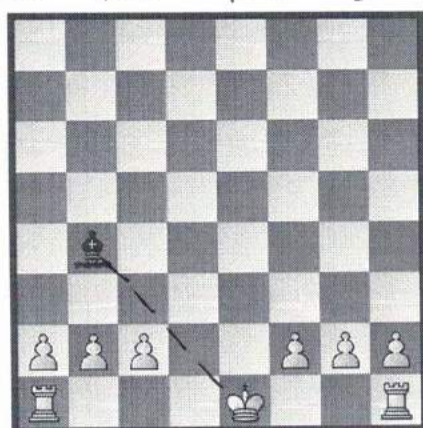
Q1



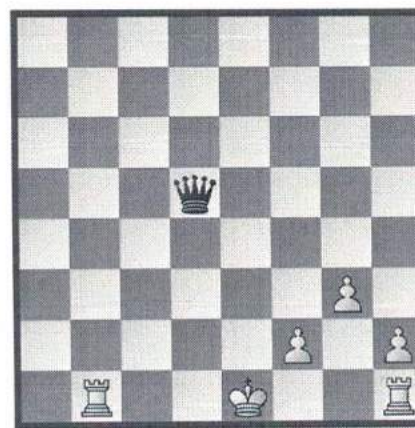
Q2 No (The king has Moved)



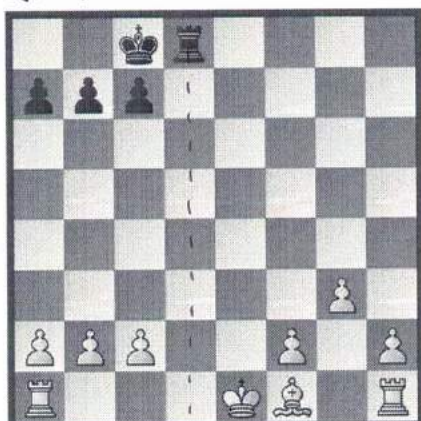
Q3 No - The king is in Check



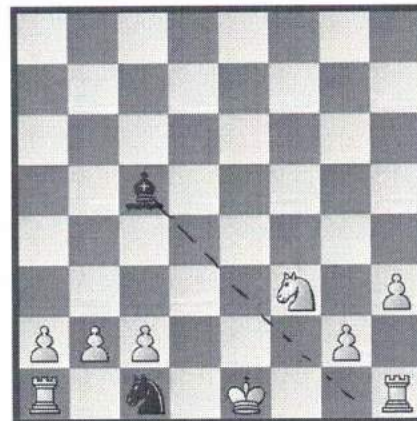
Q4 Yes



Q5 NO - Cannot Castle through Check



Q6 NO - Cannot Castle into Check



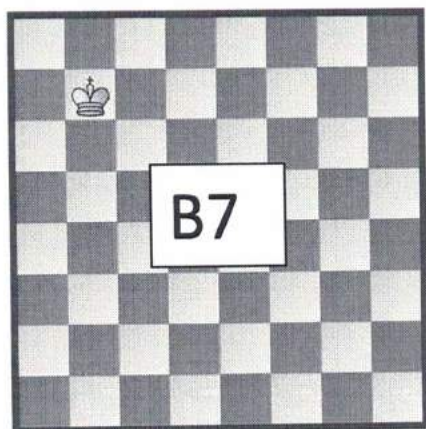
Cannot Castle 'Queenside' because black knight is in the way



# What Square?

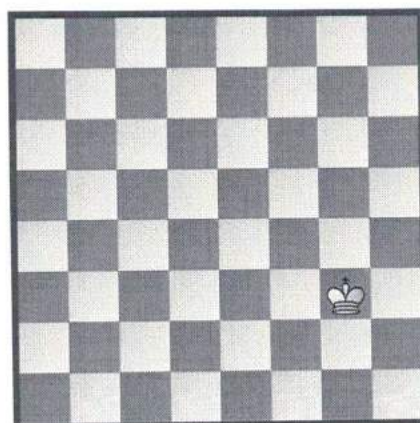
Write down the name of the square the white King is standing on. The first one has been done for you.

Q1



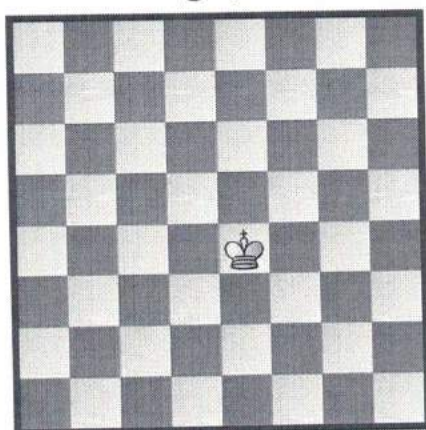
Q2

G3



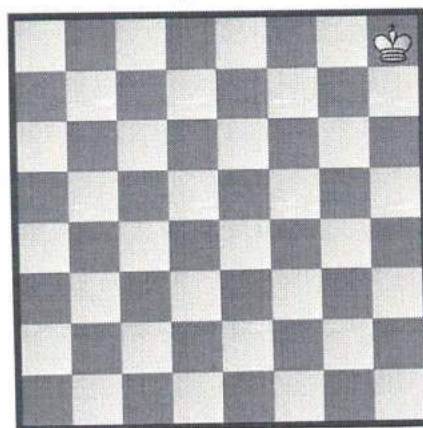
Q3

E4



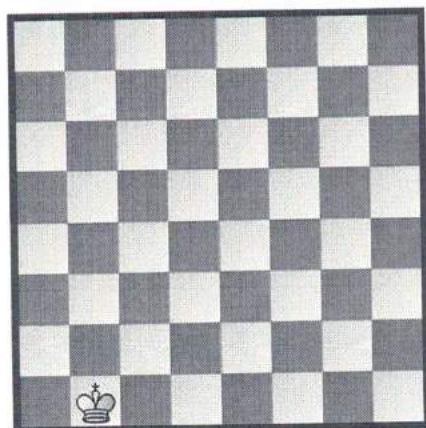
Q4

H8



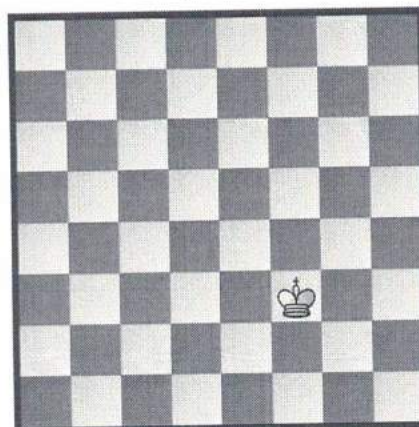
Q5

B1



Q6

F3



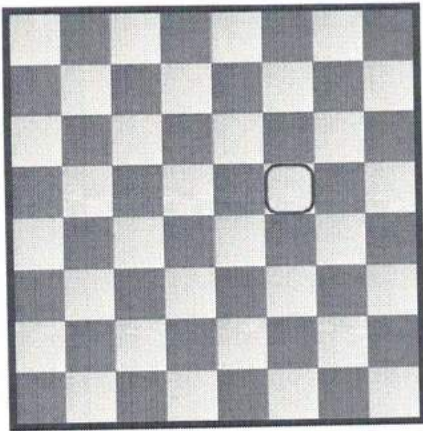




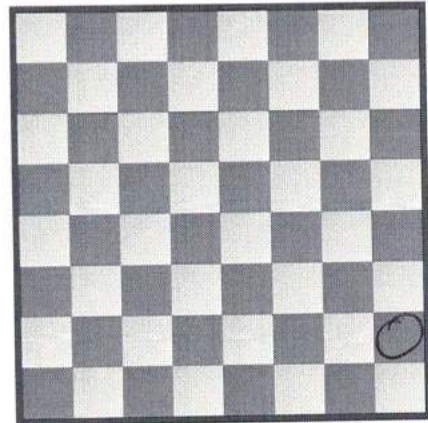
# What Square?

Mark on the board the square indicated by the code above the board. The first one has been done for you.

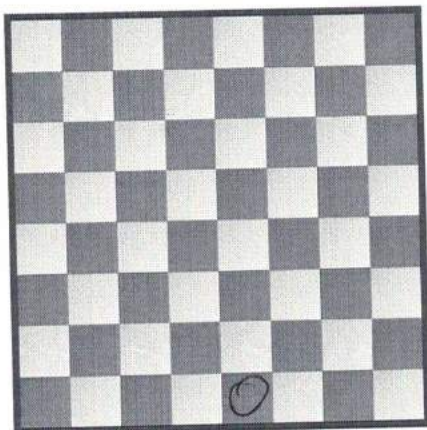
Q1      F5



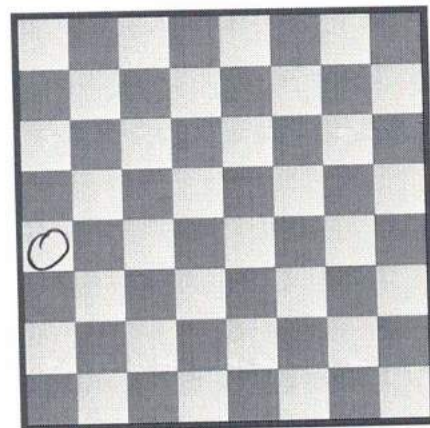
Q2      H2



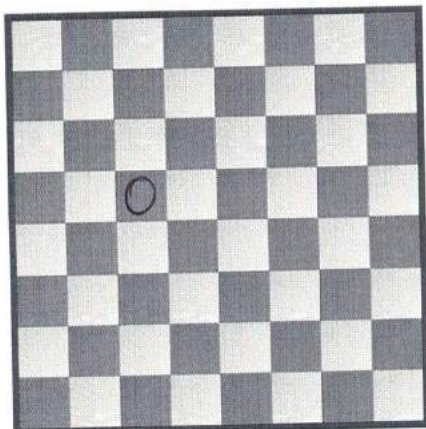
Q3      E1



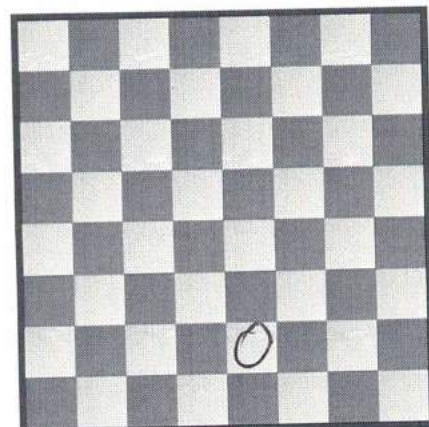
Q4      A4



Q5      C5



Q6      E2





# Chess Maths

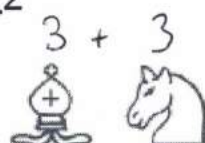
Calculate what points value the following white pieces are worth.  
The first one has been done for you.

Q1



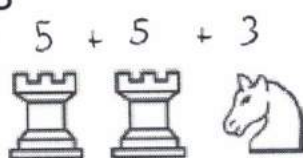
15 Points

Q2



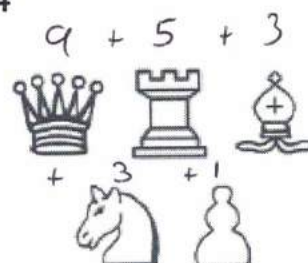
6 Points

Q3



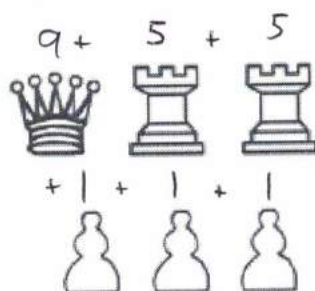
13 Points

Q4



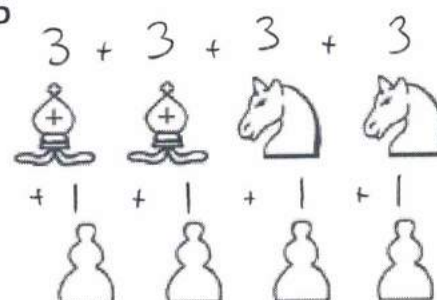
21 Points

Q5



22 Points

Q6



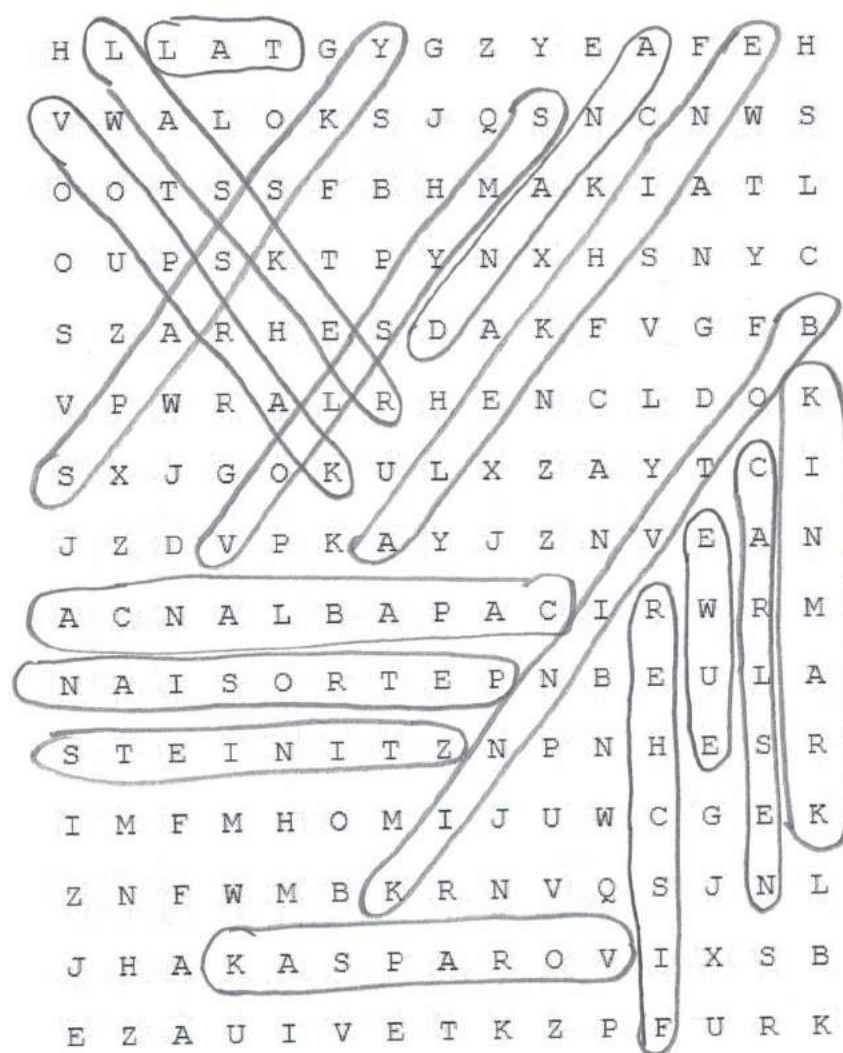
16 Points





# World Champions

Find the 16 World Champions in the grid below



Steinitz ✓

Lasker ✓

Capablanca ✓

Alekhine ✓

Euwe ✓

Botvinnik ✓

Smyslov ✓

Tal ✓

Petrosian ✓

Spasky ✓

Fischer ✓

Karpov ✓

Kasparov ✓

Kramnik ✓

Anand ✓

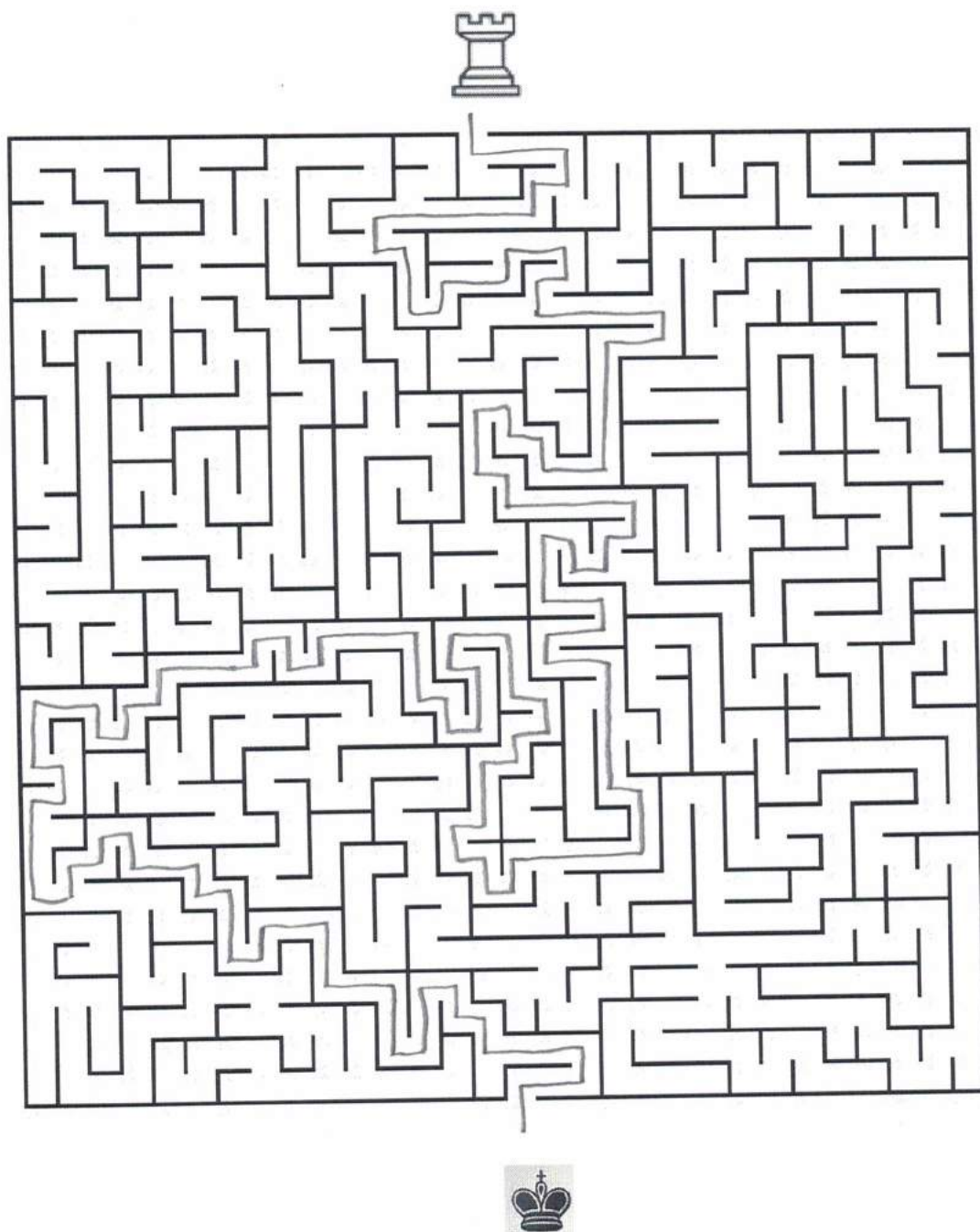
Carlsen ✓



Sarah Hegarty Chess  
MAKE YOUR WINNING MOVE

# Rook Maze

Help the Rook get through the maze and check the black King. The Rook can only move like a Rook!



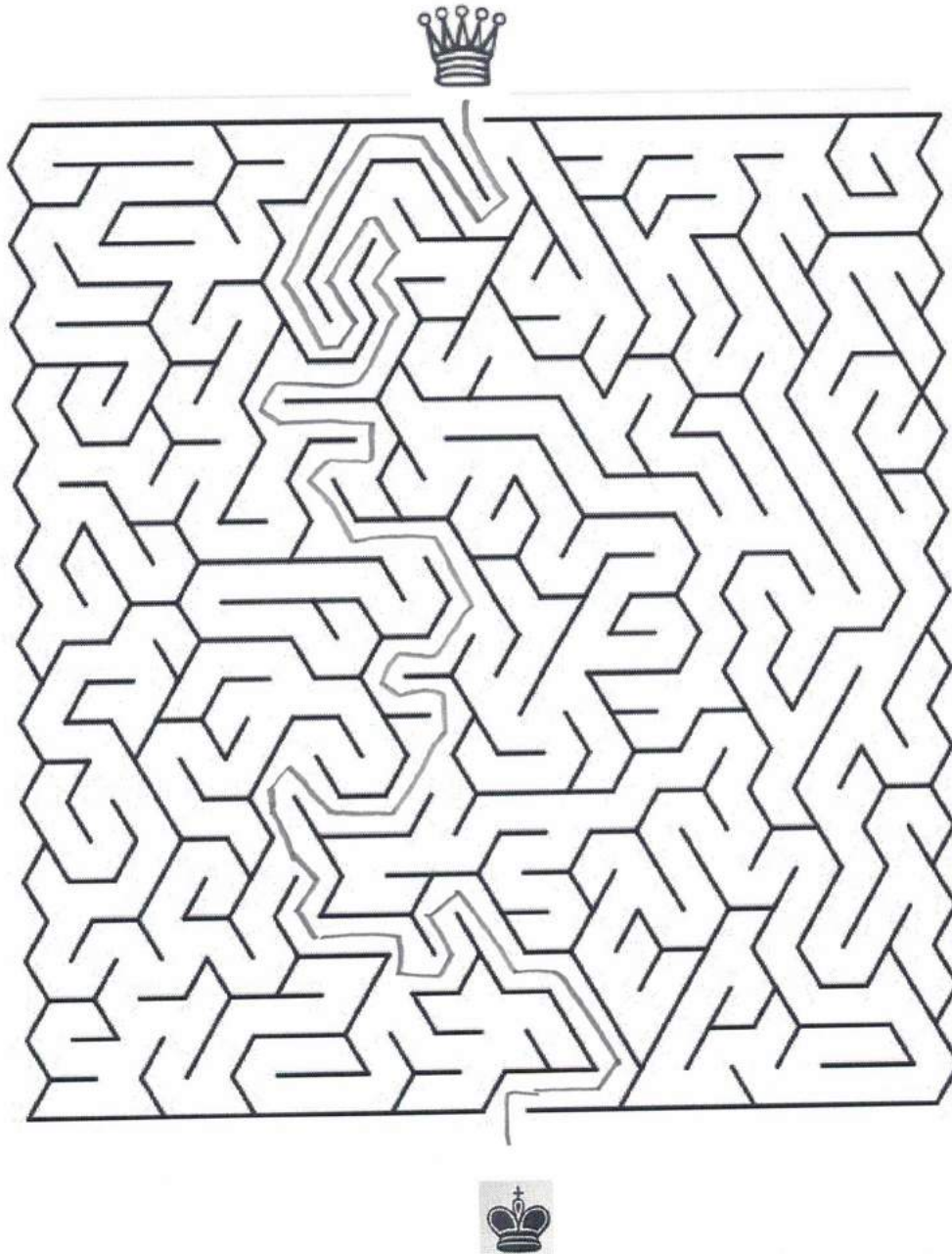




Sarah Hegarty Chess  
MAKE YOUR WINNING MOVE

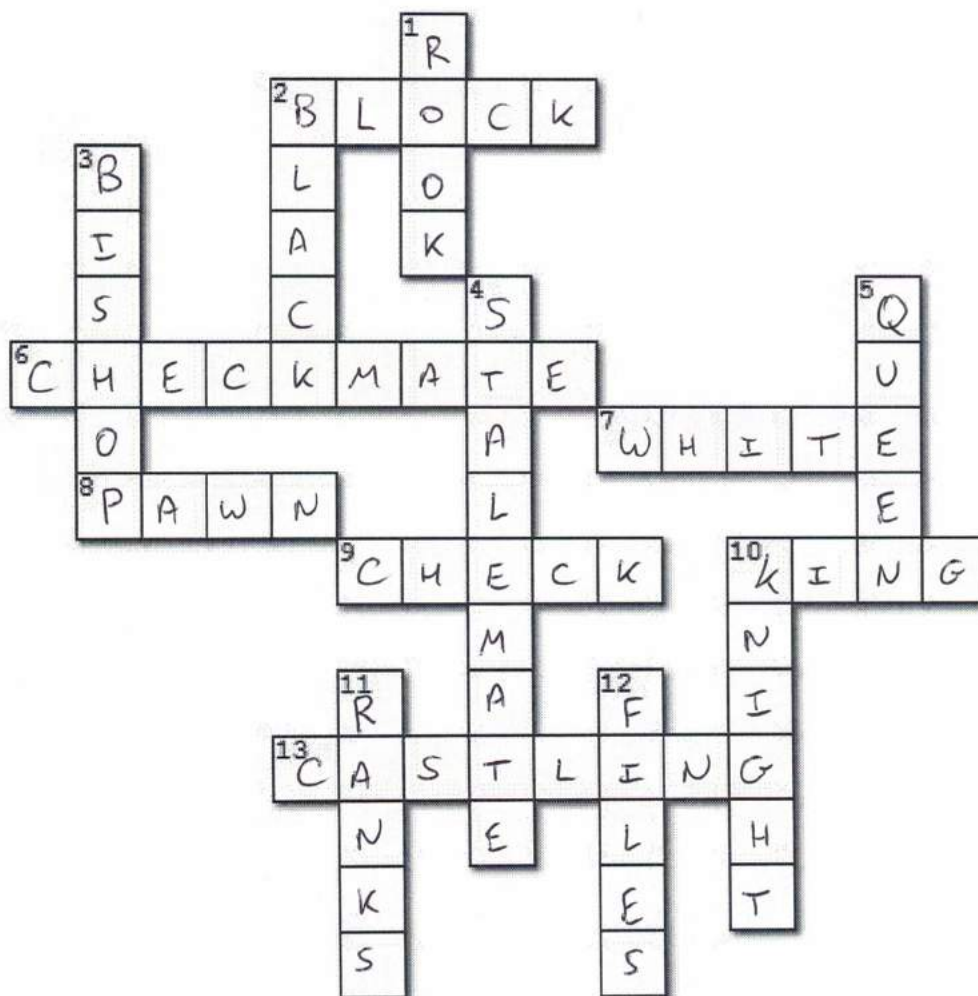
# Queen Maze

Help the Queen get through the maze and check the black King. Unlike the Rook, the Queen can also move diagonally!





# Chess Crossword



## Across

- ✓ 2. The 3<sup>rd</sup> way to get out of check after capture and move
- ✓ 6. When a King is in check and cannot get out of check
- ✓ 7. Colour of the square in the bottom right hand corner
- ✓ 8. The only piece which captures differently to how it normally moves
- ✓ 9. When the King is attacked we say "the King is in..."
- ✓ 10. The only piece which cannot be captured
- ✓ 13. Special move involving moving the King and the Rook

## Down

- ✓ 1. Can only move up, down, left and right (not diagonally)
- ✓ 2. Colour square the black Queen starts on
- ✓ 3. Piece which must always stay on the same colour square
- ✓ 4. When the side to move cannot make a legal move and the game ends in a draw
- ✓ 5. The piece which moves like a Rook and Bishop combined
- ✓ 10. The only piece which can jump over other pieces
- 11. Name of the horizontal rows
- 12. Name of the vertical rows

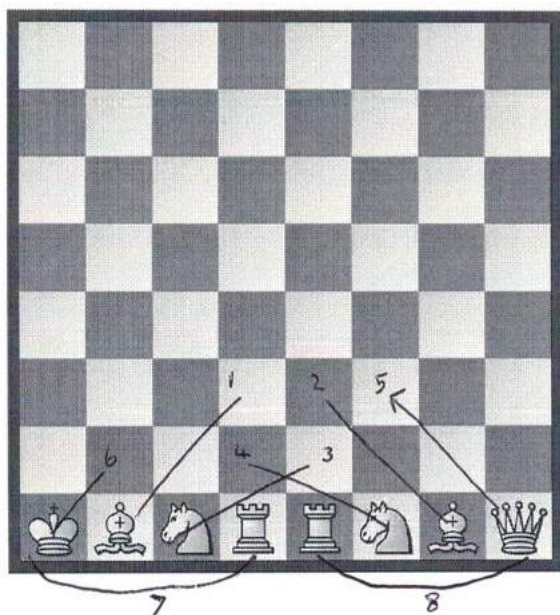


# Fun Puzzles



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## Back Home Puzzle

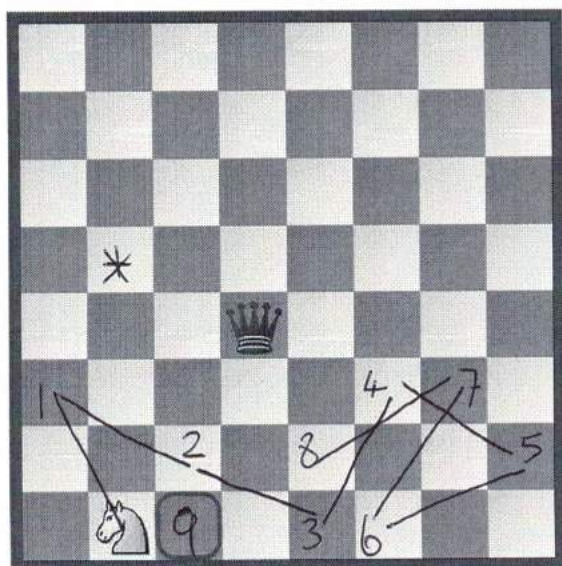


Move the white pieces so that they are back to their correct starting positions.

**Can you do it in just 16 moves?**

We have given you the first 8 Moves (there are other ways to do this too).

## Knight Tour Puzzle



Move the white Knight from b1 to c1 in as few moves as possible. You cannot capture the black Queen or move onto a square attacked by the Queen.

**Can you do it in just 9 moves?**

There is a 2nd route also taking 9 moves