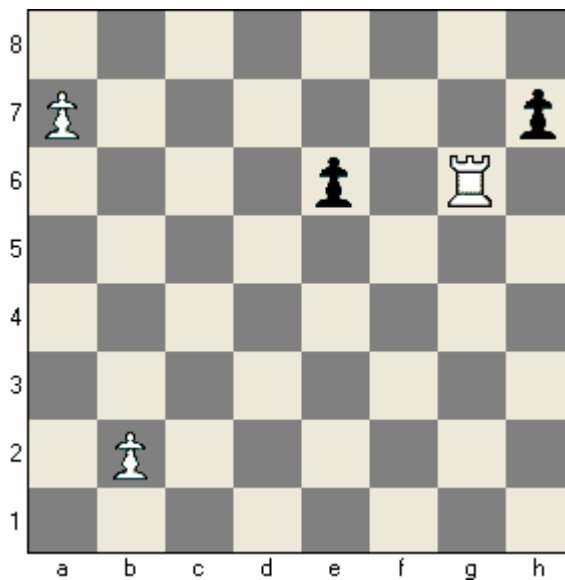


Name _____

Movement and Value of the Pieces (2)

Now that you have learned how the King, Queen, Rook, Bishop, and Knight move, it is time to learn about the **Pawn**. There are five things to know about the Pawn:

1. It moves one square at a time **straight ahead** (except when capturing).
2. It may move one or two squares **only** on its first move.
3. It **captures** by moving one square **diagonally**.
4. If it gets to the end of the board, it gets **promoted** to a Queen, Rook, Bishop, or Knight.
5. In special situations, a Pawn can capture another Pawn **en passant** (in passing).

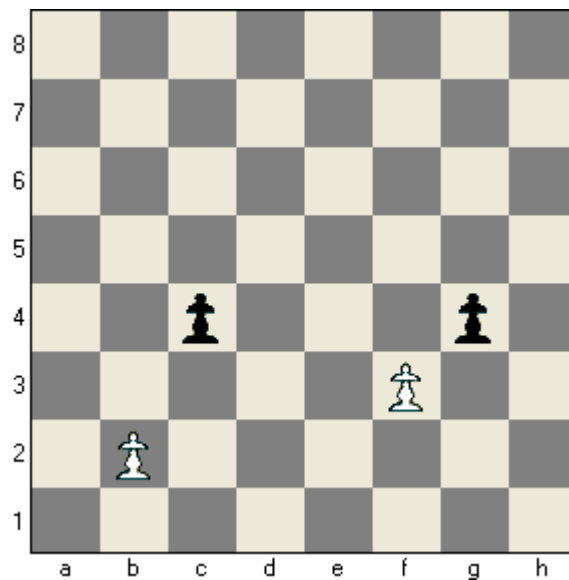


In the diagram above, if it is White's turn to move, what options are available to:

1. the Pawn on a7? _____
2. the Pawn on b2? _____

In the same diagram, if it is Black's turn to move, what options are available to:

3. the Pawn on e6? _____
4. (Bonus): the Pawn on h7? _____



In diagram 2, if it is White's turn to move, what options are available to:

5. the Pawn on b2? _____
6. the Pawn on f3? _____

In the same position, if White has just moved the Pawn on b2 to b4,

7. can Black capture *en passant*? _____

If White instead moves the Pawn on f3 to f4,

8. can Black capture *en passant*? _____