

How the Pieces Attack!

Help Guide

Diagram 1:

White to move. The Pawn can only move forward, but captures only when there is an opposite color piece one square diagonally placed above it. Look for the only Pawn with a Black piece placed one diagonal square above it.

Diagram 2:

White to move. The Knight is probably the hardest piece to learn to move. The Knight moves in an “L” shape. A Knight captures enemy pieces when moved to a square that a Black piece is already occupying. Now the diagram is asking you to circle the different capturing options that the Knight has. There should be four pieces that the White Knight could capture right now. Circle all four options.

Knights have the option to move to eight different squares if placed in the middle of the board. Here is a little help with the different ways the Knight can move:

- Move the Knight up or down two squares, then one square to the right or left
- Move the Knight right or left two squares, then one square up or down

Diagram 3:

White to move. Bishops are only able to move on diagonals. So the dark squared Bishop can only move on dark squares, and the light squared Bishop can only move on light squares. Bishops capture other pieces when they move into them across a diagonal. There should be three different pieces the White Bishop could capture right now. Circle all three options.

Diagram 4:

White to move. The Rooks move up down and side to side. Rooks capture other pieces when they move into them across a Rank (Side to Side) or File (Up or Down). There should be two different pieces that the White Rook could capture right now. Circle both options.

Diagram 5:

White to move. The Queen can attack and move anyway she would like, but cannot jump pieces like a Knight. Queens capture pieces when they move into them across a File, Rank, or Diagonals. Look for a place in the middle of the board that the Queen can move diagonally to and attack all the pieces. When placed in the right square the Queen will attack 7 pieces in this diagram.

Diagram 6:

White to move. Kings can move one space in any direction. Kings capture by landing on the same square as an enemy piece. There should be four different pieces that the White King can capture. Circle all four.