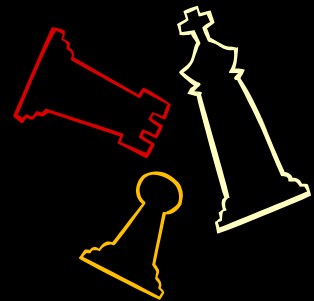
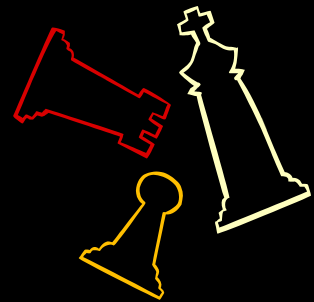
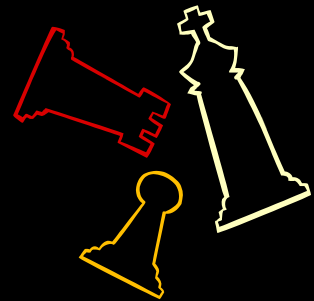
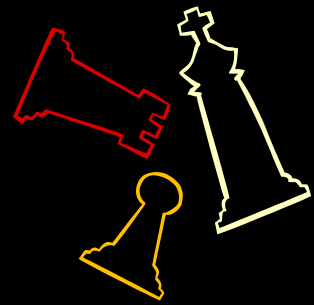


CHESS



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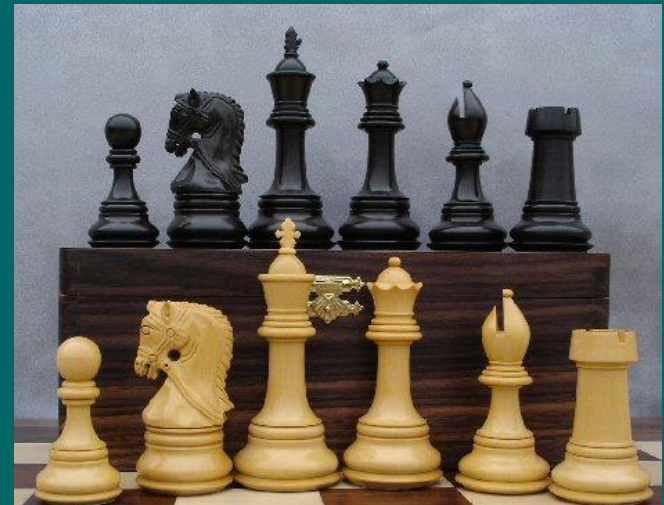
- [Why Play Chess?](#)
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- [What the Chess Pieces Are Worth](#)
- [Opening Goals](#)
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What can Chess do for me?

- Improve problem solving techniques
- Improve logic and reasoning skills
- Increase patience and persistence
- Improve decision-making skills

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Setting Up the Chess Board

R	K	B	Q	K	B	K	R
P	P	P	P	P	P	P	P
P	P	P	P	P	P	P	P
R	K	B	Q	K	B	K	R

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Chess Pieces

Pawn



Bishop



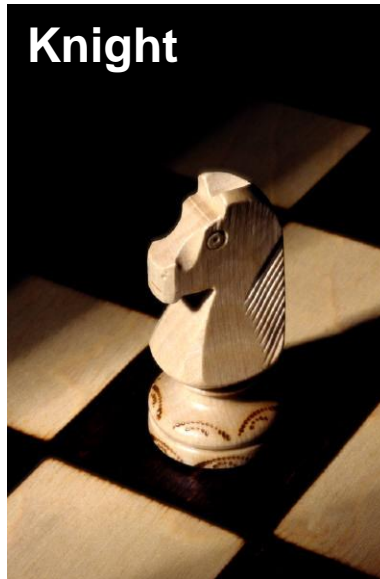
Queen



Rook



Knight



King



Click on each chess piece to get information about how it moves.

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-Pawn-

The Pawn moves forwards only, never backwards. On its first move only, it may move one OR two squares. After that, it can only move one square at a time, capturing only on the diagonal.

Practice the ways that the Pawn can move by playing [“Pawns”](#).

**Return to
Chess
Pieces**



-Bishop-

Bishops move straight along diagonals
and do not jump.

*Practice moving the Bishop by playing
[“The Bishop’s Challenge”](#).*

Return to
Chess
Pieces



-Queen-

Each side only gets one Queen. She moves along the diagonals, the ranks, and the files. The Queen can move as far as she wants in any direction until she encounters another chess piece or the edge of the game (she cannot jump). The Queen is quite powerful!

To practice moving the Queen, play ["The Lady Has Power"](#).

**Return to
Chess
Pieces**



-Rook-

The Rook is next in power to the Queen. The Rook moves in straight lines, never on diagonals.

Practice moving the Rook by playing
[“The Rook’s Turn”](#).

**Return to
Chess
Pieces**



-Knight-

The Knight is the only piece that can jump over other pieces. The Knight moves in an L-shape but he can capture only on the square where he finishes his jump. Always the Knight moves first two squares forward, backwards, or sideways, and then finishes the L-shape by moving right or left one more square.

*Practice moving the Knight by playing
[“The Knight Rules of the Road”](#).*

**Return to
Chess
Pieces**



-King-

In chess, you have one King that can move one square in any direction. The King is the most important piece in a game of chess, but it is very limited. The King can go in any direction, but only one square at a time. The King can capture any enemy piece or pawn that is undefended and must always stay at least one square away from the opposing King.

To practice moving the King play ["Kings and Pawns"](#).

**Return to
Chess
Pieces**



Check and Checkmate

The King is in **check** when he is attacked by the opponent's piece. His capture is not allowed. The player making check must say "check" when he is attacking the opponent's King. If your King is in check, you must stop this on the next move. There are three ways to do this:

1. Move the King to a safe square.
2. Move one of your pieces in the way of the check by blocking.
3. Capture the attacking piece.

Since the object of the game is to capture the opponent's King, the game is lost if you cannot stop the check by blocking, capturing the attacking piece, or moving the King to a safe square. The "check" then turns into a **checkmate**. This means the King is dead. When the King is checked and cannot move out of check, then he is checkmate and the game is over.

Know What the Chess Pieces Are Worth

It's important to know how powerful each piece is in relation to the other pieces. Below is the standard scale:

- Pawn = 1
- Knight = 3
- Bishop = 3 (plus a tiny bit more)
- Rook = 5
- Queen = 9



Opening Game Goals

- **Castle early.** Castling is the moving of the King two squares to his right or left toward the Rook, which goes on the square on the other side of the King. You can castle once in the game.
- **Aim to control the middle of the board with your pawns.**
- **Avoid moving the pawns in front of your king too early.**
- **Keep away from the edge of the board.** Move your Knights and Bishops into the middle of the board.

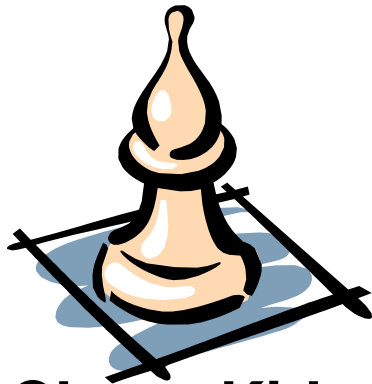
Endgame Goals

- **Try to keep all pieces on open lines in the middle of the board.** This is where they will be most powerful.
- **Bring out the King!** Use it as an attacking piece.
- **Concentrate on getting the pawns to the other side of the board.** If you get it all the way across, you can promote your pawn to a Queen.

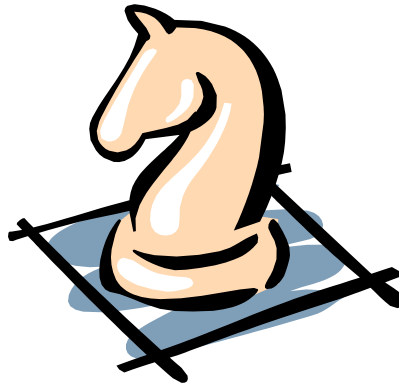


Chess Practice

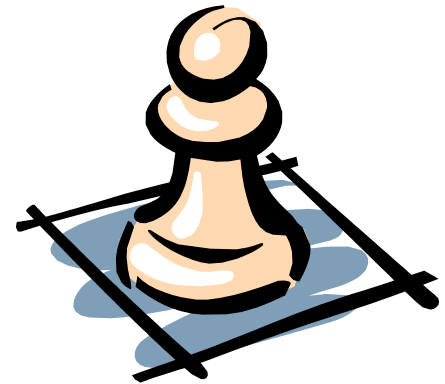
Click on one of the chess pieces to get more practice and information about chess.



**Chess Kids
Academy**



**Play Chess
vs. Computer**



**Chess for
Children**

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Practice Activity: Pawns

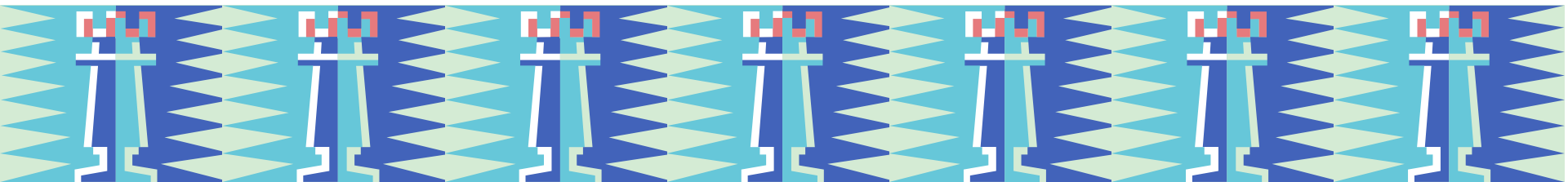
- Set up pawns only on each side of the board in their starting positions.
- White begins.
- The object is to break through the opponent's rank and get to the other side of the board.
- When a player's pawn reaches the other side of the board, the player removes the pawn and replaces it with a queen, rook, knight, or bishop.



Practice Activity:

The Lady Has Power

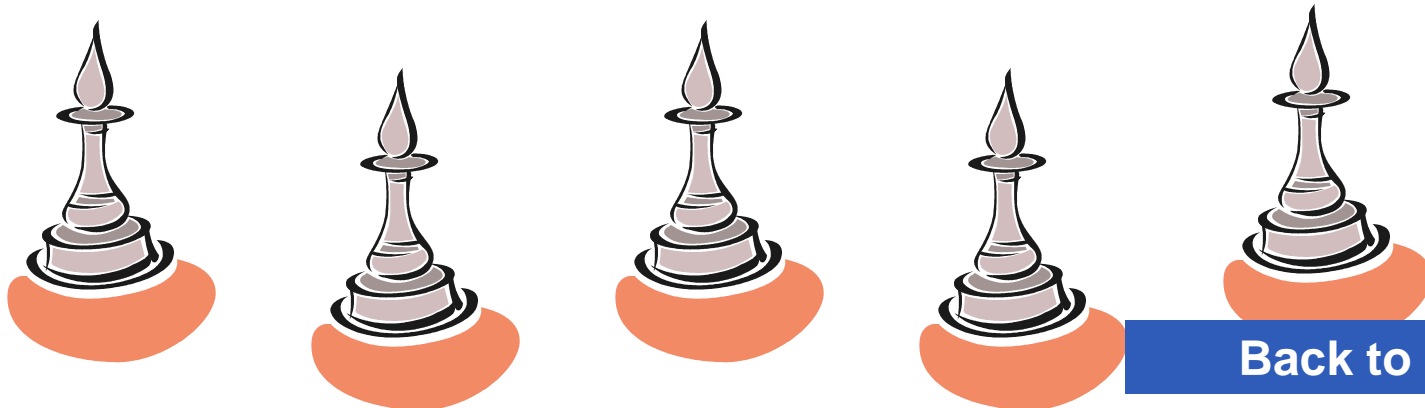
- The queen always starts on the square of her own color.
- Line up the opposing pawns on the opposite side of the board.
- White moves first.
- You will soon discover how powerful the queen is against the poorly protected pawns!



Practice Activity:

The Bishop's Challenge

- Place the bishop on his home square.
- Place a total of ten opposing pieces anywhere on the board.
- The bishop has ten moves to take the pieces off the board.
- Plan your strategy before you begin!

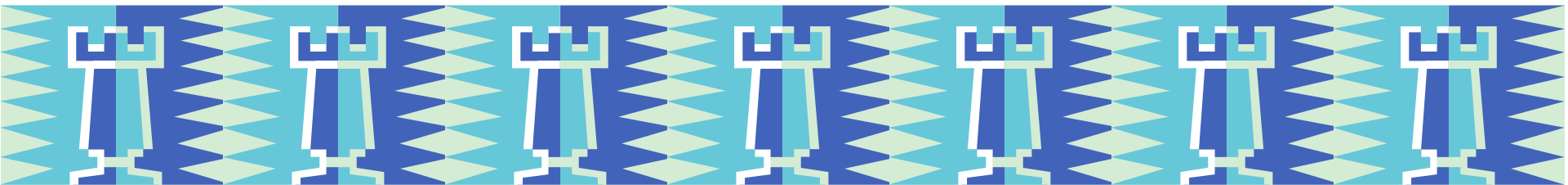


[Back to Bishop Page](#)

Practice Activity:

The Rook's Turn

- Place the rook on his home square.
- Choose eight opposing pieces to be placed in a fixed position anywhere on the board.
- The rook has eight moves to take an enemy piece with each move.
- Plan your strategy before you begin!



Practice Activity:

The Knight Rules of the Road

- The white knight begins on his home square.
- To pass the test, the white knight has to take all the black pawns, which are fixed and do not move.
- It can be done in as few as eighteen moves.



Practice Activity:

King and Pawn Game

- Set up King and Pawns on each side of the board.
- White begins.
- To win, advance your king quickly and get him to capture the enemy pawns.
- Be sure to not allow the King to move into check.



Chess Cheat Sheet

Piece	Moves...	Extra Notes
Pawn	one space at a time, forward	can only capture on the diagonal
Rook	unlimited spaces, until something gets in the way, horizontally and vertically	second in power to the Queen
Knight	in an “L” shape consisting of 4 squares	the only piece that can jump, but only captures the piece it lands on
Bishop	unlimited spaces, diagonally	
Queen	unlimited spaces, horizontally, vertically, or diagonally	the most powerful piece
King	one space in any direction	may not move into check