

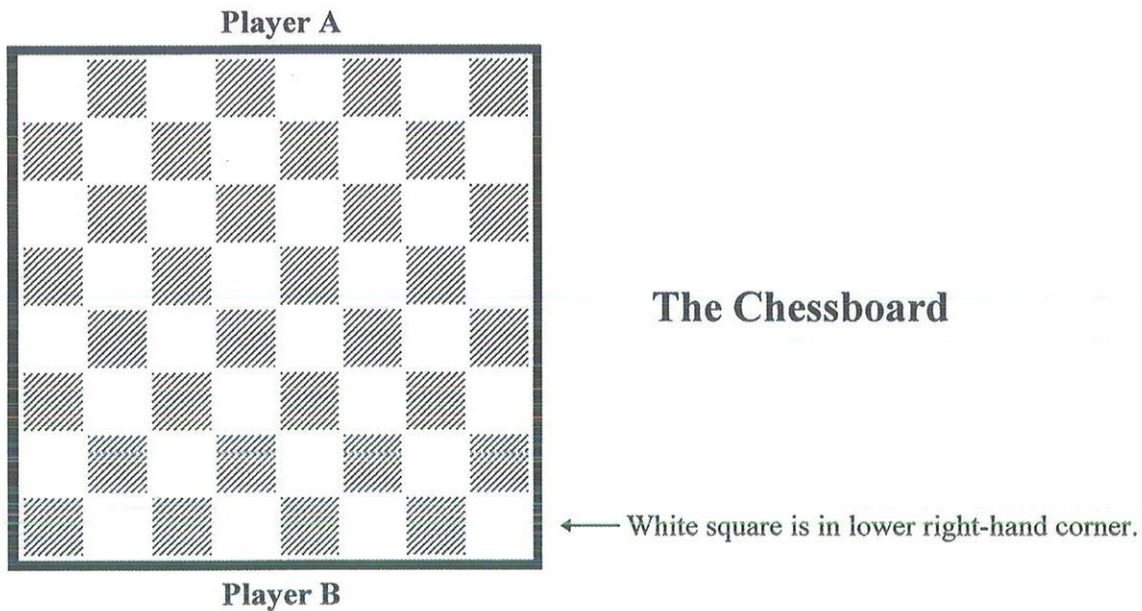
Squares and Colors

Instruction

A chessboard contains 64 squares. The squares are colored light and dark.

- The light squares (usually white, yellow, or red) are called the **white squares**.
- The dark squares (usually black, green, or brown) are called the **black squares**.

At the beginning of a chess game, the board is set up so that each player, when facing the board, has a white square in the lower right-hand corner of the board.



Activity 1

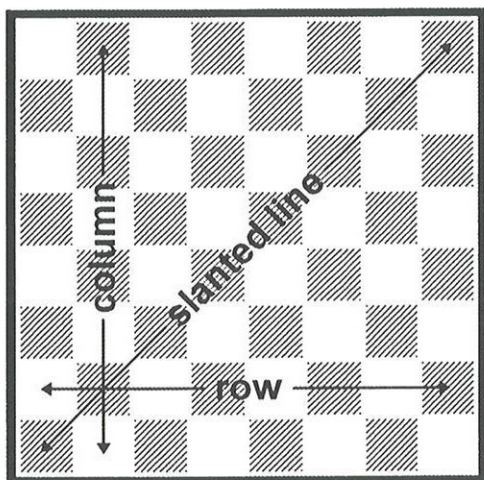
- ⇒ a. How many squares are on a chessboard? _____
- b. How many squares are along each side of a chessboard? _____
- c. At the beginning of a game, what color square (*white* or *black*) should be at the lower right-hand corner of the chessboard? _____
- d. At the beginning of a game, what color square (*white* or *black*) should be at the lower left-hand corner of the chessboard? _____
- e. Does a chessboard contain more *light* squares, more *dark* squares, or an *equal* number of light and dark squares? _____

Ranks, Files, and Diagonals

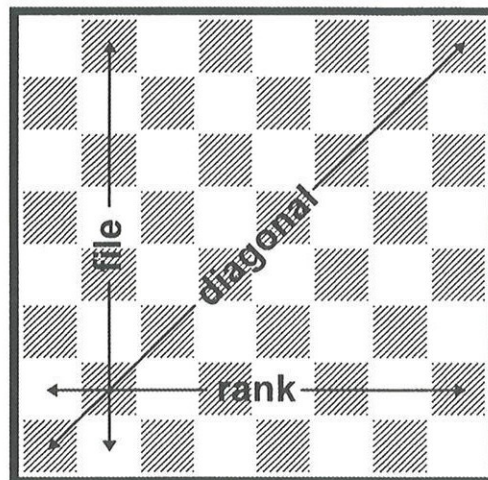
Instruction

Chess players use the following words to describe a chessboard:

- **Rank:** Each row of squares (running left to right).
- **File:** Each column of squares (running up and down, or top to bottom).
- **Diagonal:** Each slanted line of same-color squares (crossing the board at a 45-degree angle).



Everyday Vocabulary



Chess Vocabulary

Activity 2

- ⇒ a. How many ranks does a chessboard contain? _____
- b. How many files does a chessboard contain? _____
- c. How many squares are on the longest diagonal of a chessboard? _____
- d. A *file* runs _____, and a *rank* runs _____.
(left to right or up and down?) (left to right or up and down?)
- e. Match each chess term on the left with its definition on the right.

Chess Terms

- ___ 1. rank
- ___ 2. file
- ___ 3. diagonal

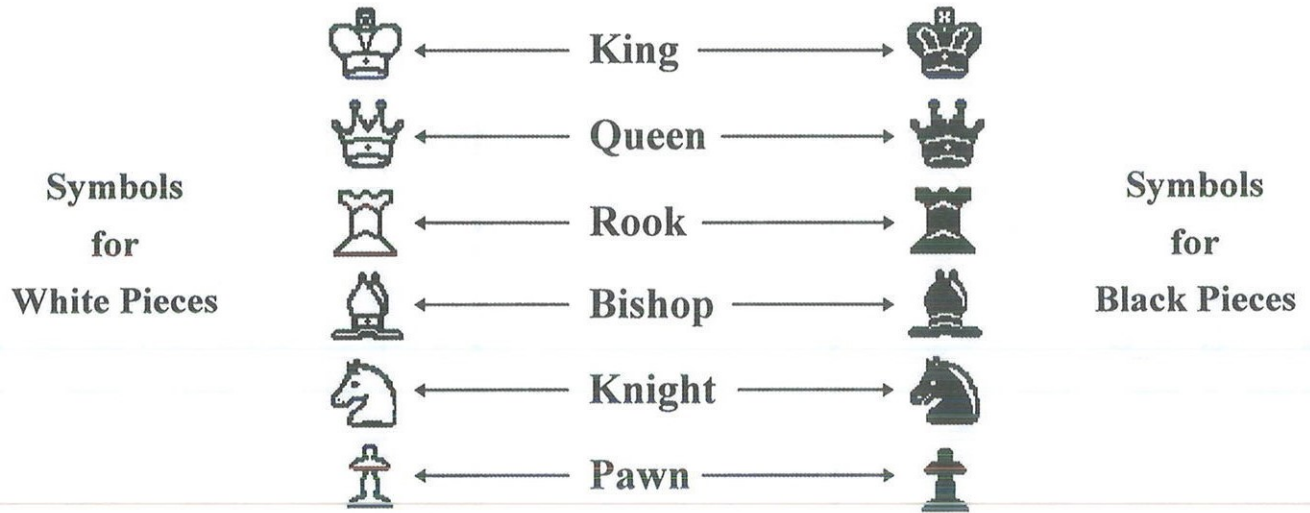
Definitions

- a) slanted line
- b) row
- c) column

Chess Pieces

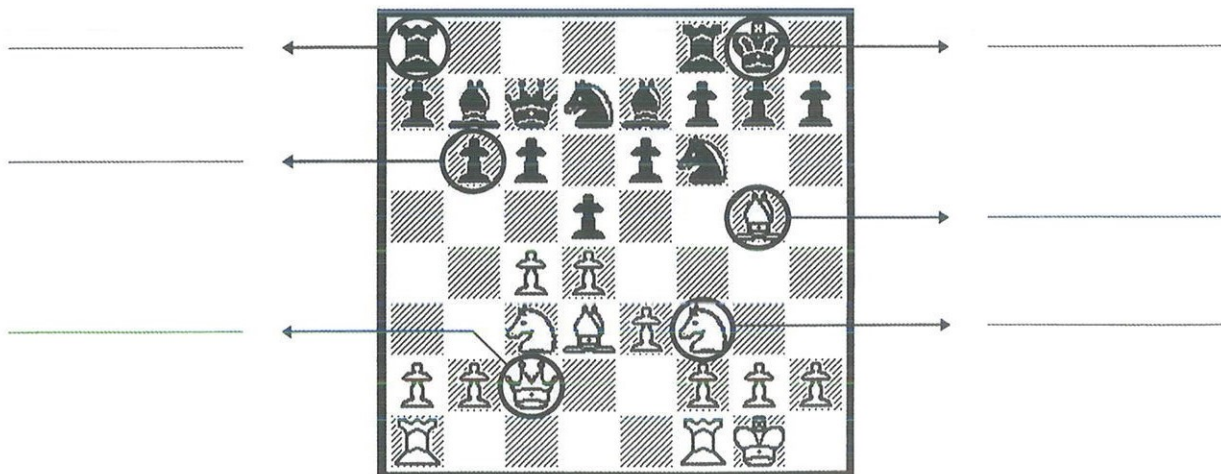
Instruction

Chess pieces are also colored light and dark, and are called the **white** and **black pieces**. To begin play, each player chooses a color, one player *playing white* and one player *playing black*. Each player sets up the 16 chess pieces of his or her chosen color: 1 King, 1 Queen, 2 Rooks, 2 Bishops, 2 Knights, and 8 pawns. Symbols that are used to represent chess pieces are shown below.



Activity 3

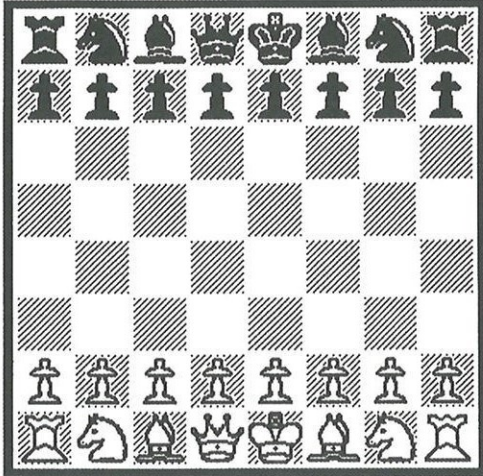
- ⇒ a. How many pieces does each player have when play begins? _____
- b. How many pieces are on the chessboard when play begins? _____
- c. In the diagram below, write the names of the circled pieces. _____



Starting Position

Instruction

The diagram below shows the starting position of both the white pieces and black pieces.



The Chessboard

with Pieces in

the Starting Position

Note: Each Queen stands on her own color.
The black Queen stands on black, and the white Queen stands on white.

Activity 4

⇒ a. In the starting position, on what color squares are the Queens placed?

white Queen? _____
(white or black?)

black Queen? _____
(white or black?)

b. In the starting position, on what color squares are the Kings placed?

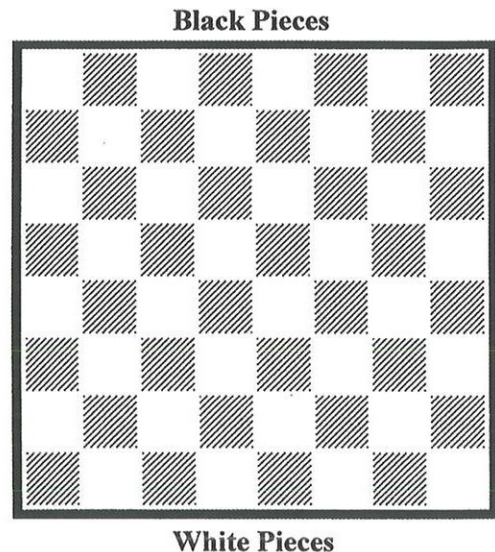
white King? _____
(white or black?)

black King? _____
(white or black?)

c. On the diagram at right, show the starting positions of both white and black pieces. Use the following abbreviations: K = King, Q = Queen, R = Rook, B = Bishop, N = Knight, and P = pawn.

d. On your completed diagram, draw a circle around each Queen.

e. On your completed diagram, draw a square around each Rook.



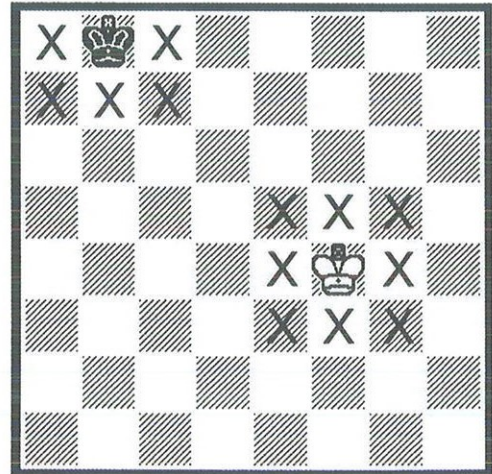
How the King Moves

Instruction

A **move** occurs when a player moves a chess piece from one square to another. Each chess piece moves in its own way. Kings move differently from Queens, which move differently from Rooks, and so on. A **capture** is made when a player moves a piece onto a square occupied by the opponent's piece and then removes the piece from the board. Players may not capture their own pieces.

The King moves one square in any direction. A King can move along a rank, a file, or a diagonal.

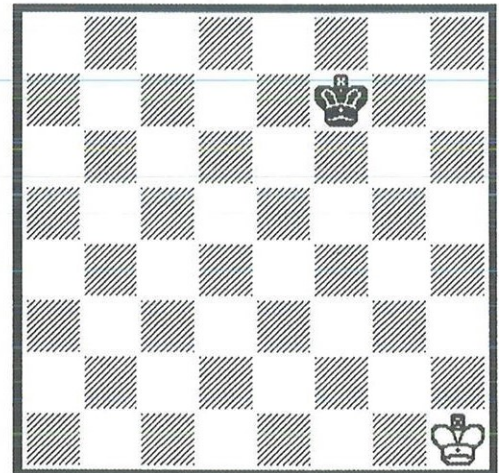
In the diagram at right, each King can make its next move to any square next to it (marked with Xs).



Activity 5

⇒ Use the diagram at right to do the following:

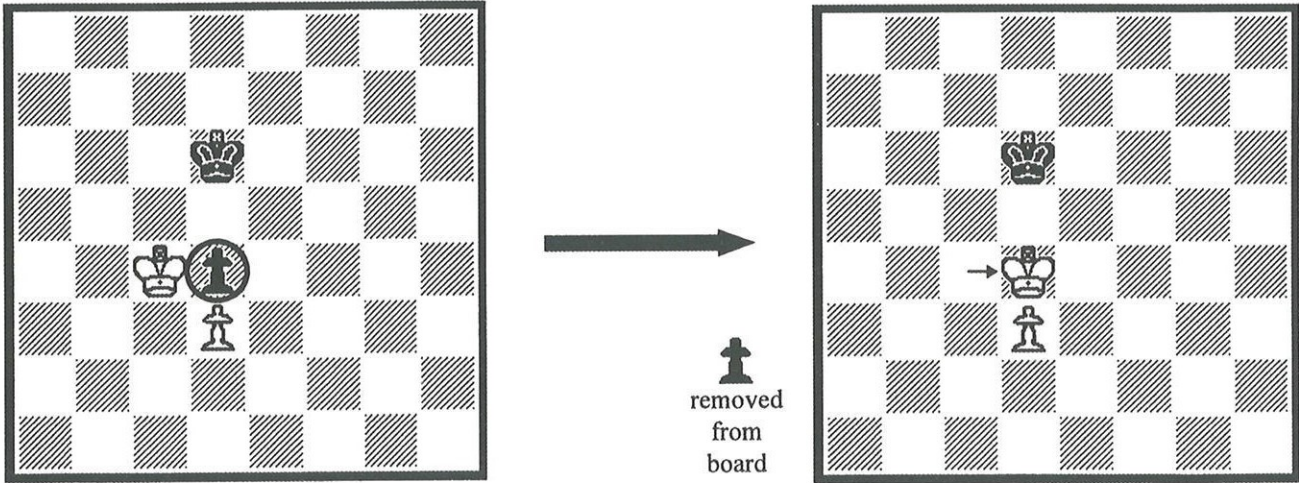
- Write an **X** on each square to which the black King can move on its next move.
- Write an **X** on each square to which the white King can move on its next move.
- What is the least number of moves in which the white King can move to the black square in the lower left-hand corner of the board? _____
- What is the least number of moves in which the white King can move to the white square in the upper left-hand corner of the board? _____



How the King Captures

Instruction

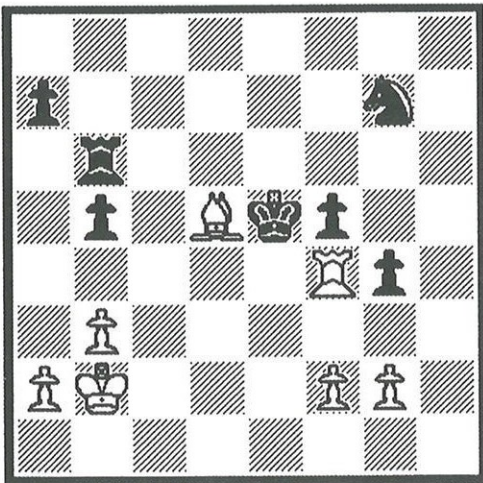
The King captures by moving onto a square occupied by the opponent's piece and then removing the piece from the board.



In the diagrams above, the white King captures the black pawn (circled) as shown.

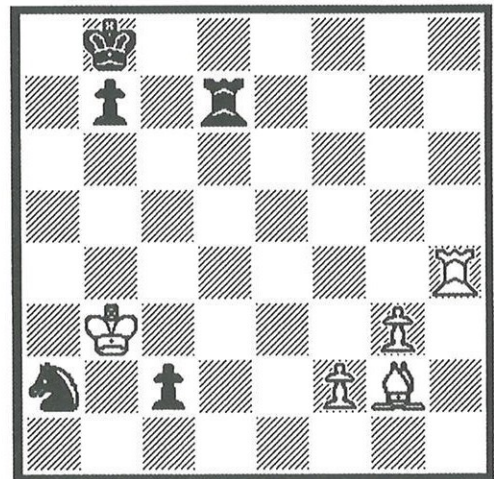
Activity 6

⇒ Follow the instructions for each diagram below.



a. Circle and name the pieces that the black King can capture:

_____ and _____



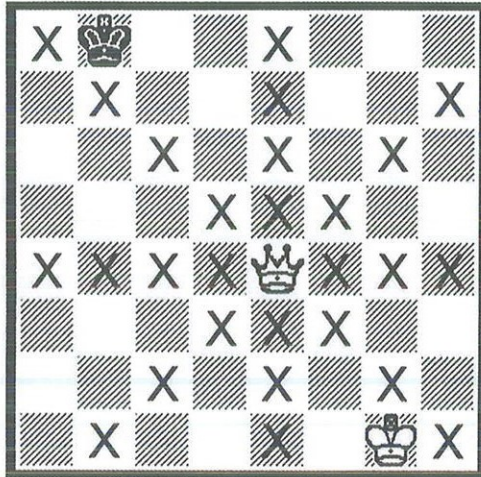
b. Circle and name the pieces that the white King can capture:

_____ and _____

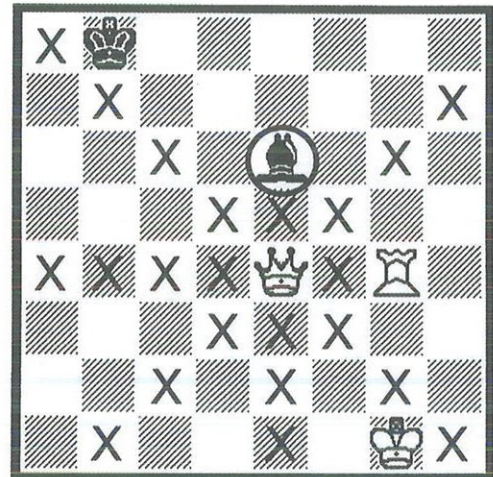
How the Queen Moves

Instruction

A Queen can move as far as it wants in any direction on a rank, file, or diagonal. The Queen, however, must stop on the square before another piece—unless the Queen plans to capture the piece. The Queen cannot move to squares beyond any piece that blocks the Queen's movement.



The white Queen can move to any square marked with an X.

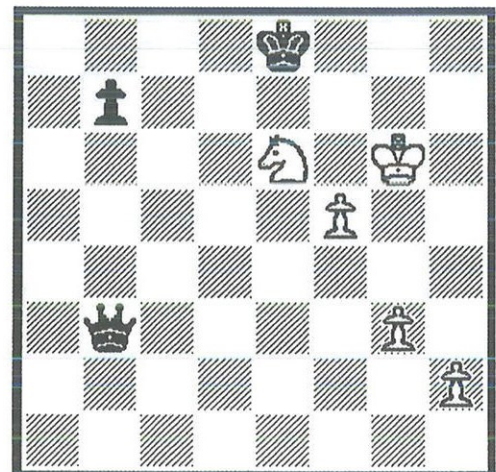


The white Queen can move to any square marked with an X, or capture the black Bishop (circled). The Queen cannot, however, move to the squares beyond the Bishop or Rook.

Activity 7

⇒ Use the diagram at right to do the following:

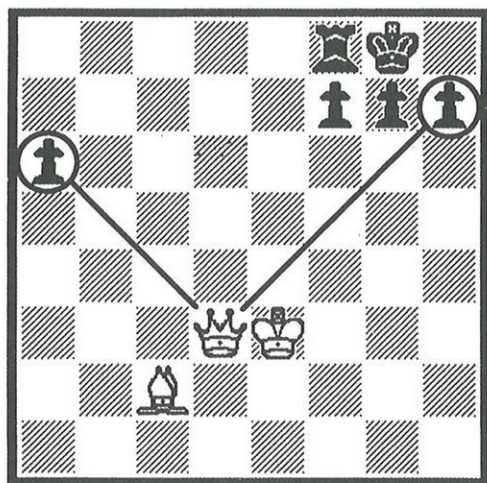
- Write an X on each square to which the black Queen can move, and circle any piece the black Queen can capture.
- Draw a circle on each square the black Queen cannot reach because its movement is blocked by other pieces.
- Name the piece that is blocking the Queen's free movement along one of her two diagonals.



How the Queen Captures

Instruction

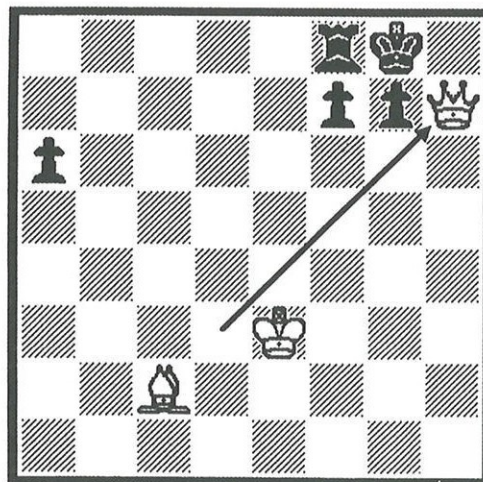
The Queen captures by moving onto a square occupied by the opponent's piece and then removing the piece from the board.



The white Queen can capture either circled black pawn.



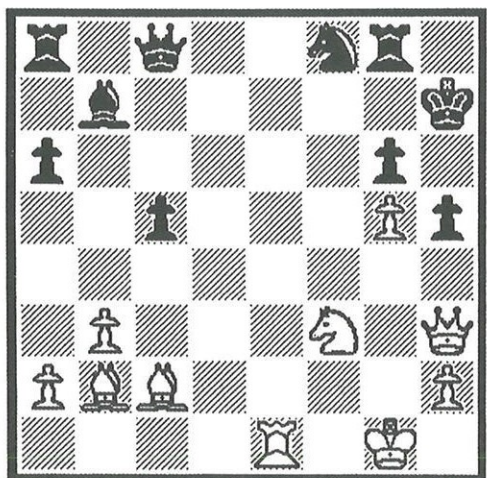
removed
from
board



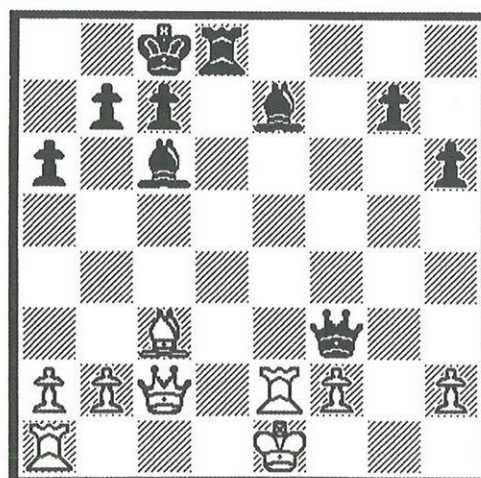
The white Queen has captured the pawn on the square indicated by the arrow.

Activity 8

⇒ Follow the instructions for each diagram below.



a. Write an X on each square to which the white Queen can move, and circle any piece the white Queen can capture.

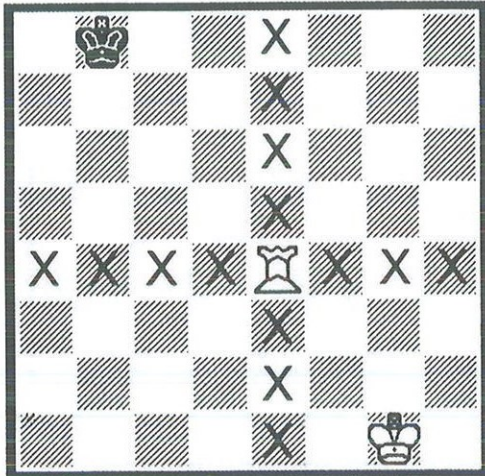


b. Write an X on each square to which the black Queen can move, and circle any piece the black Queen can capture.

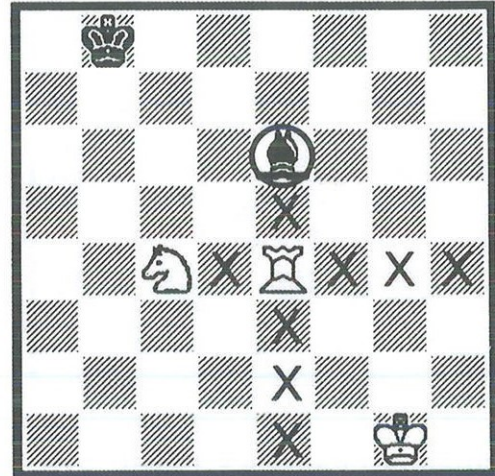
How Rooks Move and Capture

Instruction

A Rook can move as far as it wants along a rank or a file. It must stop, however, on the square before another piece—unless the Rook plans to capture an opponent's piece. The Rook captures by moving onto a square occupied by the opponent's piece and then removing the piece from the board.



The white Rook can move to any square marked with an X.

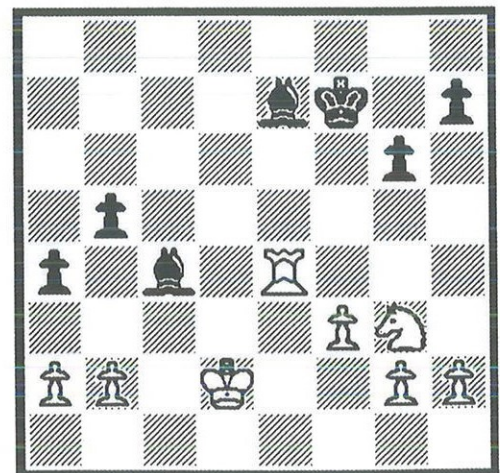


The white Rook can move to any square marked with an X, or capture the black Bishop (circled). The Rook cannot move to the squares beyond the black Bishop or white Knight.

Activity 9

⇒ Use the diagram at right to do the following:

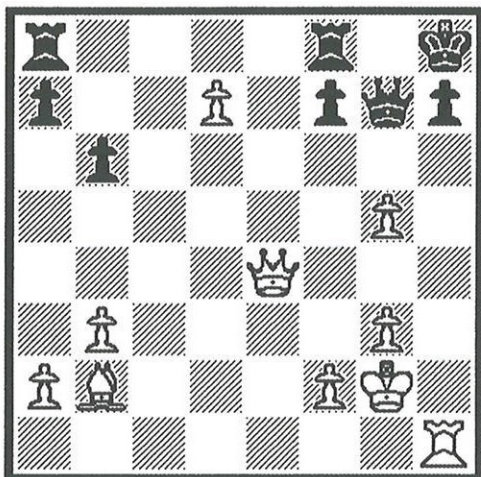
- Write an X on each square to which the white Rook can move, and circle any piece the white Rook can capture.
- Draw a circle on each square the white Rook cannot reach because its movement is blocked by other pieces.



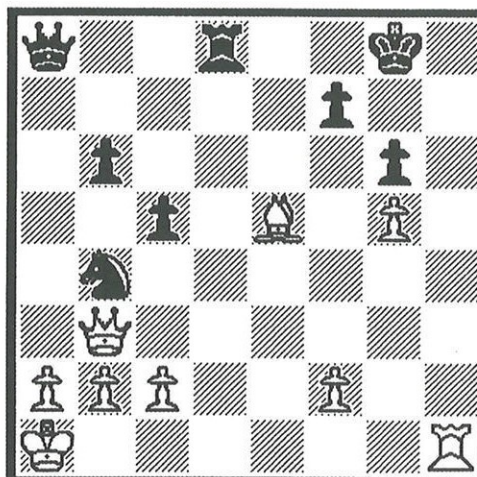
Practicing Queen and Rook Moves

Activity 10

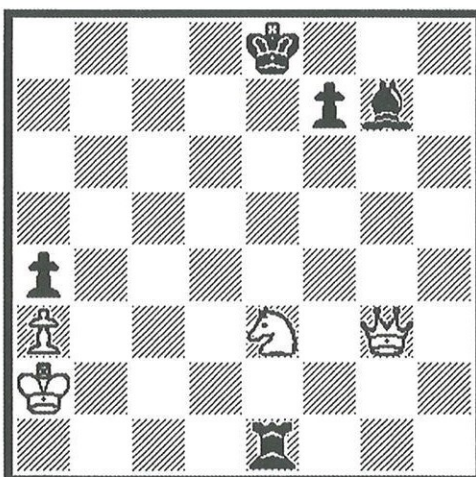
⇒ Follow the instructions for each diagram below.



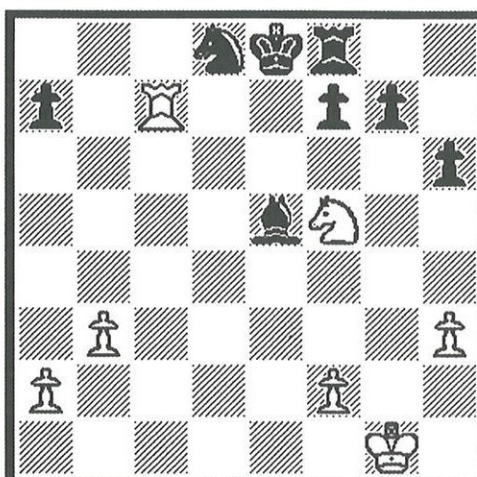
- a. Write an X on each square to which the white Queen can move, and circle any piece the white Queen can capture.



- b. Write an X on each square to which the black Queen can move, and circle any piece the black Queen can capture.



- c. Write an X on each square to which the black Rook can move, and circle any piece the black Rook can capture.

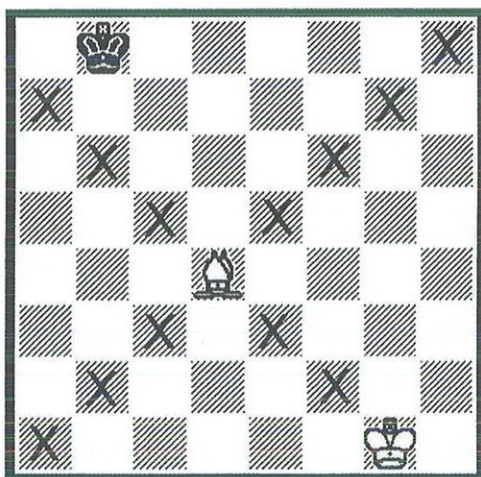


- d. Write an X on each square to which the white Rook can move, and circle any piece the white Rook can capture.

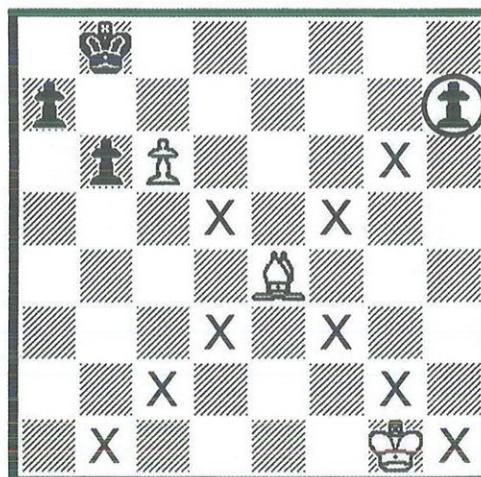
How Bishops Move and Capture

Instruction

A Bishop can move as far as it wants along a diagonal. It must stop, however, on the square before another piece—unless the Bishop plans to capture an opponent's piece. The Bishop captures by moving onto a square occupied by the opponent's piece and then removing the piece from the board. *Remember, Bishops must stay on squares of the same color throughout a whole game.*



The white Bishop can move to any square marked with an X. This Bishop stays on black squares throughout the whole game.

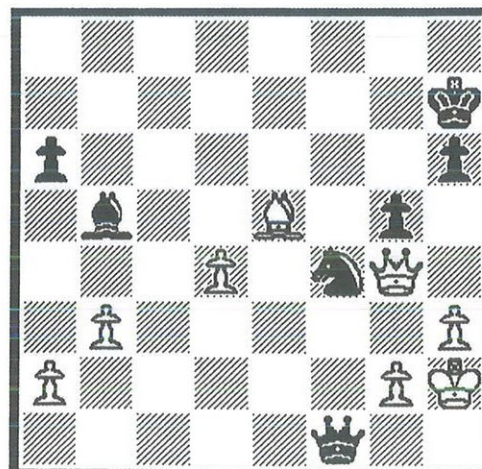


The white Bishop can move to any square marked with an X, or capture the black pawn (circled). This Bishop stays on white squares throughout the whole game.

Activity 11

⇒ Use the diagram at right to do the following:

- Write an X on each square to which the white Bishop can move.
- Circle the piece that the white Bishop can capture.
- On what color squares (*white* or *black*) must the white Bishop stay throughout the game?

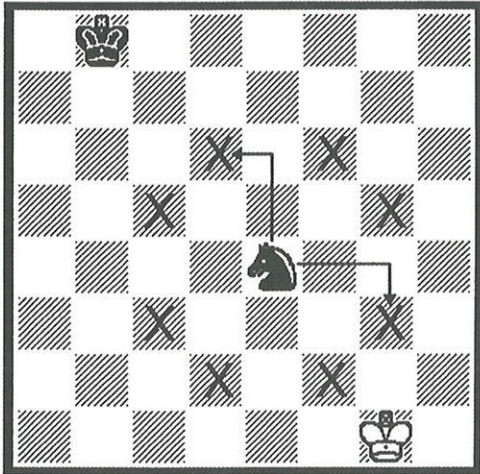


(white or black?)

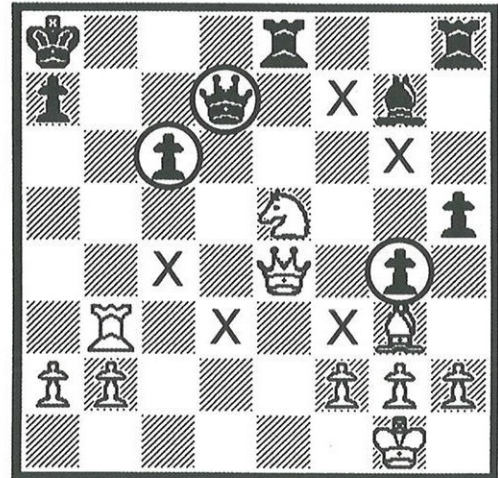
How Knights Move and Capture

Instruction

A Knight moves two squares along a rank or file, and then one square left or right. The Knight always lands on a different color square than the square from which it begins its move. The Knight is the only piece that can jump over other pieces—either its own or the opponent's.



The black Knight can move to any square marked with an X. Arrows show how two of those moves are made.

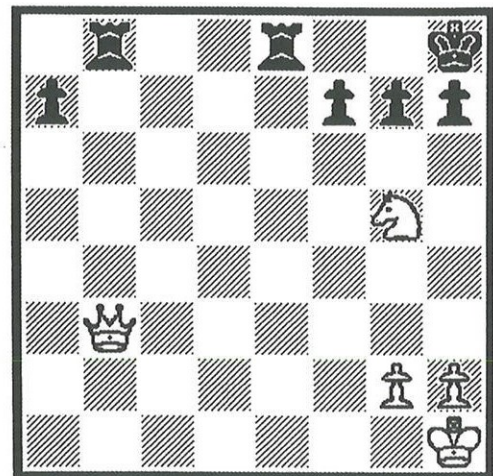


The white Knight can move to any square marked with an X, or capture any of the circled pieces.

Activity 12

⇒ Use the diagram at right to do the following:

- Write an X on each square to which the white Knight can move.
- Circle the pieces that the white Knight can capture.
- Suppose the white Knight makes three moves from its present position. On what color square will it land?

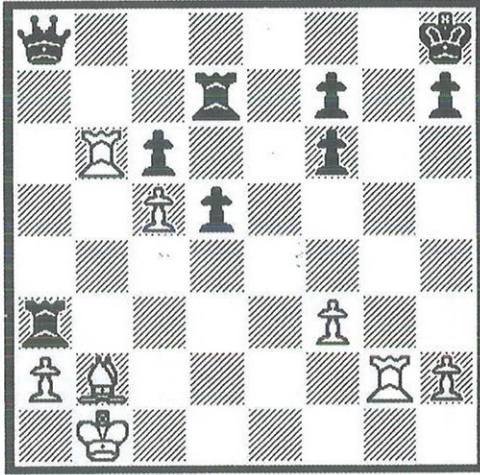


(white or black?)

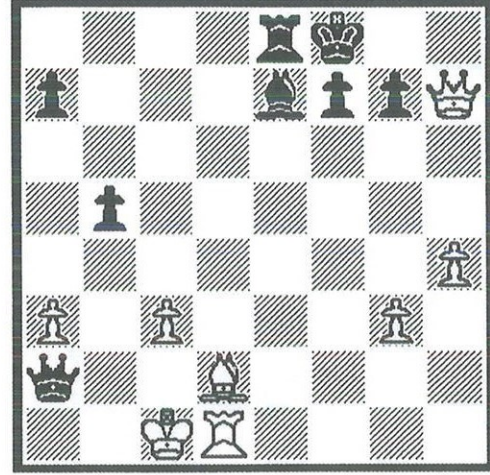
Practicing Bishop and Knight Moves

Activity 13

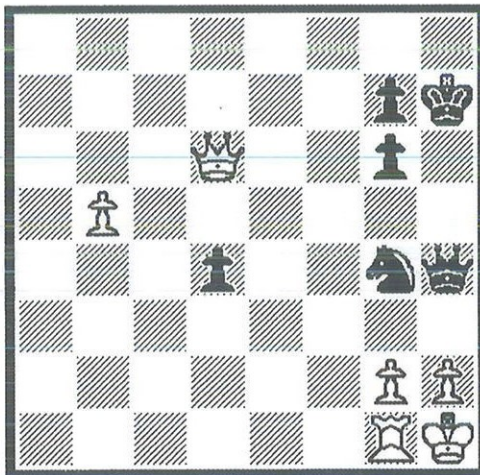
⇒ Follow the instructions for each diagram below.



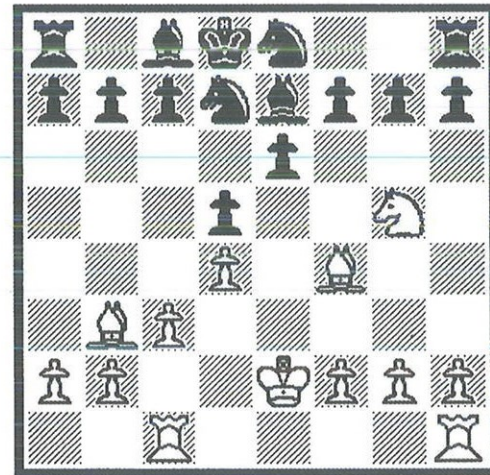
- a. Write an X on each square to which the white Bishop can move, and circle any piece the white Bishop can capture.



- b. Write an X on each square to which the black Bishop can move, and circle any piece the black Bishop can capture.



- c. Write an X on each square to which the black Knight can move, and circle any piece the black Knight can capture.

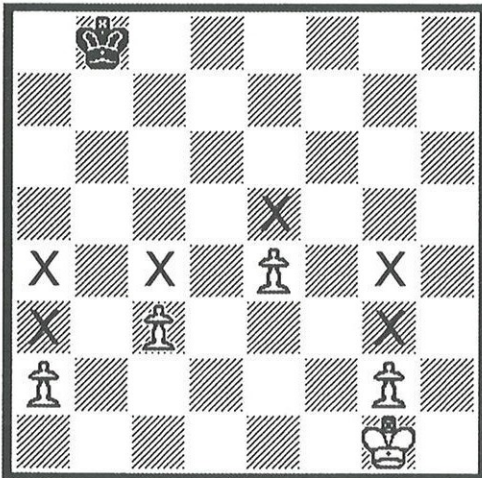


- d. Write an X on each square to which the white Knight can move, and circle any piece the white Knight can capture.

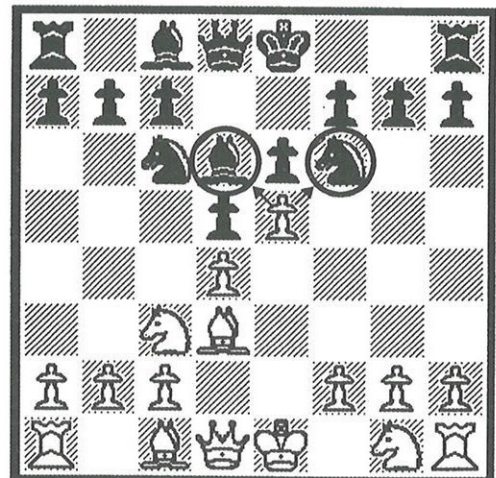
How Pawns Move and Capture

Instruction

A pawn moves in the forward direction only, unless it captures a piece. A pawn that is in its starting position can move either one or two squares. After its first move, a pawn can move only one square at a time. A pawn capture is always a one-square move.



The white pawns can move to the squares marked with an X. Notice that pawns in their starting positions can move *either* one square or two squares.



The white pawn can capture either of the circled black pieces. The pawn captures diagonally, moving one square forward to the left or right. Notice that when a pawn captures, it moves from one file to the next.

Activity 14

⇒ Use the diagram at right to do the following:

- Write an X on each square to which a white pawn can move.
- Circle any piece that a white pawn can capture.
- Draw a square around the only white pawn that can move two squares on its next move.

