

CHESS FOR HEROES

RICHARD JAMES

A chess course for children aged 7-11

For further information visit the course website:

www.chessheroes.uk

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CHESS FOR HEROES: A CHESS COURSE FOR CHILDREN

Written by Richard James. www.chessheroes.uk

INTRODUCTION

This is a new chess course for children learning at home with their parents.

It's designed for children of junior school age, from about the age of 7 upwards, although some younger children may also be able to access the material.

It's not so hard for young children to learn how the pieces move, but to make chess worthwhile they need to understand the strategy and tactics of the game, and, most of all, the game's underlying logic.

Children will not be able to grasp much of this just by playing for an hour a week. To get the most out of chess and become a competent player it needs to be approached in the same way as you'd approach learning a musical instrument or mastering a sport.

Children who want to be good at chess need to do three things: play regularly against a strong opponent, solve puzzles on a regular basis and practise specific chess skills.

The younger children start chess the more help they will need from their parents at home.

The information children will need is fairly abstract and complex. To process this information successfully requires cognitive skills which are usually only developed as children reach secondary school age.

Because it will be hard for them, they'll also need a range of non-cognitive skills which some would call a good mindset. This is one reason for the title of the course: Chess for Heroes. Perhaps your children will aspire to be chess heroes themselves like World Champion Magnus Carlsen from Norway and Women's World Champion Hou Yifan from China.

Here's how the course works. You, the parents, buy this book. If you like (and if you're not confident about your own chess ability you should do this) you can also buy access to one of our team of chess tutors for the duration of the course.

Each module will include assignments for children: completing puzzle sheets and playing games online against our computer program.

You can either play against the computer or, if you're learning with a family member or a friend, the computer will act as a referee.

At the end of each module you email the answers to the puzzle sheets and the moves of the game (which can be cut and pasted from your computer screen) to your chess tutor, who will send you back the marks from the puzzle sheets and comments on the games.

If your tutor is happy that your child has understood everything in the module you can move onto the next section of the course.

MODULE 1. THE BOARD AND PIECES

In this module you'll learn about the chess board and the different pieces in the game of chess.

You'll learn what a chess board looks like. Each square has a name. You'll learn how to work out the name for each square.

You'll learn about each of the pieces, about what they look like and what they're called.

You'll also learn how to write down your moves when you play chess. You'll need to do this when you solve the puzzles.

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ABOUT THE CHESSBOARD

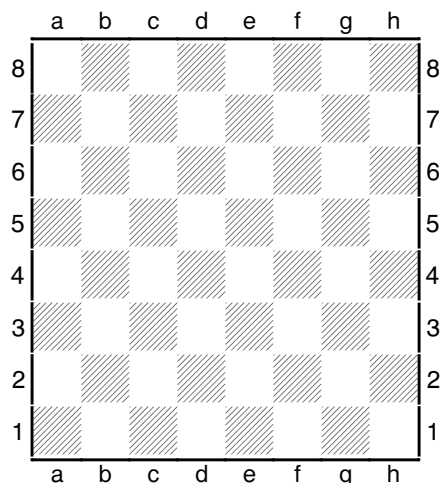
This is a chess board. It has eight rows of squares and eight columns of squares. There are 64 squares in total. The squares are dark and light. We call the dark squares **BLACK SQUARES** and the light squares **WHITE SQUARES**.

The lines of squares running from the top to the bottom of the board are called **FILES**.

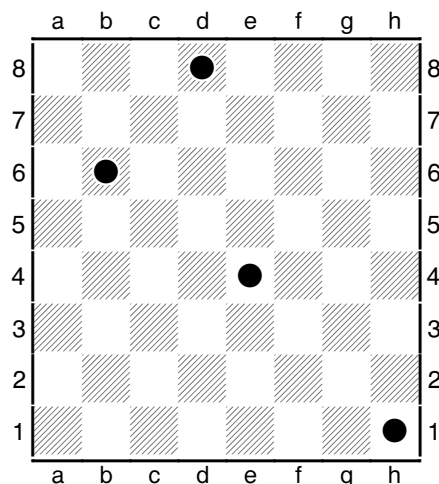
The lines of squares running from the left to the right of the board are called **RANKS**.

The lines of squares of the same colour running diagonally are called **DIAGONALS**.

You must always set up the board so that you have a **WHITE SQUARE** in your **RIGHT HAND CORNER**.



You'll see some letters and numbers round the side of the board. At the top and bottom are the letters a to h. At the left and right you'll find the numbers 1 to 8. When you start a game of chess you start with the White pieces on the RANKS numbered 1 and 2. You start with the Black pieces on the RANKS numbered 7 and 8.



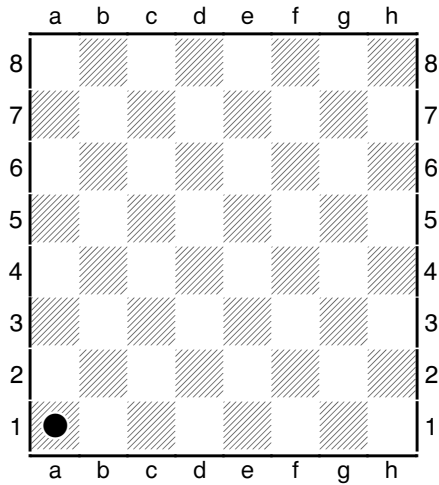
Each square on the board has a name made up of the letter of the FILE followed by the number of the RANK.

In this diagram the squares b6, d8, e4 and h1 are shown by a black circle.

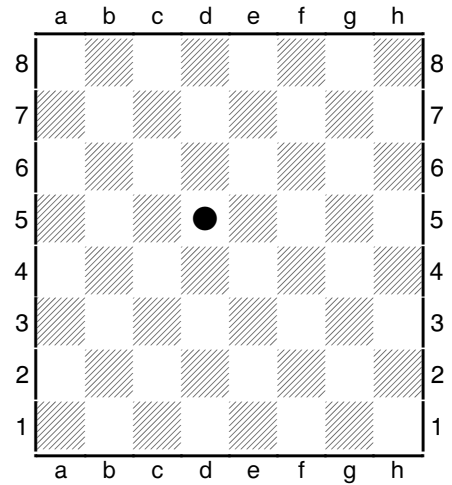
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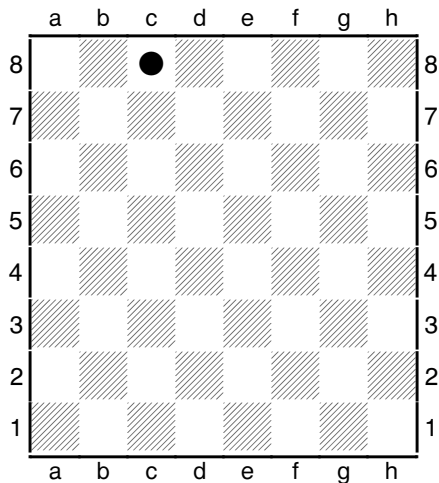
PUZZLE SHEET 1/1



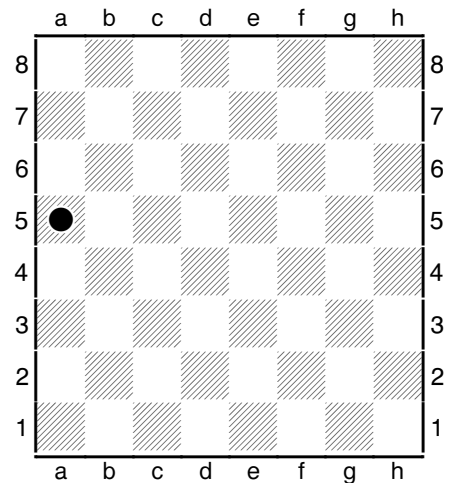
Q1. What is the name of this square?



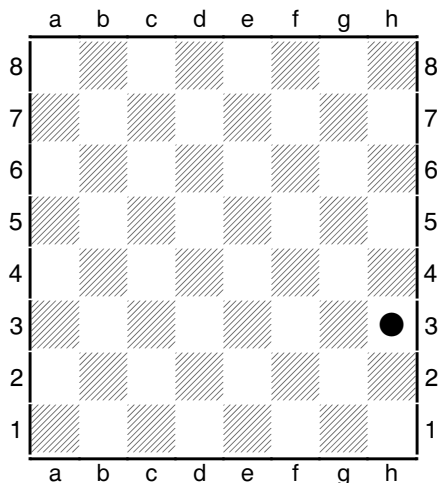
Q2. What is the name of this square?



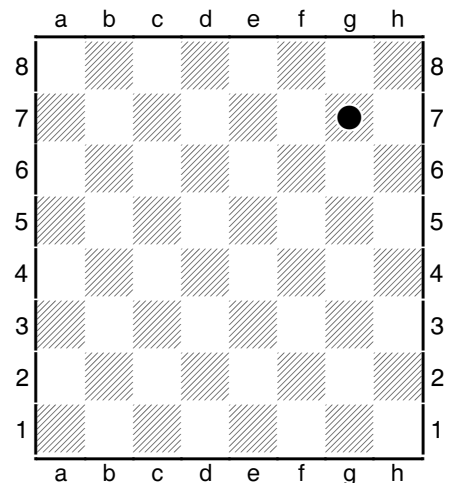
Q3. What is the name of this square?



Q4. What is the name of this square?



Q5. What is the name of this square?



Q6. What is the name of this square?

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ABOUT THE PIECES

Chess is played by two players. One player has the light coloured (WHITE) pieces. The other player has the dark coloured (BLACK) pieces.

In a game of chess the players take it in turns to move one of their pieces. WHITE always makes the FIRST MOVE. If one of your pieces lands on a square occupied by an opponent's piece, you CAPTURE that piece. The captured piece is then out of the game.

Each player starts with 16 pieces. There are six different types of piece. We'll look at each of them in turn. If you want to play a game we'll tell you very quickly what they do. You'll learn much more about them later.

Each player starts with TWO ROOKS. Some people call them castles but the correct name is ROOKS. They're the pieces that look like towers.

This is what they look like in this book:



The ROOKS start in the corners: the WHITE ROOKS on a1 and h1 and the BLACK ROOKS on a8 and h8.

The ROOKS move in a straight line forwards, backwards and sideways, as far as they like as long as there's nothing in the way.

The KNIGHTS start next to the ROOKS. WHITE has two KNIGHTS starting on b1 and g1. BLACK has two KNIGHTS starting on b8 and g8.

The KNIGHTS are the pieces that look like horses' heads.

This is what they look like in this book:



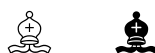
The KNIGHTS move in an L shape to the opposite corner of a 3 x 2 rectangle. A knight on b1 can move to a3, c3 or d2. The KNIGHT is the only piece that can jump over other pieces.

Next to the KNIGHTS you'll find the BISHOPS. They're the pieces in your chess set with a pointy head. They are shaped like a mitre: a bishop's headdress.

The two WHITE BISHOPS start on c1 and f1. The two BLACK BISHOPS start on c8 and f8.

The BISHOPS move diagonally as far as they like as long as there's nothing in the way.

The BISHOPS in our diagrams look like this:



Next to the BISHOPS are the QUEEN and the KING.

The QUEEN is the big piece with what looks like a sort of crown on the top.

It's important to remember that the QUEENS start on their own colour square. The WHITE QUEEN starts on d1, a WHITE SQUARE. The BLACK QUEEN starts on d8, a BLACK SQUARE.

The QUEEN can move either like a ROOK or like a BISHOP.

Here's what the QUEENS look like here:



The KING is the other big piece with a cross on top. He's the most important piece in the game. You'll find out why later in the course.

Always remember that the WHITE KING starts on a BLACK SQUARE: e1. The BLACK KING starts on a WHITE SQUARE: e8.

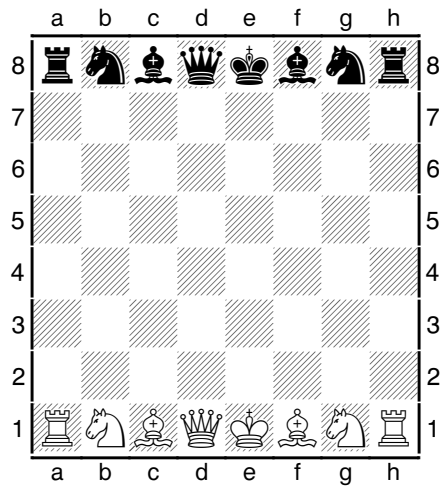
The KINGS move just one square at a time in any direction.

In our diagrams the KINGS look like this:



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This is what the board looks like with the ROOKS, KNIGHTS, BISHOPS, QUEEN and KING set up. Find the pieces in your set at home and make sure you can set them up in the right way.

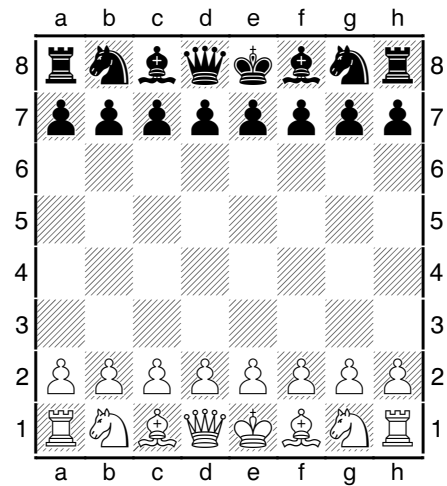
Each player also has eight PAWNS (not prawns) which start in front of the other pieces.

The WHITE PAWNS start on the squares from a2 to h2. The BLACK PAWNS start on the squares from a7 to h7.

The PAWNS are quite hard to understand. They move just one square forward, but on their first move they can choose to move two squares forward instead.

Unlike other pieces they don't capture in the same way that they move. A PAWN can only capture an enemy piece by moving one square DIAGONALLY FORWARDS.

Here's what the PAWNS look like in this book:



This is what the board looks like when all the pieces are set up ready for the start of the game.

There's a lot more to learn before you can play a complete game but you know enough to move some of the pieces round the board.

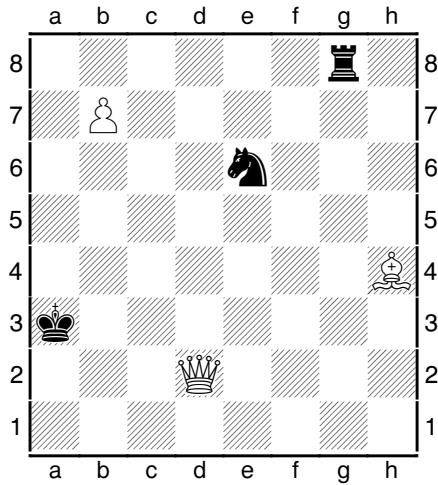
If you want to watch a game of chess taking place you can watch the computer on our website play against itself.

Visit www.chessheroes.uk/play.html, choose a complete game and set the computer to play both colours. Or, if you want to play some moves yourself, select a game where the computer only has a king. Whatever happens you won't lose the game!

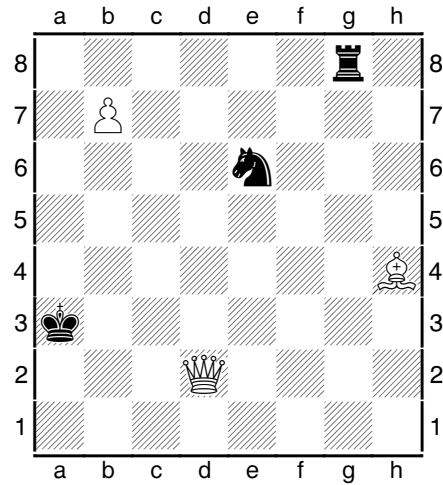
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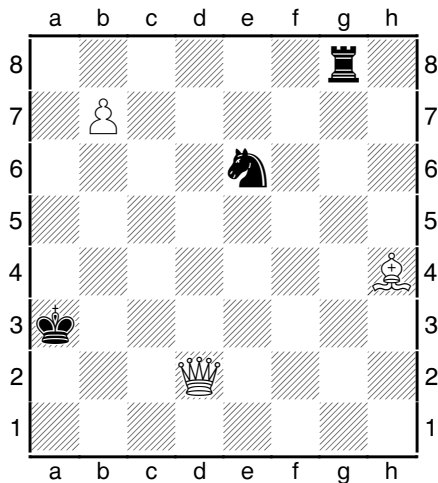
PUZZLE SHEET 1/2



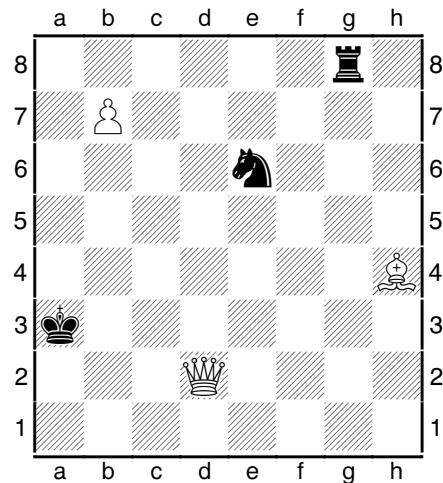
Q1. On which square is the BLACK ROOK?



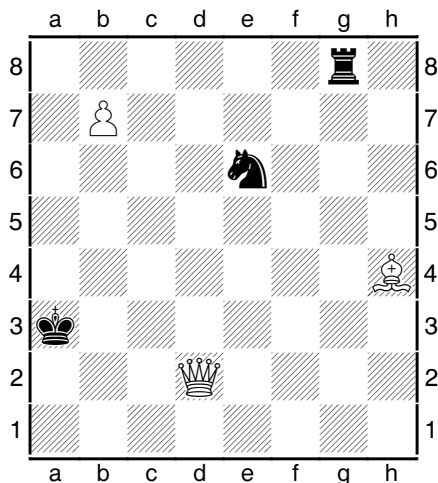
Q2. On which square is the WHITE BISHOP?



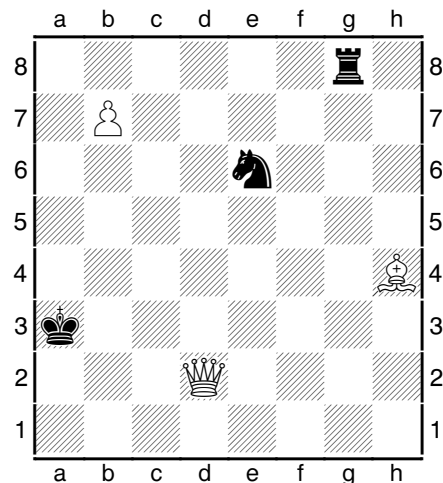
Q3. On which square is the WHITE QUEEN?



Q4. On which square is the BLACK KNIGHT?



Q5. On which square is the WHITE PAWN?



Q6. On which square is the BLACK KING?

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READING AND WRITING CHESS

When you solve the puzzles in the rest of the course you're going to have to write down the move you'd play.

Here's how you do it.

Each piece except the pawn has a letter.

If you play a KING MOVE you start by writing a CAPITAL K for KING.

If you play a QUEEN MOVE you start by writing a CAPITAL Q for QUEEN.

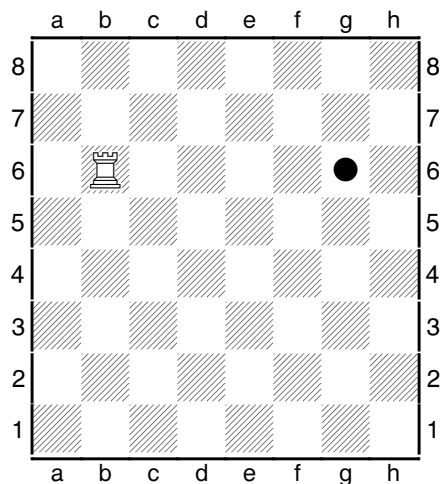
If you play a ROOK MOVE you start by writing a CAPITAL R for ROOK.

If you play a BISHOP MOVE you start by writing a CAPITAL B for BISHOP.

If you play a KNIGHT MOVE you start by writing a CAPITAL N for KNIGHT. (Not a K – we use that for the KING.)

Then you write the name of the square. A small letter for the FILE followed by a number for the RANK.

Here's an example.

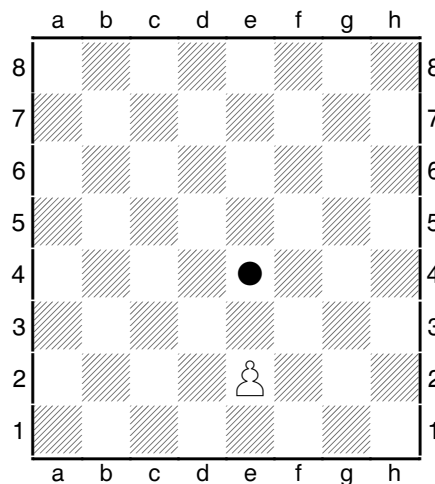


If you move your ROOK to the square marked with a black dot you write:

Rg6

The ROOK moves to the g6 square.

Here's another example.



If you move your PAWN to the square marked with a black dot you just write:

e4

If you move a pawn all you do is write the name of the square you move to.

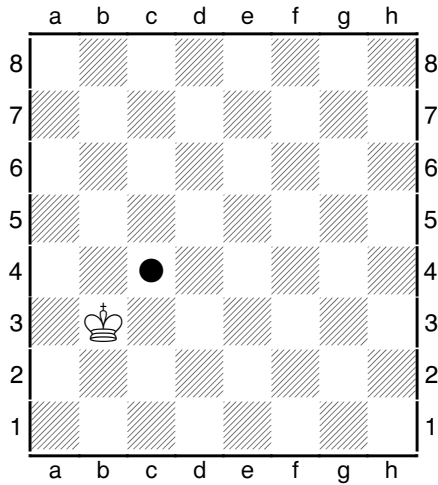
You'll learn more about how to read and write chess moves as you go through the course.

In the next puzzle sheet you have to do the same thing. How would you write it down if you moved the piece to the square marked with a black circle?

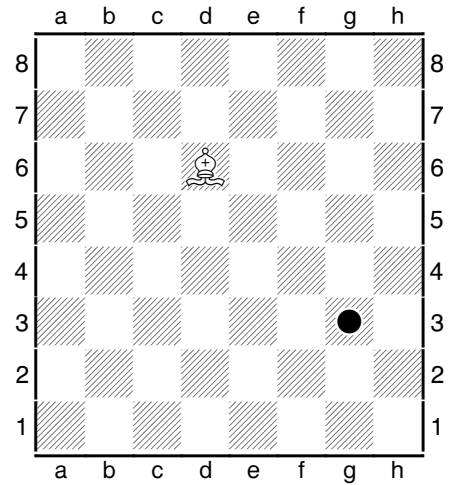
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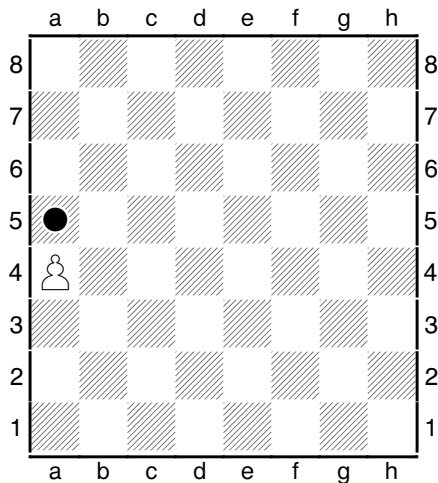
PUZZLE SHEET 1/3



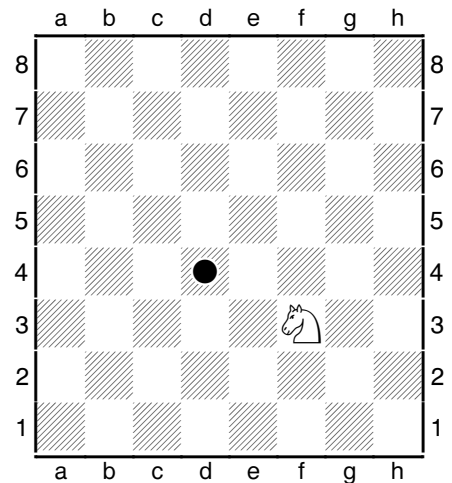
Q1. How would you write this move?



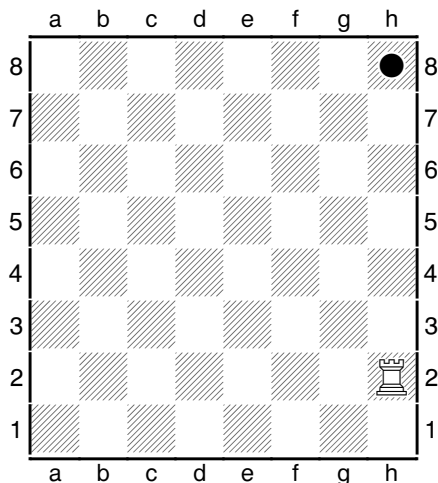
Q2. How would you write this move?



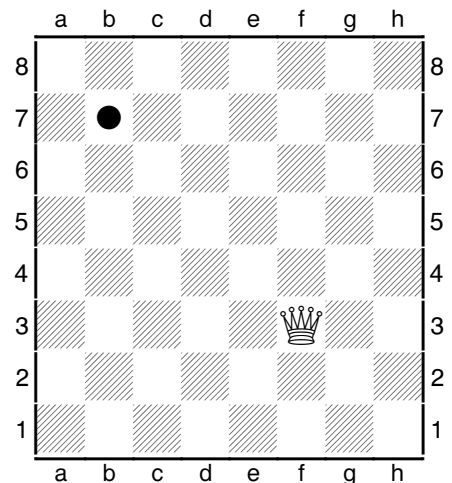
Q3. How would you write this move?



Q4. How would you write this move?



Q5. How would you write this move?



Q6. How would you write this move?

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QUIZ 1

Copy this page and email to your chess tutor when complete

- | | |
|--|--|
| Q1. What colour square should be on your right? | White/Black |
| Q2. Who makes the first move in a game of chess? | White/Black |
| Q3. What is the correct name for this piece: ♖ ? | Castle/Rook |
| Q4. What is the correct name for this piece: ♘ ? | Horse/Knight |
| Q5. What is the correct name for this piece: ♗ ? | Bishop/Fish |
| Q6. What is the correct name for this piece: ♕ ? | King/Queen |
| Q7. What is the correct name for this piece: ♔ ? | King/Queen |
| Q8. What is the correct name for this piece: ♙ ? | Pawn/Prawn |
| Q9. What number row do White's big pieces start? | 1/2 |
| Q10. What number row do Black's pawns start? | 2/7 |
| Q11. What square does the White Queen start on? | d1/e1 |
| Q12. What square does the Black King start on? | d8/e8 |
| Q13. Where do the rooks start? | In the middle/In the corners? |
| Q14. Where do the knights start? | Next to the rooks/Next to the king and queen |
| Q15. Where do the bishops start? | Next to the rooks/Next to the king and queen |
| Q16. What do you call the lines up and down the board? | Ranks/Files |
| Q17. What do you call the lines left and right on the board? | Ranks/Files |
| Q18. How many squares are there on each rank? | 8/10 |
| Q19. How many squares are there on each file? | 6/8 |
| Q20. How many small squares are there on the board? | 60/64 |

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MODULE 1 ANSWER SHEET

Copy this page and email to your chess tutor when complete

PUZZLE SHEET 1/1

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

PUZZLE SHEET 1/2

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

PUZZLE SHEET 1/3

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

You have now completed the first module.

If you are using a chess tutor you can now email your answers to the puzzle sheets and quizzes.

Your tutor will get back to you with marks and other comments within a few days.

MODULE 2. ROOKS AND BISHOPS

In this module you'll learn about the rook and bishop move.

You'll learn that some pieces are more powerful than others.

We'll introduce the vital concept of attacks and threats.

When you have completed this module send your puzzle sheet answers and games to your chess tutor for marking.

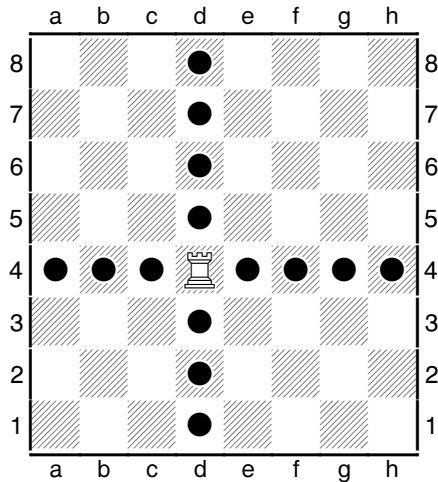
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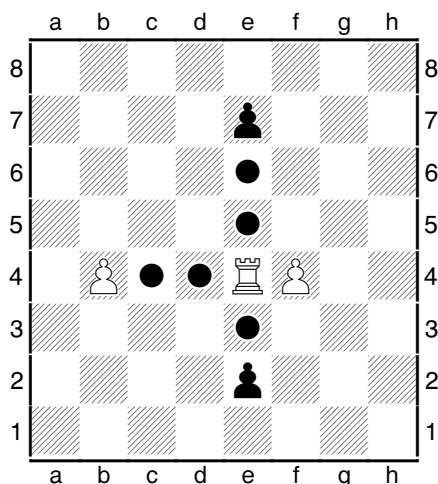
THE ROOK AND BISHOP MOVES

This is the rook move.

The rook moves horizontally or vertically in any direction. It can move as far as it likes as long as there's nothing in the way.

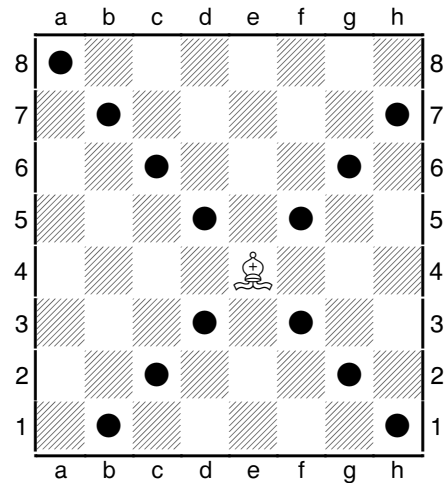


In this position the rook can move to the marked squares. It can also capture either black pawn. You make a capture by landing on the square of an enemy piece and taking it off the board.

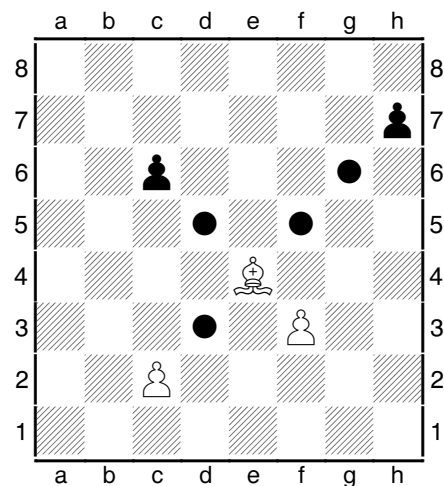


This is the bishop move.

The bishop moves diagonally in any direction. It can also move as far as it likes as long as there's nothing in the way.



In this position the bishop can move to the marked squares. It can also capture either black pawn.



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ATTACKS AND THREATS

Chess is a battle between two armies. The bigger and stronger army usually wins.

Some pieces are more powerful than others. We give the different pieces values.

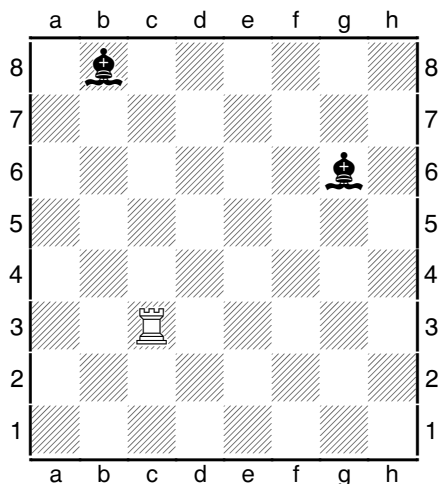
The rook is worth **5 points** and the bishop is worth **3 points**.

The rook is more powerful than the bishop because it can reach every square on the board. A bishop can only reach half the squares because it can only move on the same colour squares.

It's usually good to capture a piece for free, or to capture a more valuable piece with a less valuable piece.

So trading your bishop for an enemy rook would be a good capture, while trading your rook for an enemy bishop would be a bad capture. Trading rook for rook or bishop for bishop would be an equal capture.

If a piece could take an enemy piece next move we say it is **ATTACKING** the enemy piece.

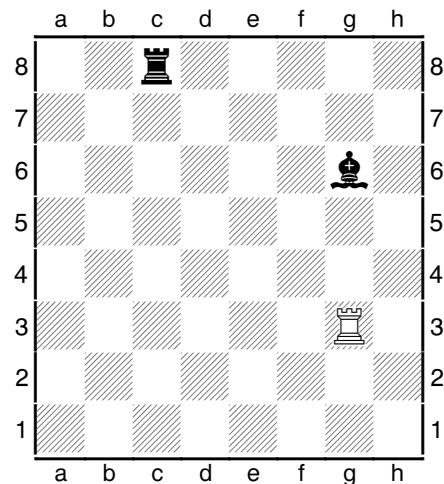


In this position White has two ways to **ATTACK** the black bishop on g6. Can you find them? He can move his rook to c6 or to g3.

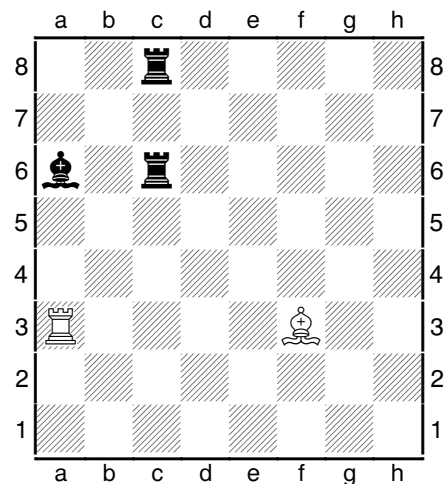
Moving to c6 would be **SAFE** because Black would not be able to capture the rook. Moving to g3 would be **UNSAFE** because Black would be able to capture the rook with his bishop.

It's important to avoid playing **UNSAFE** moves that lose points.

If you attack an enemy piece that isn't defended, or if you attack a stronger piece with a weaker piece, this is also a **THREAT**.



In this position the white rook is **THREATENING** the black bishop. Black could move his bishop away. He could also **DEFEND** the bishop by moving his rook to c6 or g8.



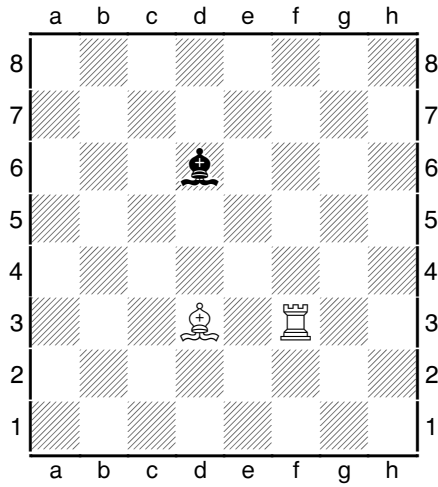
In this position the white rook is **ATTACKING** the black bishop on a6. It's not a **THREAT** as the bishop is **DEFENDED** by the rook on c6. White doesn't want to trade a rook (5 points) for a bishop (3 points).

The white bishop is **ATTACKING** the black rook on c6. This is a **THREAT** as White would like to trade off his bishop (3 points) for the enemy rook (5 points).

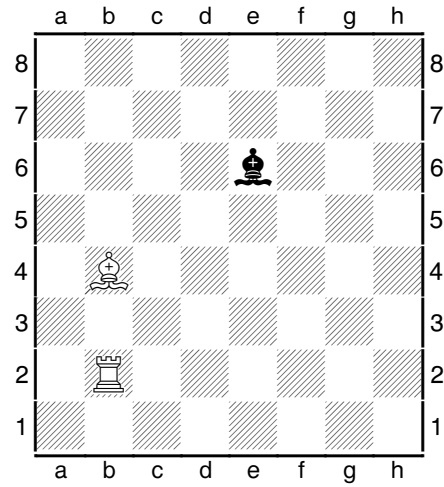
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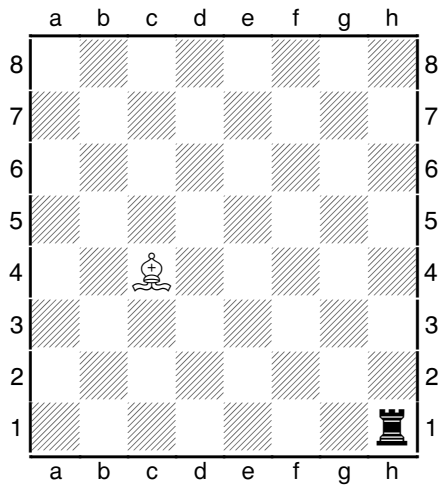
PUZZLE SHEET 2/1



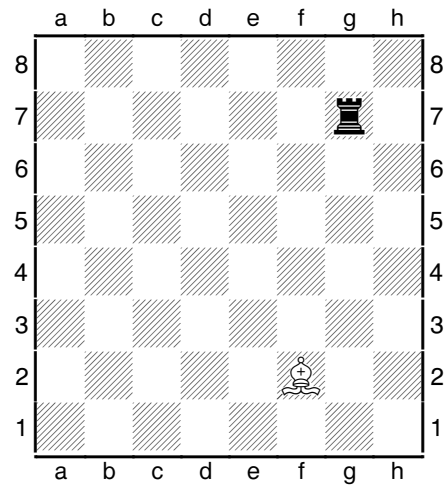
Q1 Threaten the Black Bishop



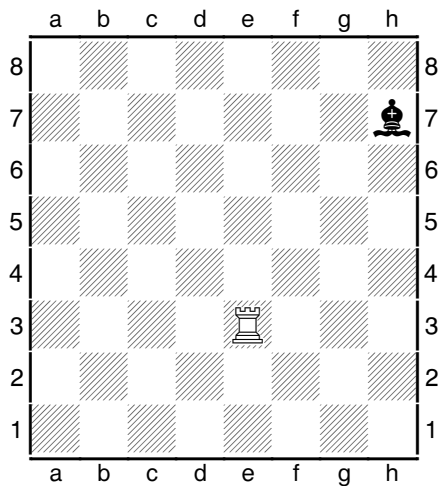
Q2 Threaten the Black Bishop



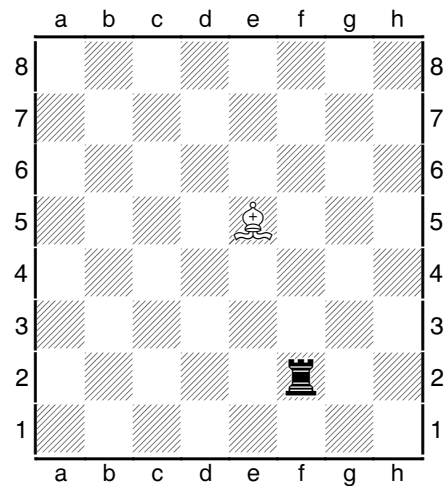
Q3 Threaten the Black Rook



Q4 Threaten the Black Rook



Q5 Threaten the Black Bishop (give 2 answers)

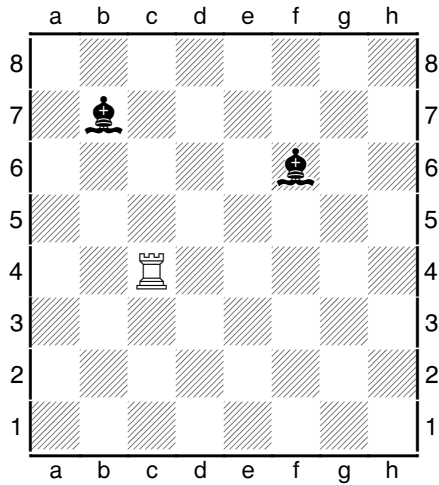


Q6 Threaten the Black Rook (give 2 answers)

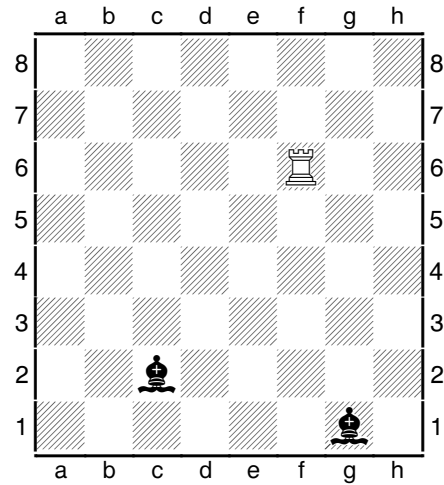
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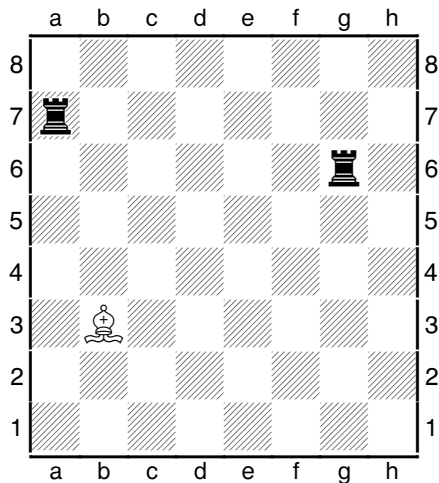
PUZZLE SHEET 2/2



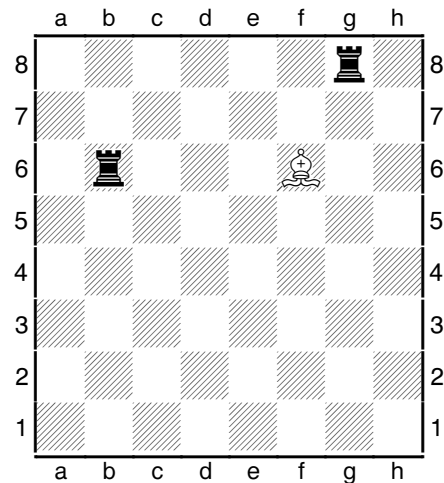
Q1 Threaten the Black Bishop on f6 safely



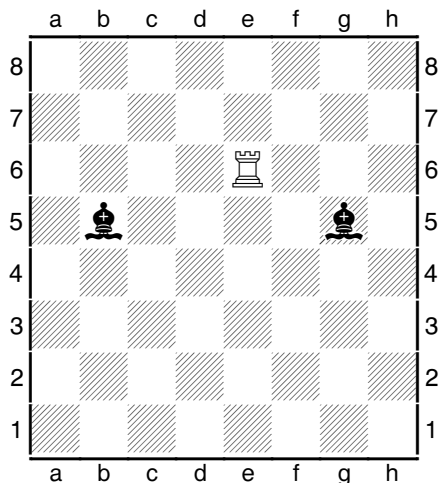
Q2 Threaten the Black Bishop on g1 safely



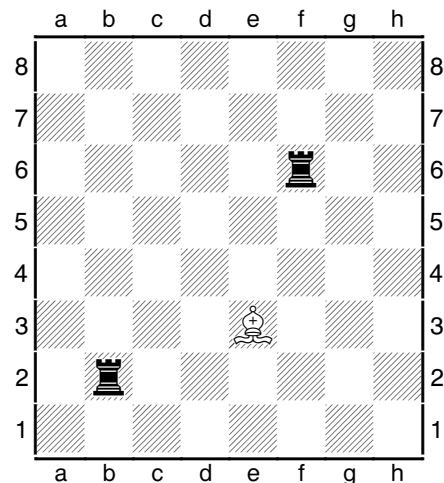
Q3 Threaten the Black Rook on g6 safely



Q4 Threaten the Black Rook on b6 safely



Q5 Threaten two Black Bishops at the same time

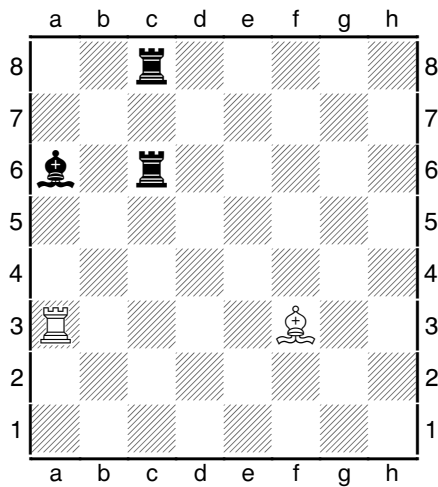


Q6 Threaten two Black Rooks at the same time

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EXCHANGES AND TRADES



If you capture an enemy piece and he captures you back you're making an **EXCHANGE** or a **TRADE**.

When you play chess you're trying to win points. You're also trying to make sure you don't lose points.

In this position White can use his rook on a3 to capture the bishop on a6. Black will then be able to take the rook with his rook on c6.

This is a **BAD TRADE**. White will win 3 points but then he will lose 5 points. In total he makes a loss of 2 points.

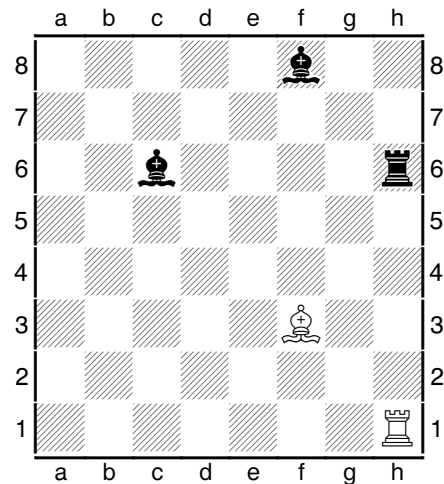
White can also use his bishop on f3 to capture the rook on c6. Black will then be able to take the bishop with his rook on c8.

This is a **GOOD TRADE**. White will win 5 points but then he will lose 3 points. In total he makes a profit of 2 points. He doesn't mind losing his bishop because he gets a more valuable rook in return.

If you're writing a capture you put an 'x' between the name of the piece and the name of the square.

So here, if your bishop on f3 captured the rook on c6 you'd write this as:

Bxc6



In this position White can use his bishop on f3 to capture the black bishop on c6. If he does this, Black will be able to capture the white bishop with his rook on h6. This is an **EQUAL TRADE**. White exchanges his bishop, worth 3 points, for the black bishop, also worth 3 points.

White can also use his rook on h1 to capture the black rook on h6. Black will then be able to capture the rook with his bishop on f8. This is another **EQUAL TRADE**. White exchanges a rook for a black rook. He wins 5 points but also loses 5 points. (He will then be able to capture the bishop on c6 for free next move.)

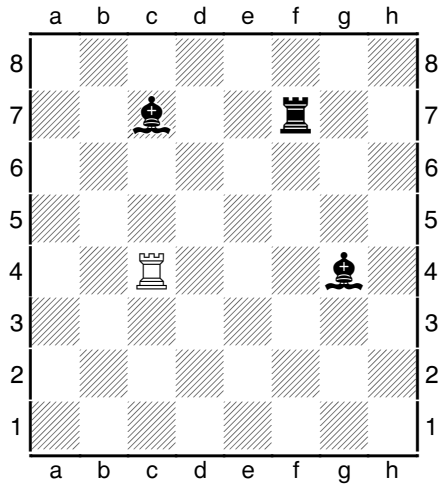
If you get the chance to make a **GOOD TRADE** you should take it. Don't worry about losing one of your pieces if you can get a stronger piece back in return.

Don't worry about making an **EQUAL TRADE** either. You might think losing a piece will make the game harder for you, but winning a piece of equal value will make it harder for your opponent as well.

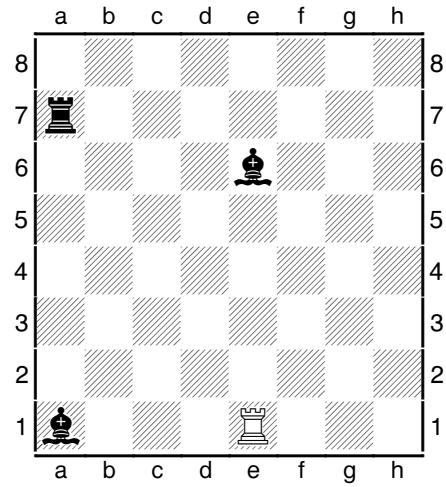
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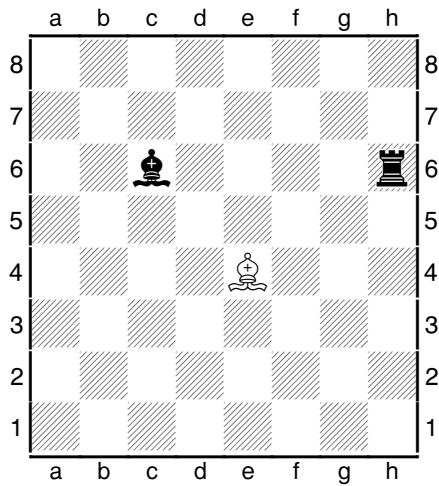
PUZZLE SHEET 2/3



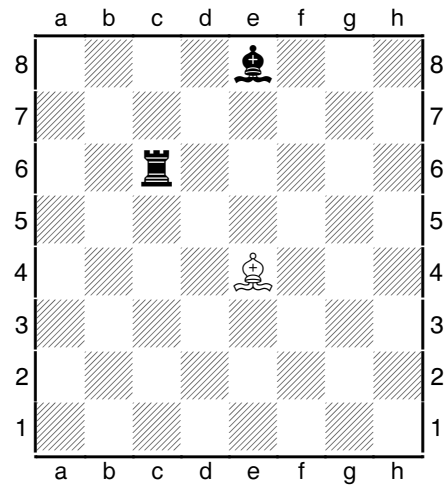
Q1 Capture a Black Bishop safely



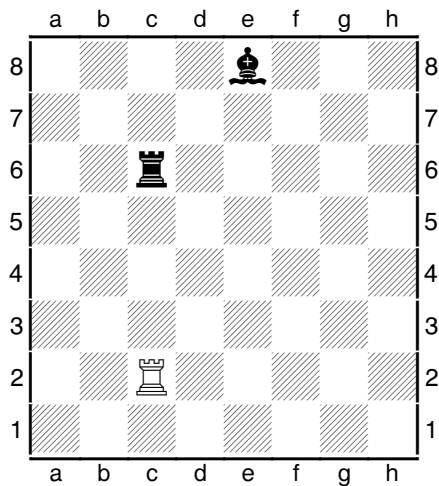
Q2 Capture a Black Bishop safely



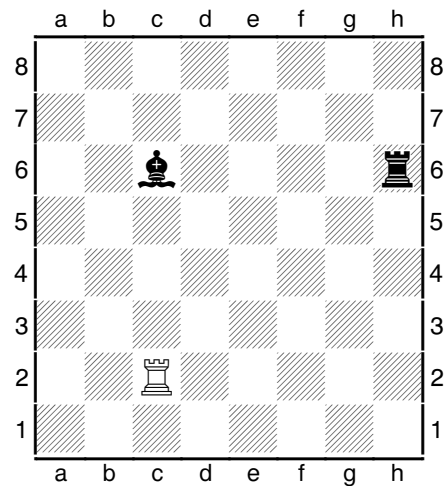
Q3 Is the trade on c6: Good/Equal/Bad?



Q4 Is the trade on c6: Good/Equal/Bad?



Q5 Is the trade on c6: Good/Equal/Bad?



Q6 Is the trade on c6: Good/Equal/Bad?

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QUIZ 2

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- | | |
|---|-----------------------------|
| Q1. Can rooks move straight backwards? | Yes/No |
| Q2. Can rooks move diagonally? | Yes/No |
| Q3. Can bishops move sideways? | Yes/No |
| Q4. Can bishops move diagonally backwards? | Yes/No |
| Q5. Can rooks capture bishops? | Yes/No |
| Q6. Can bishops capture rooks? | Yes/No |
| Q7. Which piece is more powerful? | Bishop/Rook |
| Q8. How many points is a bishop worth? | 3 points/5 points |
| Q9. How many points is a rook worth? | 3 points/5 points |
| Q10. If you trade your rook for my bishop is it...? | A good trade/A bad trade |
| Q11. If you trade your bishop for my rook is it...? | A good trade/A bad trade |
| Q12. If a bishop attacks a defended rook is it a threat? | Yes/No |
| Q13. If a rook attacks a defended bishop is it a threat? | Yes/No |
| Q14. How many rooks does each player start with? | Two/Four |
| Q15. How many bishops does each player start with? | Two/Four |
| Q16. Do your bishops start on the same colour square? | Yes/No |
| Q17. Can you move a rook from a white square to a black square? | Yes/No |
| Q18. Can you move a bishop from a white square to a black square? | Yes/No |
| Q19. If you trade your bishop for my bishop is it...? | A good trade/An equal trade |
| Q20. If you trade your rook for my rook is it? | A bad trade/An equal trade |

MODULE 2 ANSWER SHEET

Copy this page and email to your chess tutor when complete

PUZZLE SHEET 2/1

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

PUZZLE SHEET 2/2

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

PUZZLE SHEET 2/3

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

You have now completed the second module.

If you are using a chess tutor you can now email your answers to the puzzle sheets and quizzes.

You should also send your tutor the moves of a game you've played. If you want to play against the computer, either play with the computer just having a king, or, if that's too easy, with a king and eight pawns. To play, visit www.chessheroes.uk/play.html.

Ask your parents to cut and paste the moves and send them in an email.

Your tutor will get back to you with marks and other comments within a few days.

MODULE 3. THE KING MOVE

In this module you'll learn about the king move.

You'll also learn about the important idea of CHECK.

You'll learn that you cannot make a move that leaves your king under attack.

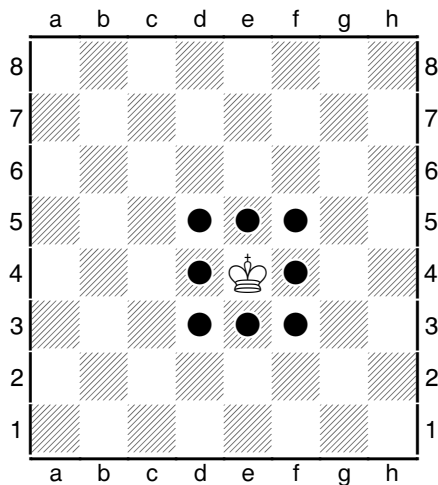
You'll also learn what you have to do if your king is attacked.

When you have completed this module send your worksheet answers and games to your chess tutor for marking.

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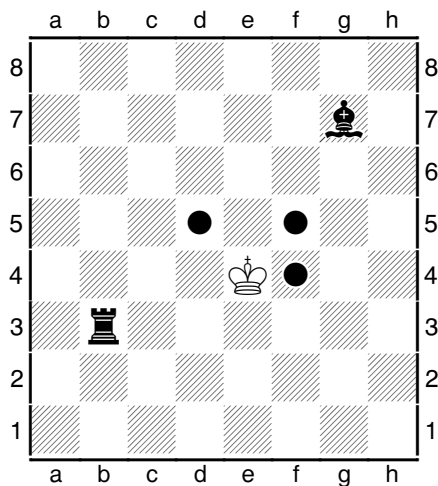
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THE KING MOVE



The king move is very simple. It can move just one square in any direction, horizontally, vertically or diagonally.

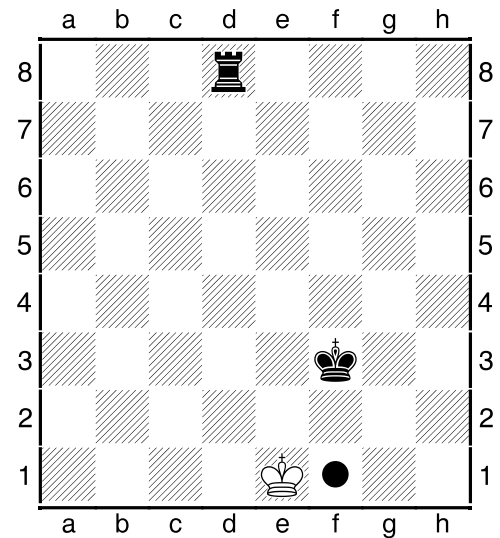
But it's not quite as easy as that. You CANNOT move your king to a square where it would be attacked by an enemy piece. Therefore, **KINGS CAN NEVER STAND NEXT TO EACH OTHER.**



In this position the king can only move to the marked squares. It CANNOT move to d3, e3 or f3 because of the black rook. It CANNOT move to d4 or e5 because of the black bishop.

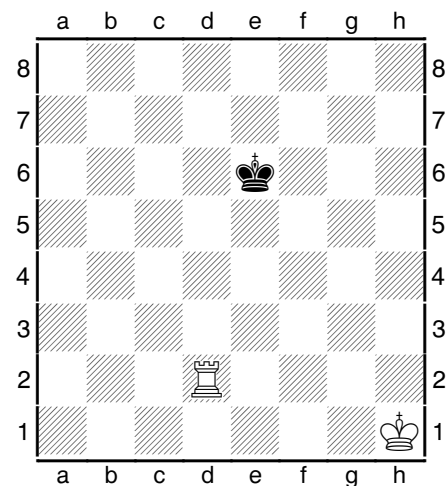
If you're playing a game and your opponent moves a king to a square where it can be taken you are NOT allowed to capture it.

Instead you must ask your opponent to take his move back and play a different move instead.



In this position White only has one move. He cannot move his king to d1 or d2 because of the black rook. He cannot move his king to e2 or f2 because the kings cannot stand next to each other. So the only square the king can move to is f1.

Kings can never move to a square where they can be captured, and kings can never be captured. In a real game of chess there will always be two kings on the board.



If you play a move that ATTACKS your opponent's king it's called a CHECK. You can warn your opponent by saying the word 'CHECK' when you do this.

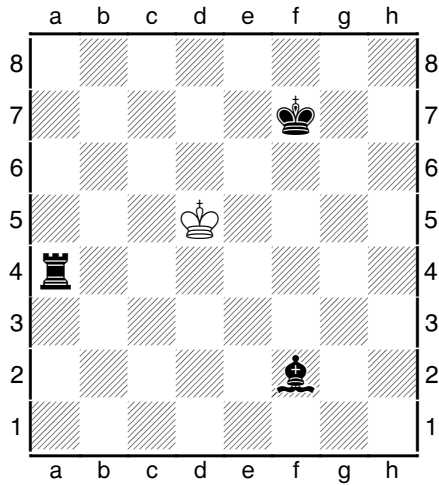
Here, White can CHECK the black king by moving his rook to d6 or to e2. But moving the rook to d6 would not be SAFE because the black king would be able to capture it. When you write down a CHECK you put a

plus sign (+) after the move: **Re2+.**

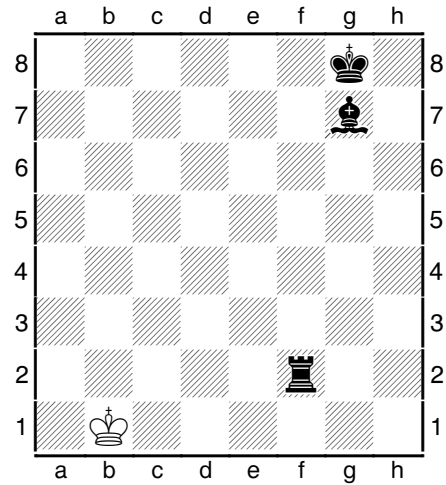
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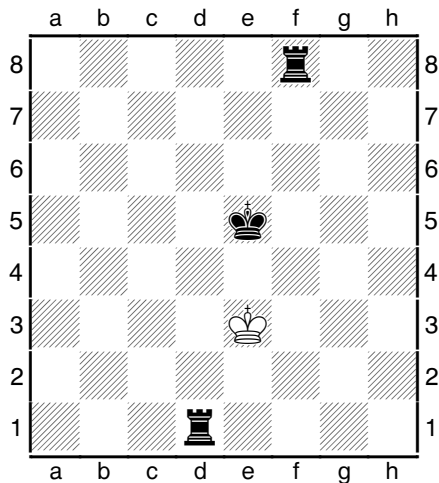
PUZZLE SHEET 3/1



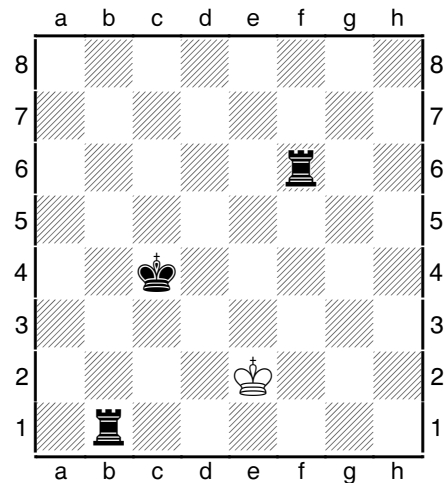
Q1 Which squares can the White King move to?



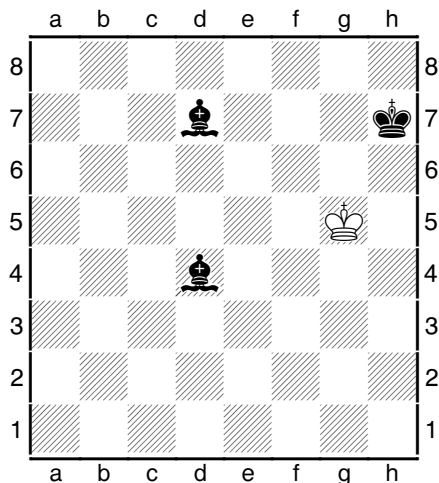
Q2 Which squares can the White King move to?



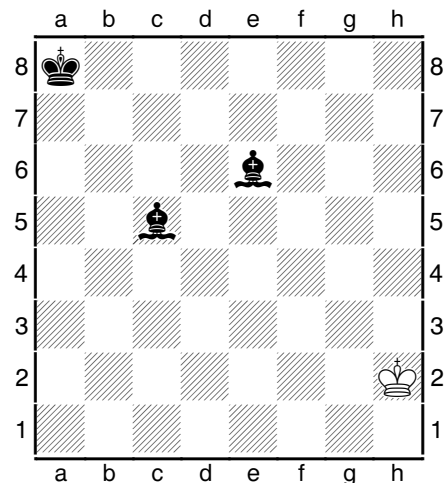
Q3 Which squares can the White King move to?



Q4 Which squares can the White King move to?



Q5 Which squares can the White King move to?

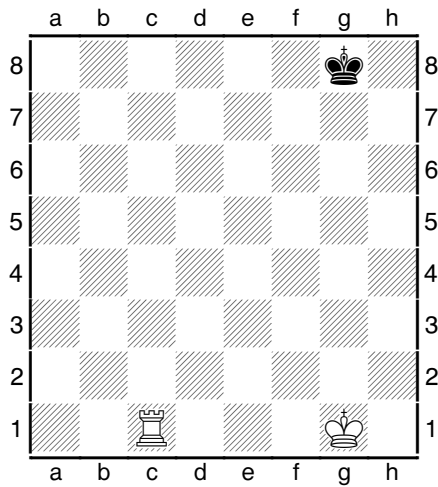


Q6 Which squares can the White King move to?

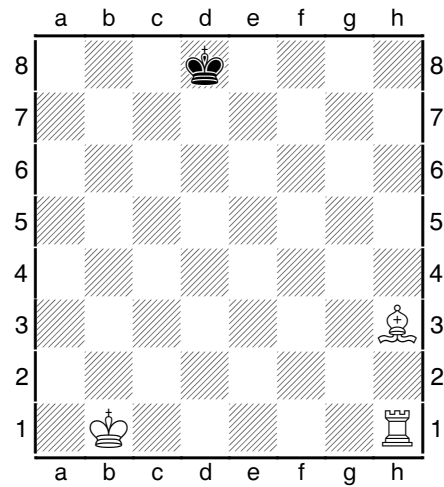
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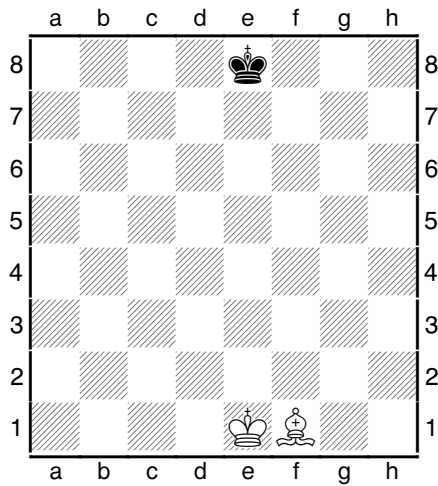
PUZZLE SHEET 3/2



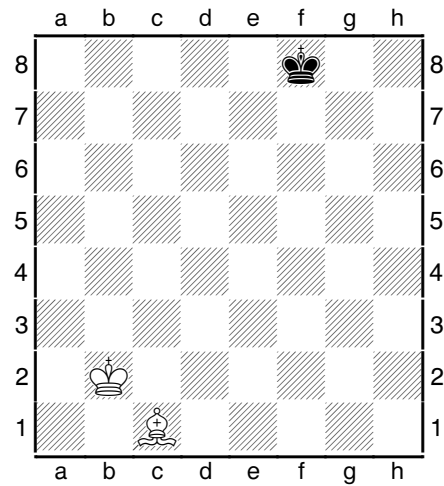
Q1 How can White check the Black King?



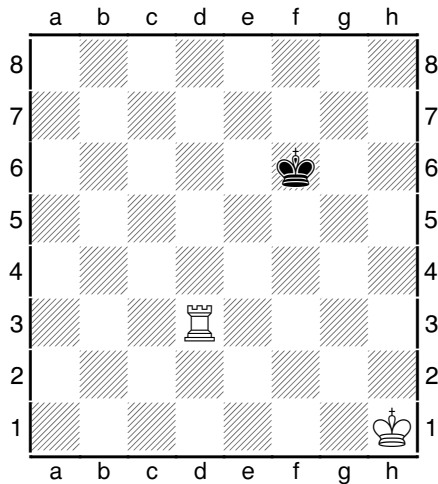
Q2 How can White check the Black King?



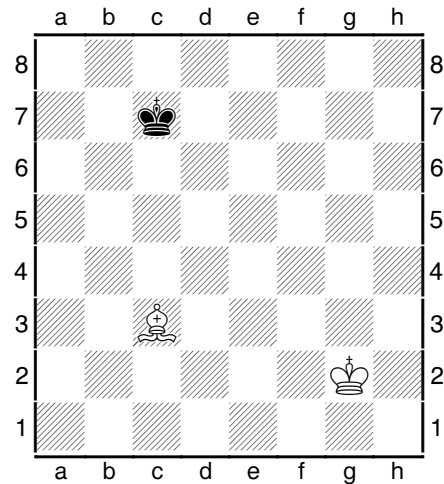
Q3 How can White check the Black King?



Q4 How can White check the Black King?



Q5 How can White check the Black King? (2 answers)



Q6 How can White check the Black King? (2 answers)

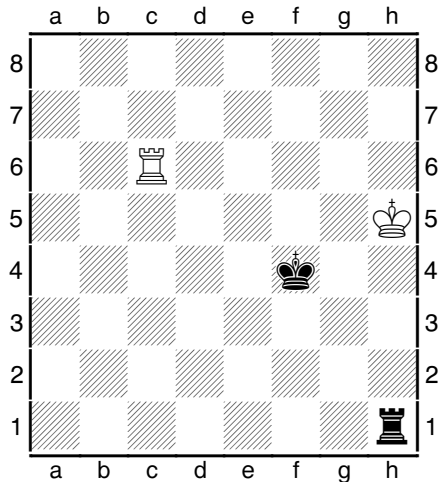
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GETTING OUT OF CHECK

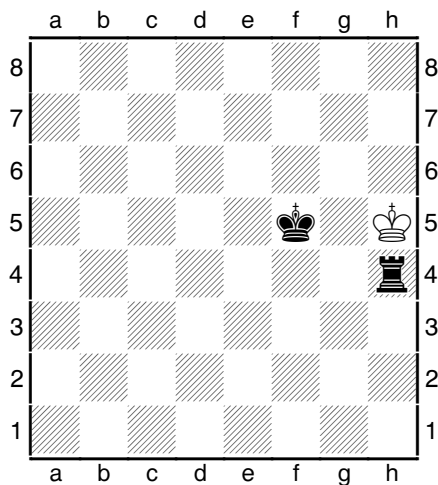
If your opponent plays a move that attacks your king you are **IN CHECK**.

You have to do something about it. You have to **GET OUT OF CHECK**.

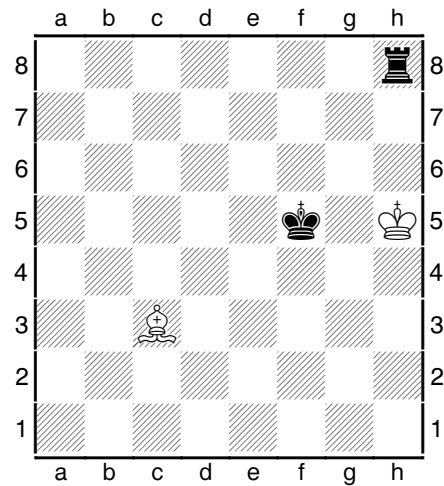


In this position Black has just moved his rook to h1, **CHECKING** the white king. White has only one move. He cannot move his king to h3 or h4 because he would still be in check from the rook. He cannot move to g4 or g5 because kings cannot stand next to each other. He cannot move his rook because it would leave his king **IN CHECK**.

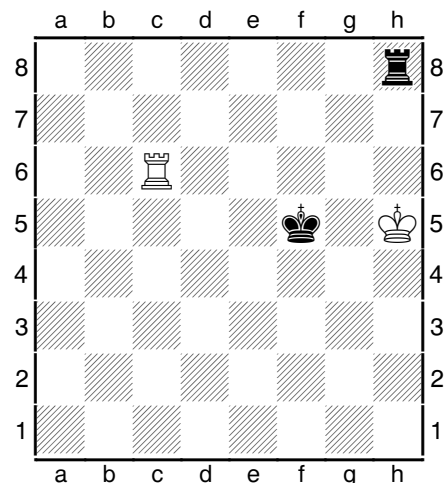
The only way to **GET OUT OF CHECK** is to move the king to g6.



Here, White's only way to get out of check is to **CAPTURE** the black rook. Kings are allowed to make captures as long as they're not moving into **CHECK**.



The white king is again in check, and this time has no safe squares to move to. But his bishop on c3 can **CAPTURE** the black rook on h8.



Another way to get out of check is to **BLOCK** the piece that's checking you. Here, White can get out of check by moving his rook from c6 to h6 to **BLOCK** the check.

Remember there are three ways to **GET OUT OF CHECK**.

Avoid the **CHECK** (or move **A**way) by moving your king to a safe square (or making a capture on a safe square).

Block the **CHECK** by placing a piece between the checking piece and your king.

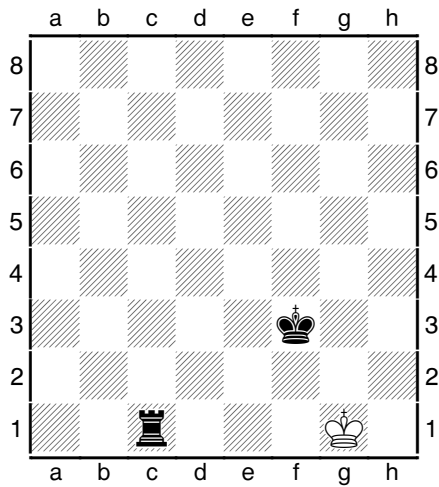
Capture the piece that is **CHECKING** you.

ABC – Avoid, Block or Capture.

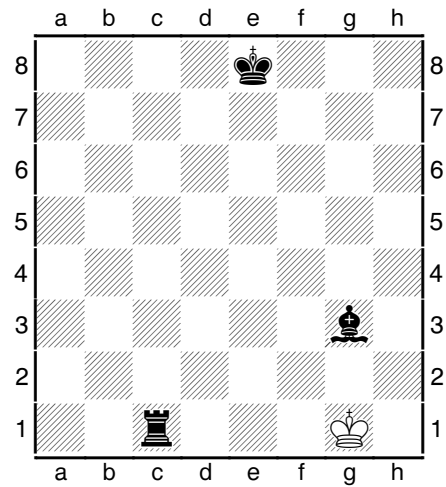
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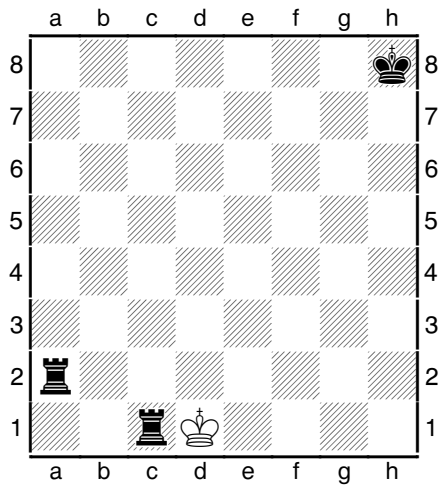
PUZZLE SHEET 3/3



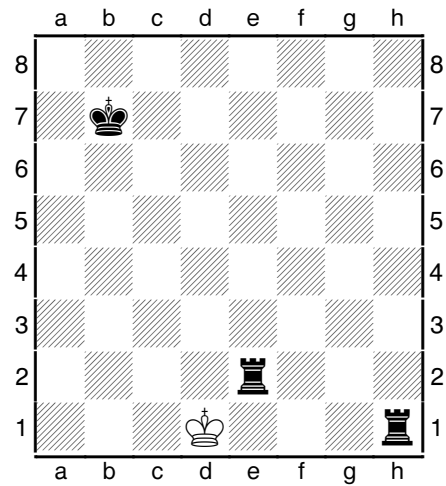
Q1 How can White get out of check?



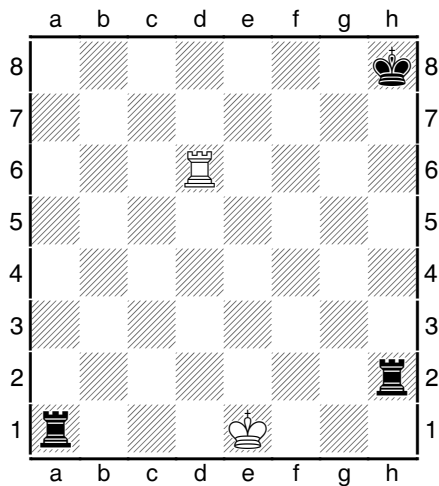
Q2 How can White get out of check?



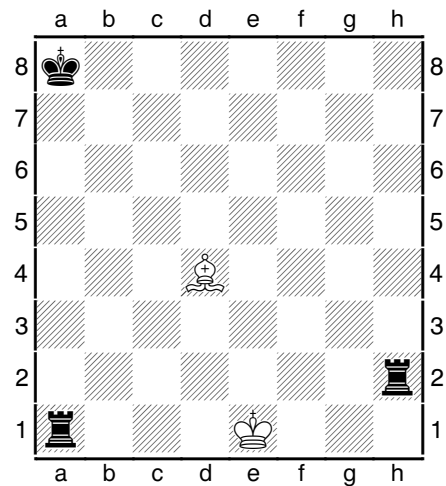
Q3 How can White get out of check?



Q4 How can White get out of check?



Q5 How can White get out of check?

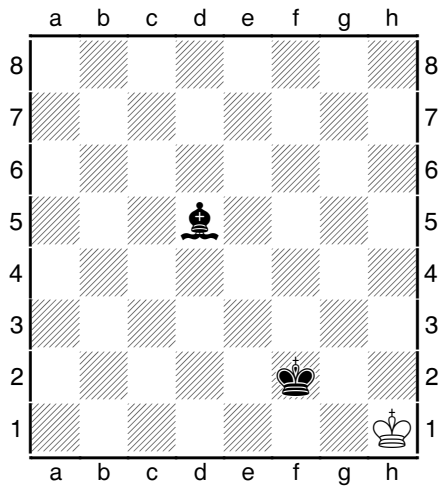


Q6 How can White get out of check?

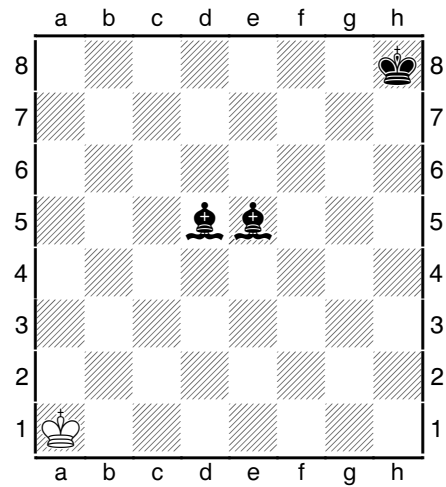
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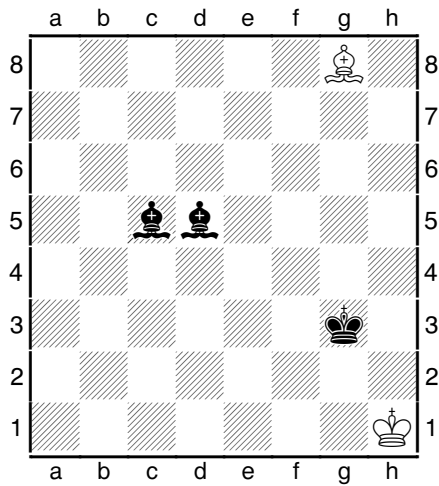
PUZZLE SHEET 3/4



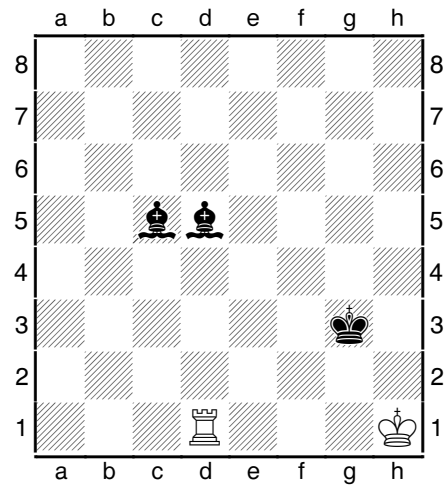
Q1 How can White get out of check?



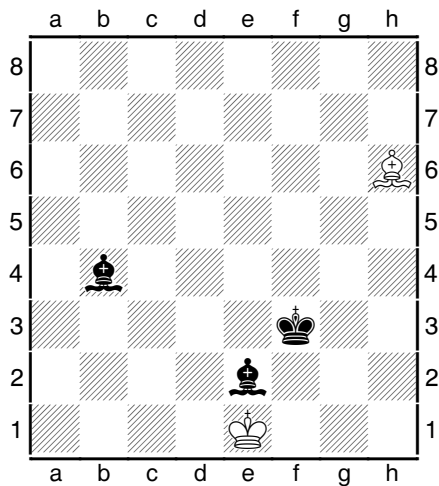
Q2 How can White get out of check?



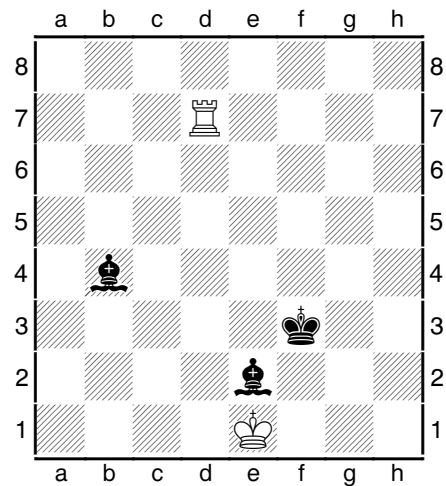
Q3 How can White get out of check?



Q4 How can White get out of check?



Q5 How can White get out of check?

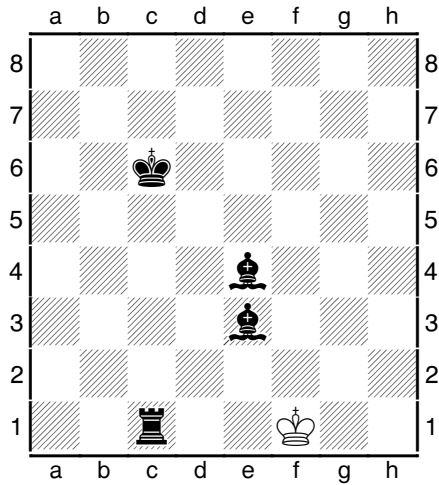


Q6 How can White get out of check?

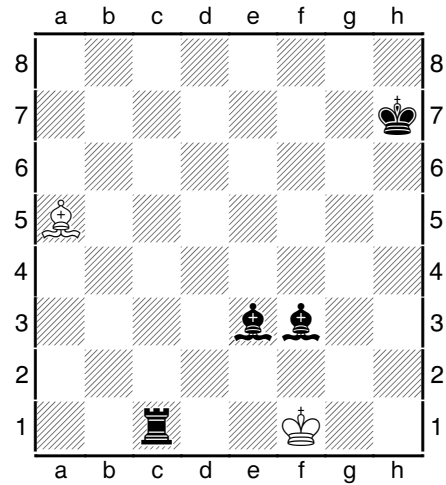
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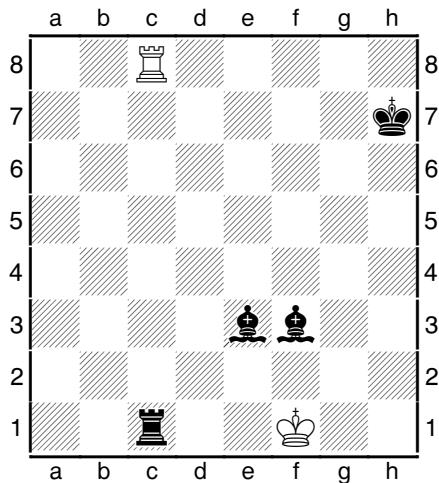
PUZZLE SHEET 3/5



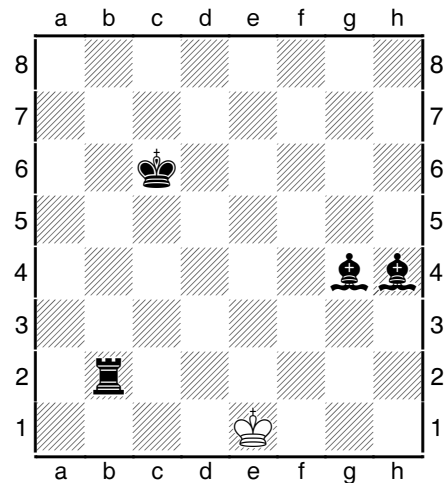
Q1 How can White get out of check?



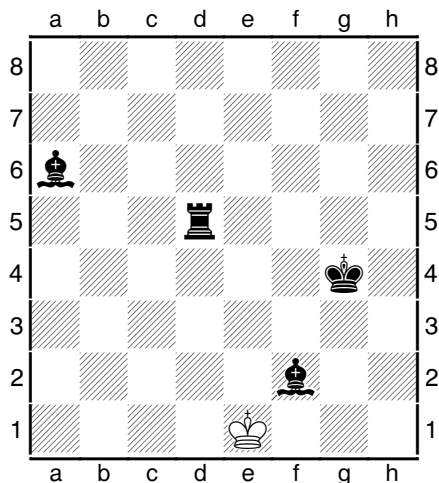
Q2 How can White get out of check?



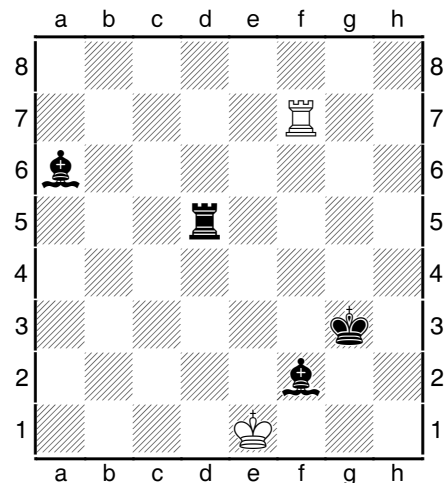
Q3 How can White get out of check?



Q4 How can White get out of check?



Q5 How can White get out of check?



Q6 How can White get out of check?

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MODULE 3 ANSWER SHEET

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PUZZLE SHEET 3/1

1. _____
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PUZZLE SHEET 3/2

1. _____
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PUZZLE SHEET 3/3

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PUZZLE SHEET 3/4

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PUZZLE SHEET 3/5

1. _____
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6. _____

You have now completed the third module.

If you are using a chess tutor you can now email your answers to the puzzle sheets and quizzes.

You should also send your tutor the moves of a game you've played. If you are playing against the computer, play with the computer just having a king and eight pawns. To play, visit www.chessheroes.uk/play.html.

Your tutor will get back to you with marks and other comments within a few days.

MODULE 4. CHECKMATE

In this module you'll learn about CHECKMATE.

CHECKMATE is how you win (or lose) a game of chess.

CHECKMATE is a position in which the king is attacked and there no way to get out of the attack.

If you CHECKMATE your opponent's king you WIN the game. If your opponent CHECKMATES your king you LOSE the game.

You'll need a lot of practice to help you understand this and learn some of the most common CHECKMATE positions.

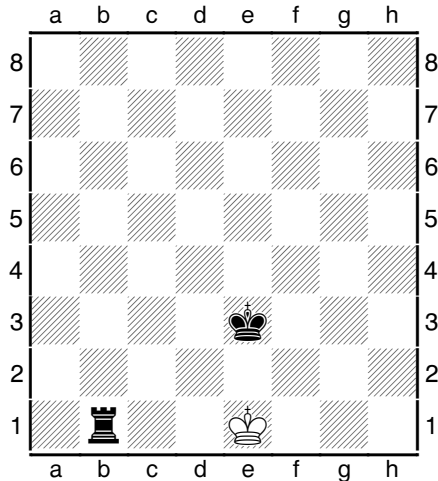
When you have completed this module send your worksheet answers and games to your chess tutor for marking.

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CHECKMATE

Look at this position.



Black has just moved his rook to b1. White is in CHECK.

He cannot **A**VOID the CHECK by moving his king to a safe square.

He cannot **B**LOCK the CHECK by putting a piece in the way.

He cannot **C**APTURE the rook that's checking him.

There's nothing he can do.

This is CHECKMATE.

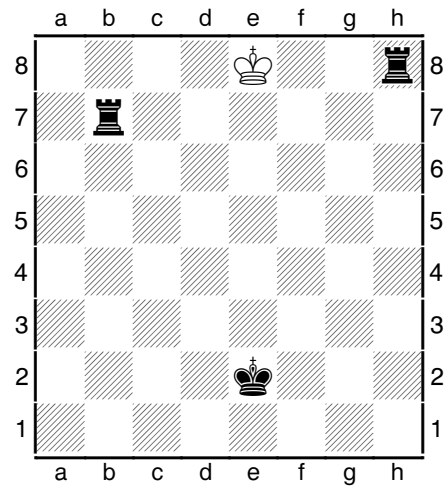
The way you win a game of chess is to get CHECKMATE.

CHECKMATE is a position in which your king is IN CHECK and there's no way you can get out of CHECK.

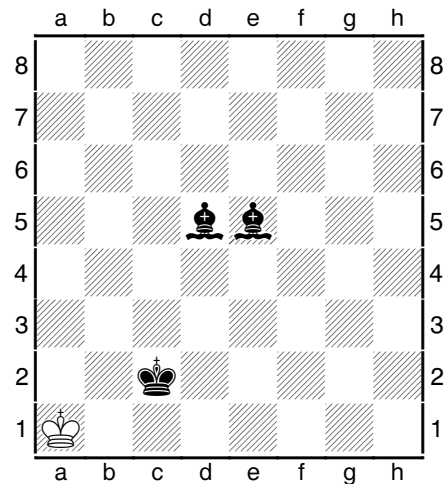
In this position Black has CHECKMATED White. White is in CHECKMATE. Black has won the game.

This is a CHECKMATE with king and rook.

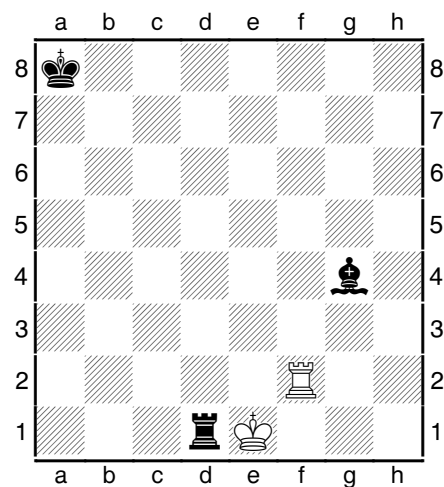
Here are some more CHECKMATE positions for you to learn.



Here Black has played a CHECKMATE with two rooks.



The black king helps the two bishops get CHECKMATE in this position.

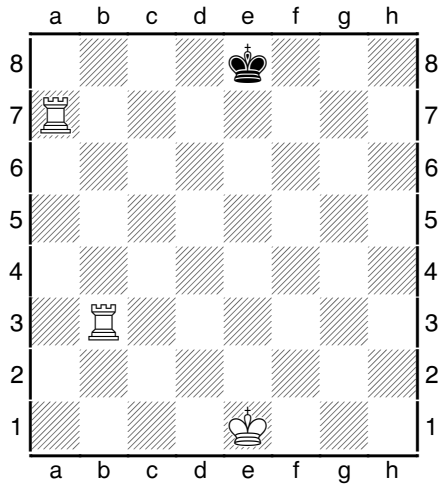


Here the black rook and bishop make a CHECKMATE.

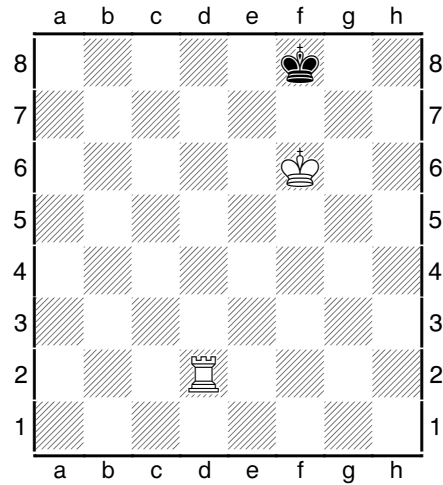
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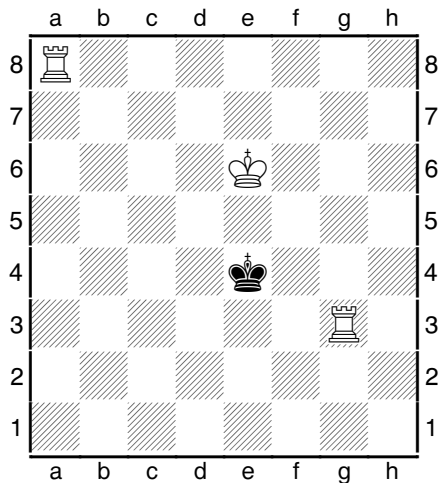
PUZZLE SHEET 4/1



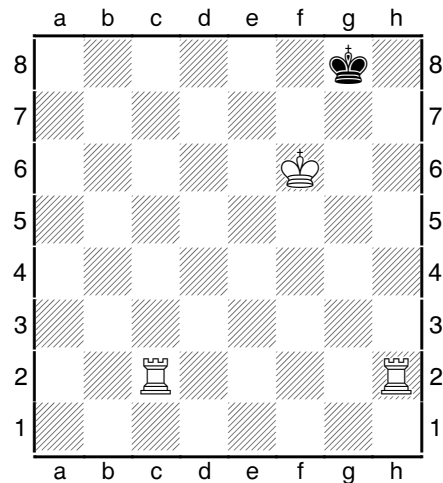
Q1 How can White get checkmate this move?



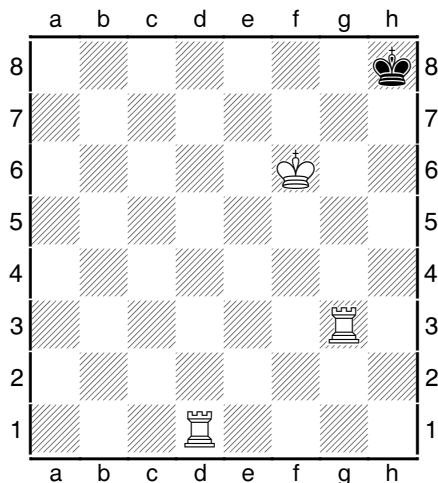
Q2 How can White get checkmate this move?



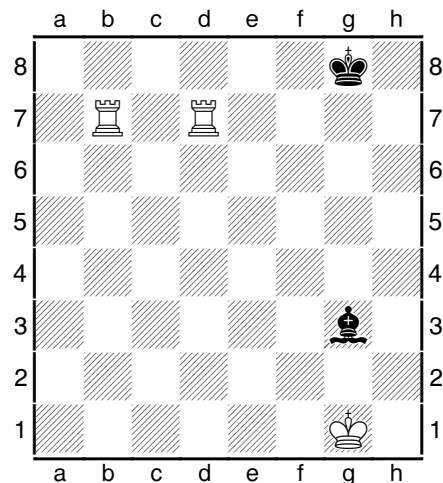
Q3 How can White get checkmate this move?



Q4 How can White get checkmate this move?



Q5 How can White get checkmate this move?

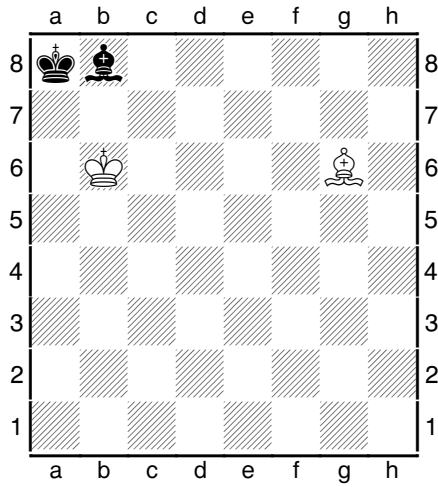


Q6 How can White get checkmate this move?

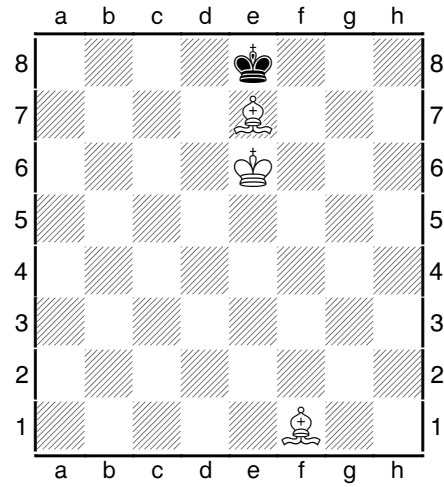
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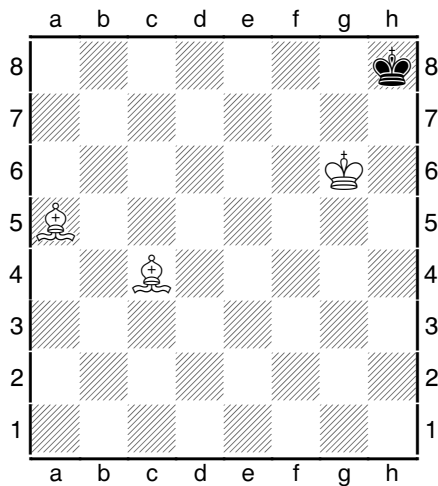
PUZZLE SHEET 4/2



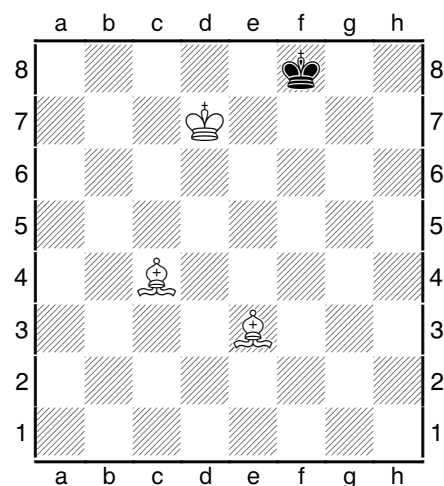
Q1 How can White get checkmate this move?



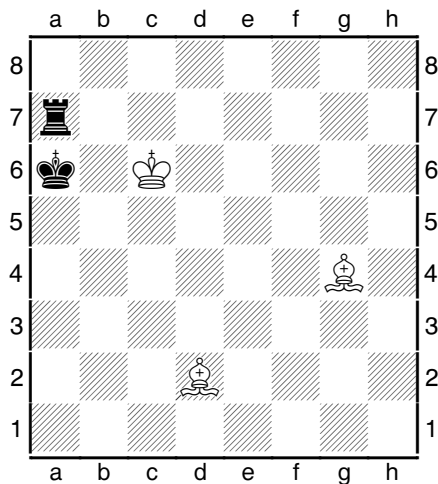
Q2 How can White get checkmate this move?



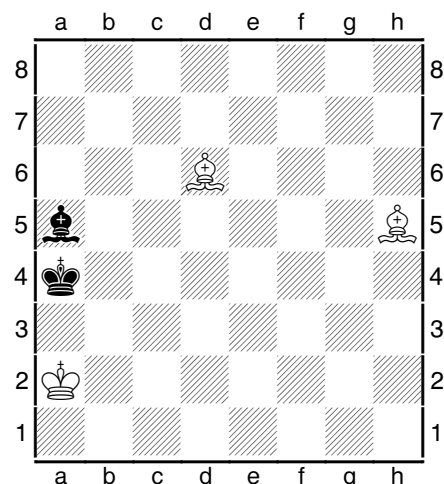
Q3 How can White get checkmate this move?



Q4 How can White get checkmate this move?



Q5 How can White get checkmate this move?

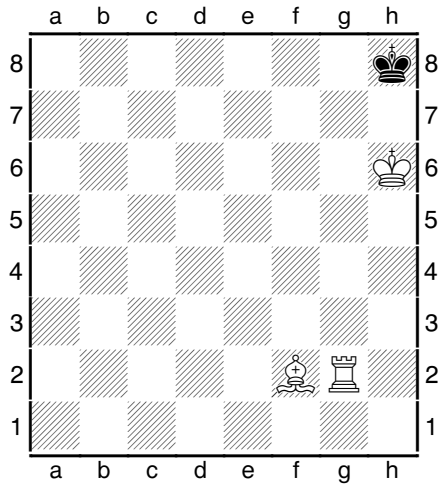


Q6 How can White get checkmate this move?

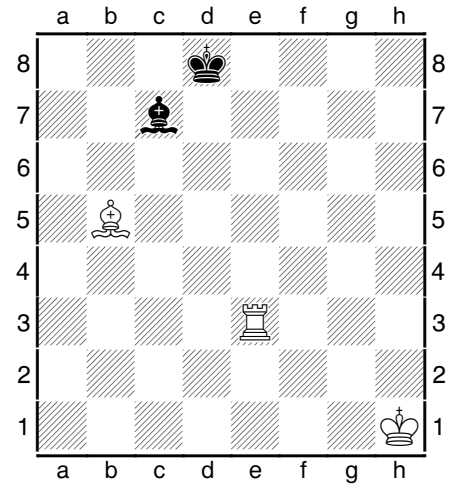
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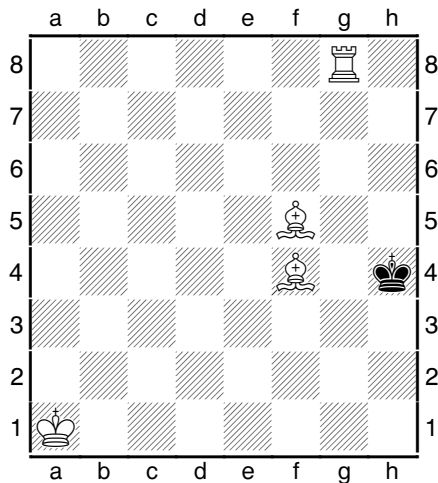
PUZZLE SHEET 4/3



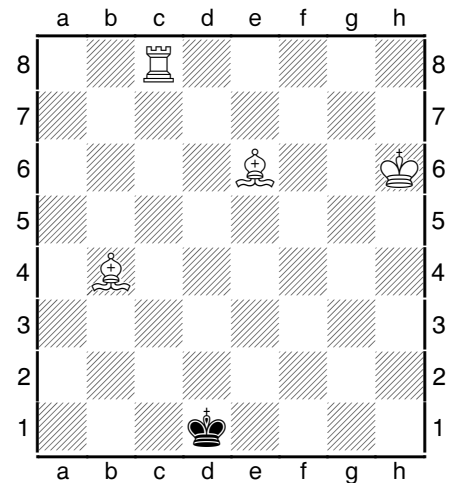
Q1 How can White get checkmate this move?



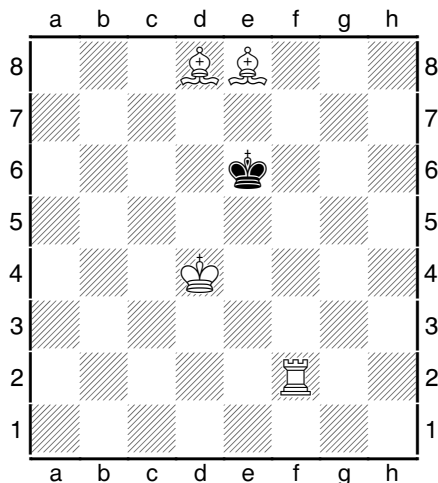
Q2 How can White get checkmate this move?



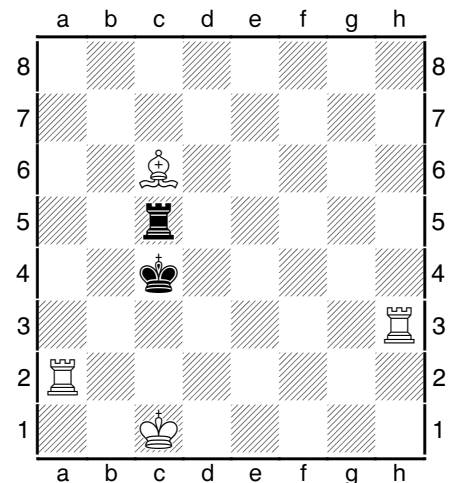
Q3 How can White get checkmate this move?



Q4 How can White get checkmate this move?



Q5 How can White get checkmate this move?



Q6 How can White get checkmate this move?

MODULE 4 ANSWER SHEET

Copy this page and email to your chess tutor when complete

PUZZLE SHEET 4/1

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PUZZLE SHEET 4/2

1. _____
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PUZZLE SHEET 4/3

1. _____
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You have now completed the fourth module.

Play a game against the computer where the computer has just a king and eight pawns and see if you can find a way to get checkmate. Send that game to your tutor as well.

If you are using a chess tutor you can now email your answers to the puzzle sheets and games.

Your tutor will get back to you with marks and other comments within a few days.

MODULE 5. THE QUEEN MOVE

In this module you'll learn about the QUEEN.

The QUEEN is the most powerful piece on the board so it's important that you learn how to use it well.

The QUEEN is also the piece that you will usually use to get CHECKMATE and win the game so you need to know a lot about QUEEN CHECKMATES.

When you have completed this module send your worksheet answers and games to your chess tutor for marking.

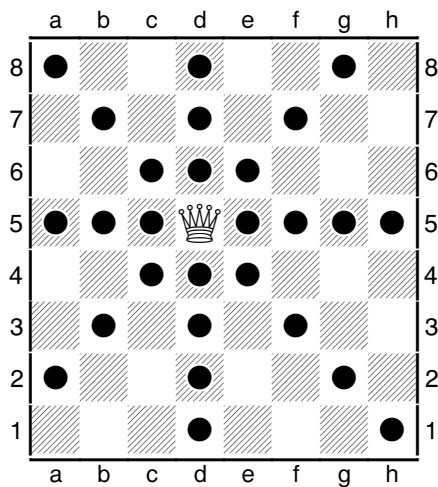
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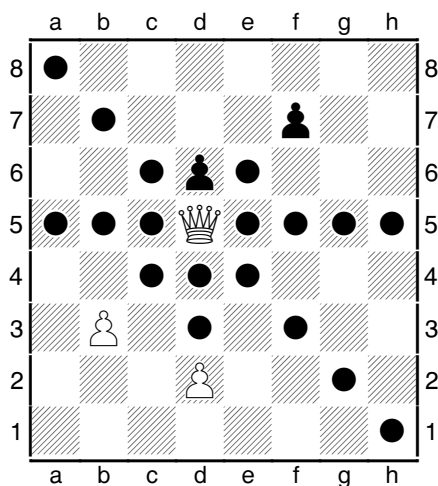
THE QUEEN MOVE

This is the queen move.

The queen moves like a rook or like a bishop. It can move horizontally, vertically or diagonally in any direction.



In this position the queen can move to the marked squares. It can also capture either black pawn.



The queen is the most powerful piece on the chessboard.

It is more powerful than either the rook or the bishop.

A bishop is worth 3 points.

A rook is worth 5 points.

A queen is worth 9 points.

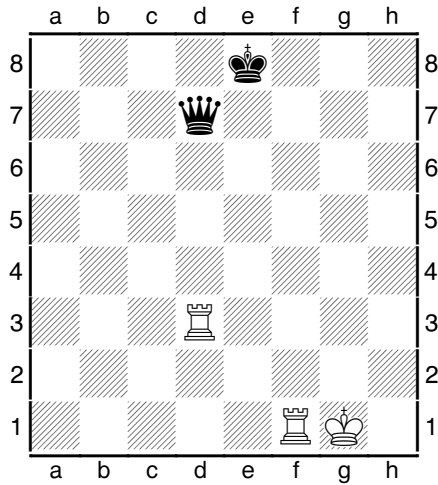
If you trade your rook for an enemy queen it's a good trade. You win 9 points and lose 5 points. You make a profit of 4 points.

If you trade a bishop for an enemy queen it's also a good trade. You win 9 points and lose 3 points. You make a profit of 6 points.

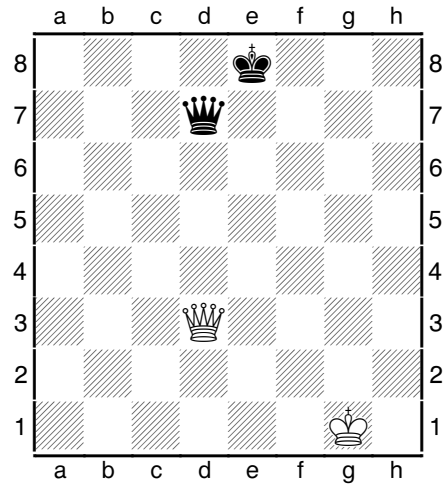
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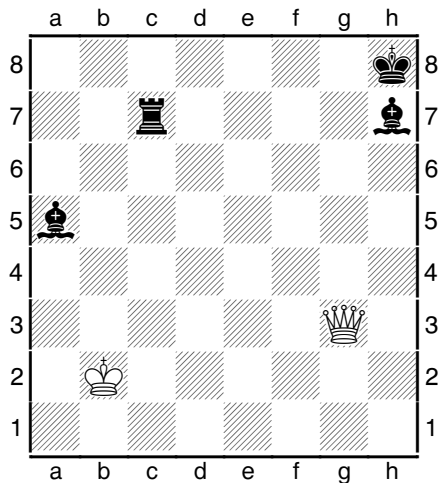
PUZZLE SHEET 5/1



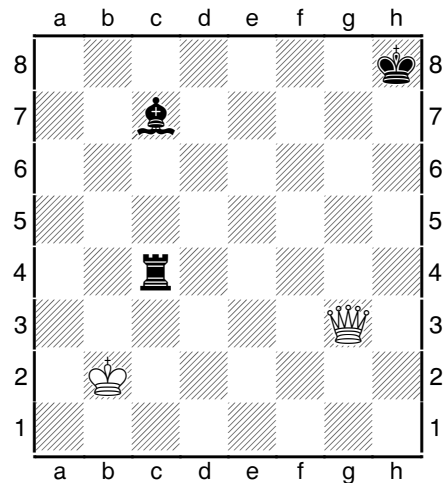
Q1 Is the trade on d7: Good/Equal/Bad?



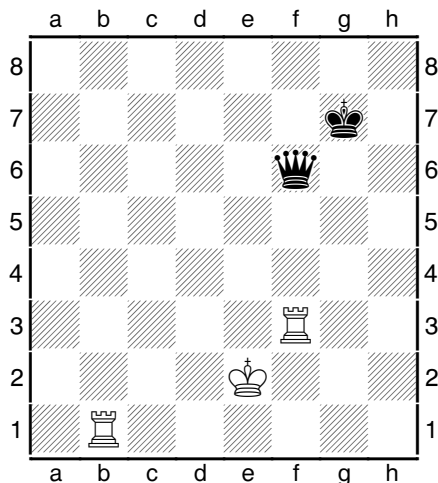
Q2 Is the trade on d7: Good/Equal/Bad?



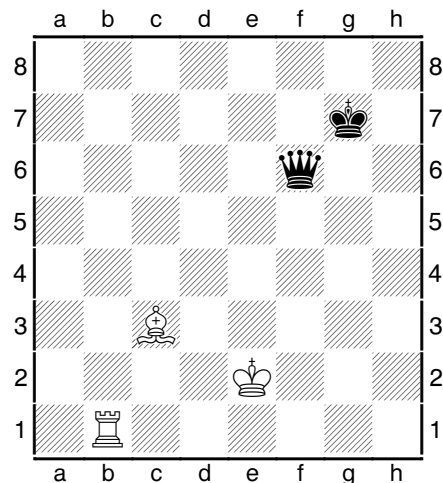
Q3 Is the trade on c7: Good/Equal/Bad?



Q4 Is the trade on c7: Good/Equal/Bad?



Q5 Is the trade on f6: Good/Equal/Bad?

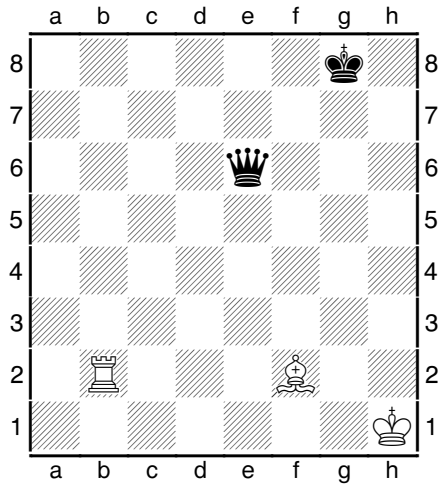


Q6 Is the trade on f6: Good/Equal/Bad?

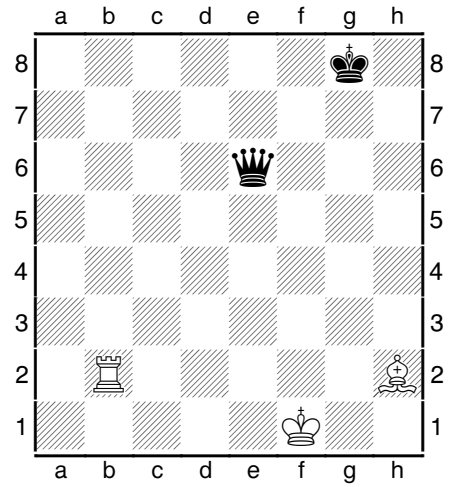
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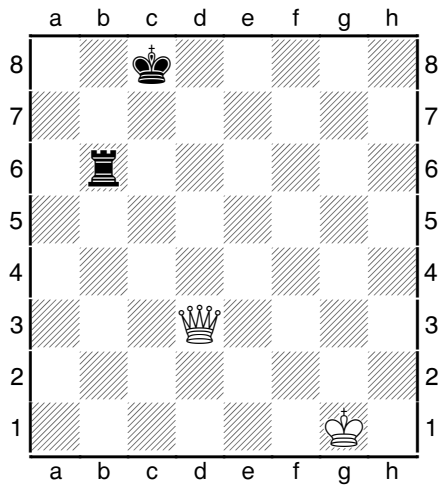
PUZZLE SHEET 5/2



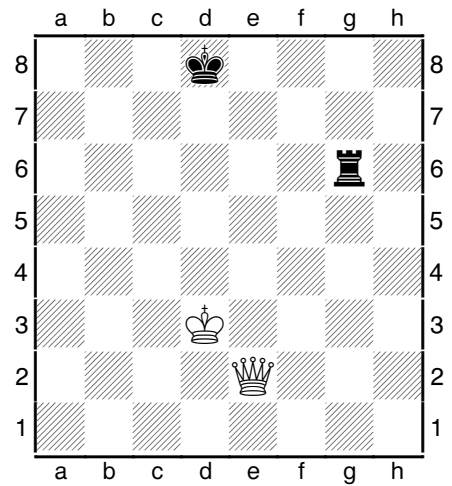
Q1 Threaten the black queen safely



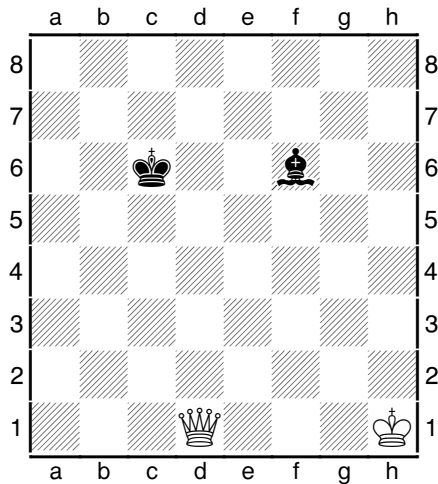
Q2 Threaten the black queen safely



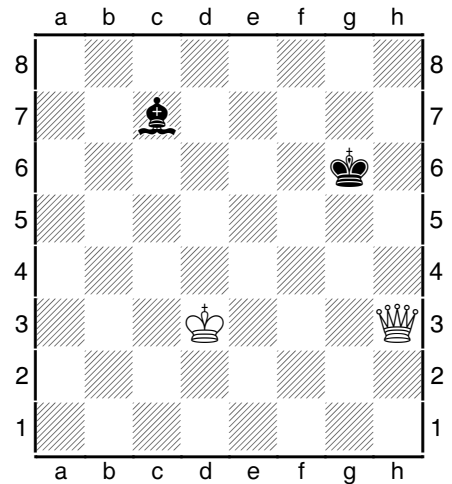
Q3 Threaten the black rook safely (2 answers)



Q4 Threaten the black rook safely (2 answers)



Q5 Threaten the black bishop safely (2 answers)



Q6 Threaten the black bishop safely (2 answers)

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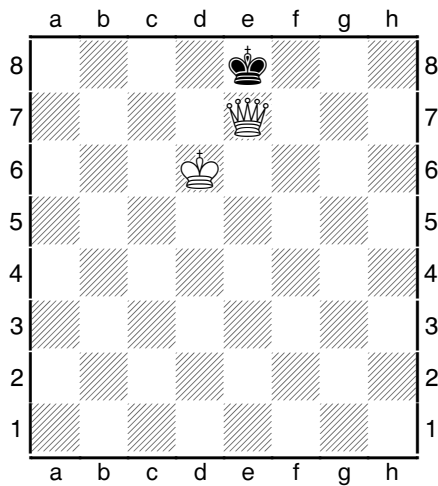
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QUEEN CHECKMATES

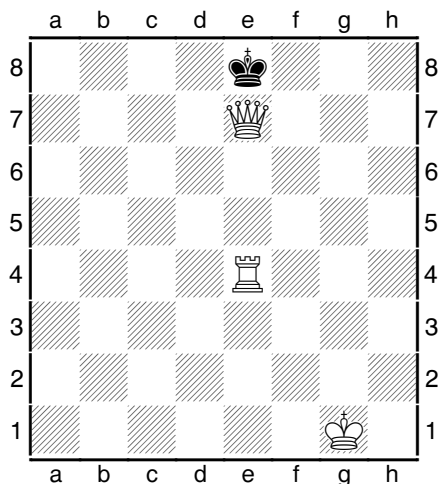
Because the queen is your most powerful piece it is the piece you will usually use to get checkmate.

The queen can get checkmate along the side of the board, just like a rook.

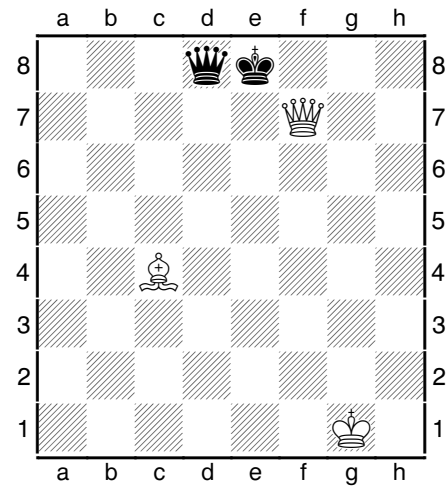
If your opponent's king is on the side of the board you can also get checkmate by moving your queen next to the king, one square horizontally or vertically towards the centre, as long as it is defended and cannot be taken by another piece.



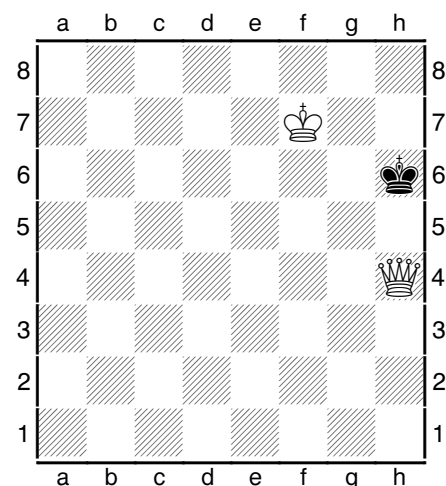
In this position Black is checkmated. Remember that two kings can never stand next to each other.



Here the white rook supports the queen and helps White get checkmate.



This is also checkmate. The white bishop supports the queen and the black queen prevents the king escaping to d8.



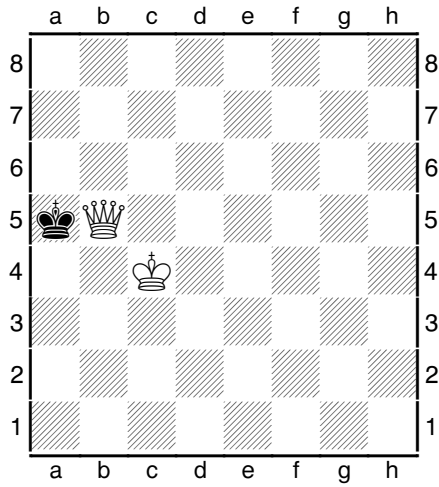
Here's another queen checkmate.

The white queen stops the black king moving to g5. The white king stops the black king moving to g6 or g7.

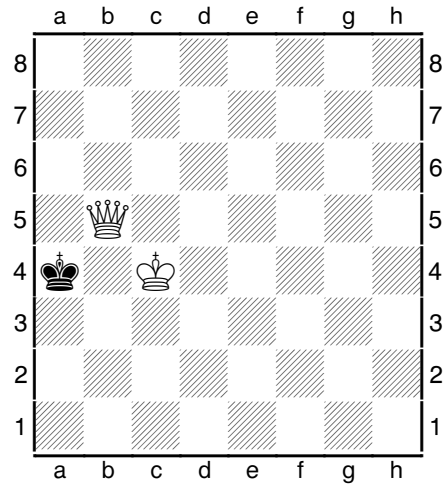
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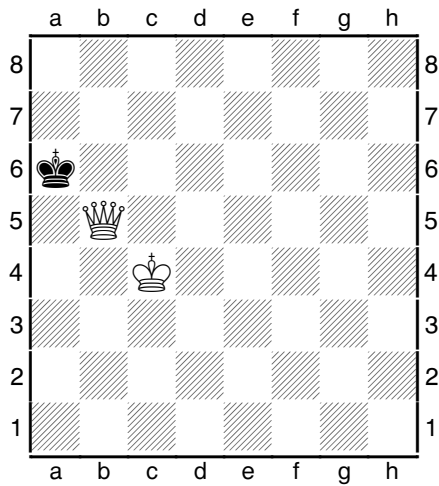
PUZZLE SHEET 5/3



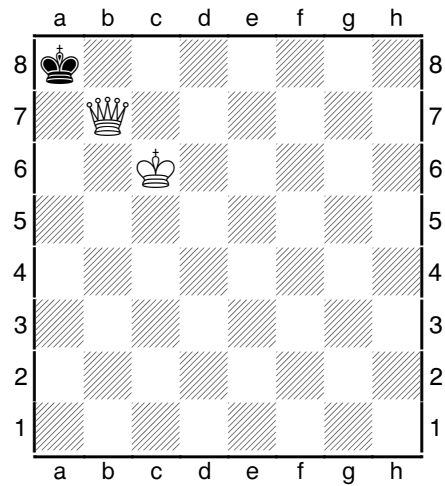
Q1 Is this checkmate? Yes/No



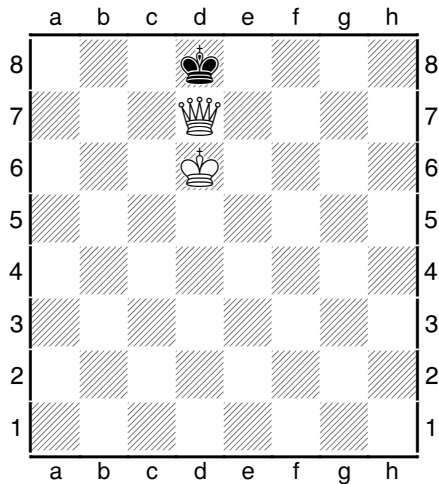
Q2 Is this checkmate? Yes/No



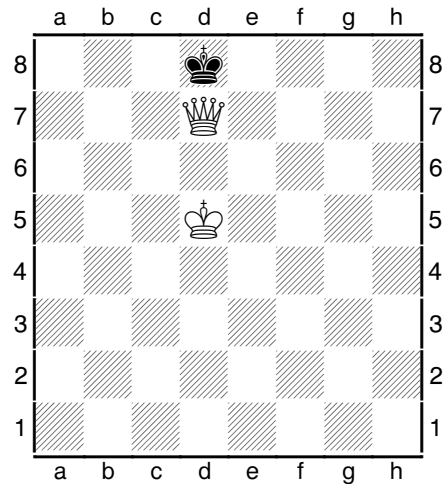
Q3 Is this checkmate? Yes/No



Q4 Is this checkmate? Yes/No



Q5 Is this checkmate? Yes/No

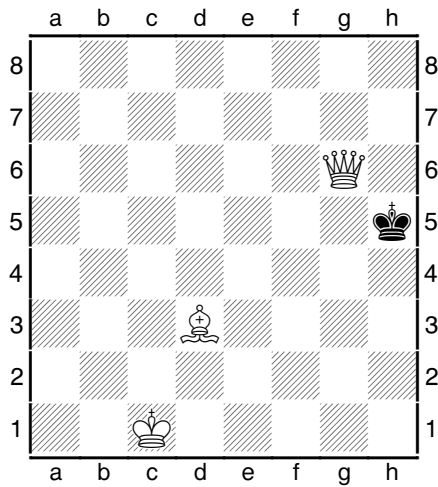


Q6 Is this checkmate? Yes/No

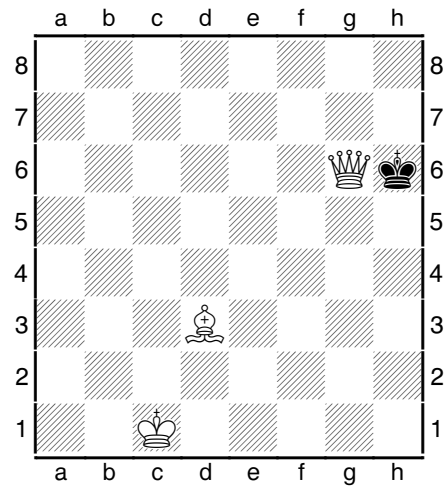
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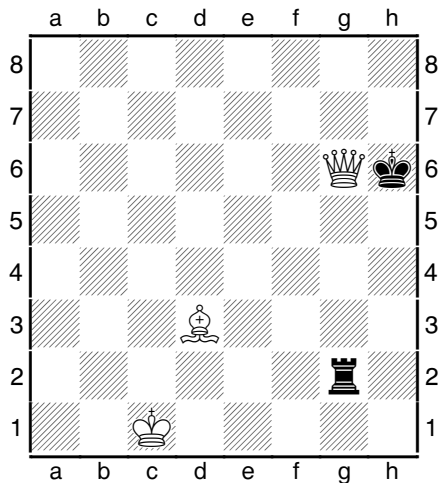
PUZZLE SHEET 5/4



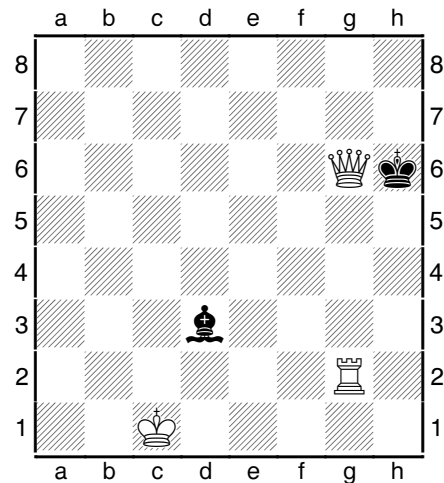
Q1 Is this checkmate? Yes/No



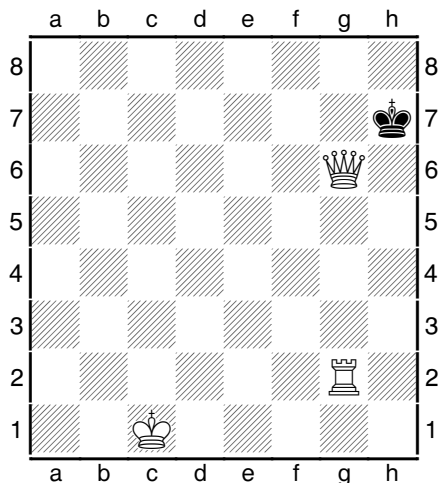
Q2 Is this checkmate? Yes/No



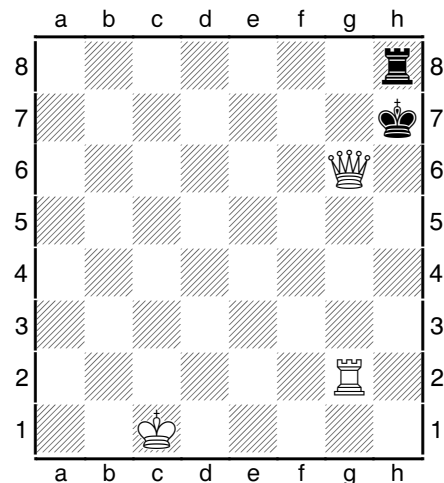
Q3 Is this checkmate? Yes/No



Q4 Is this checkmate? Yes/No



Q5 Is this checkmate? Yes/No

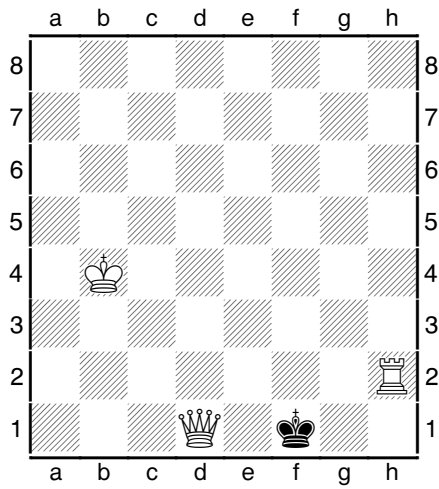


Q6 Is this checkmate? Yes/No

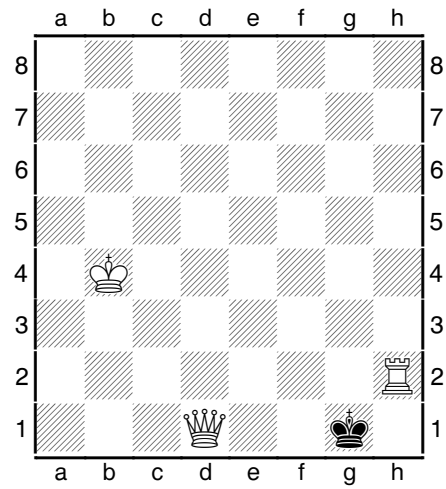
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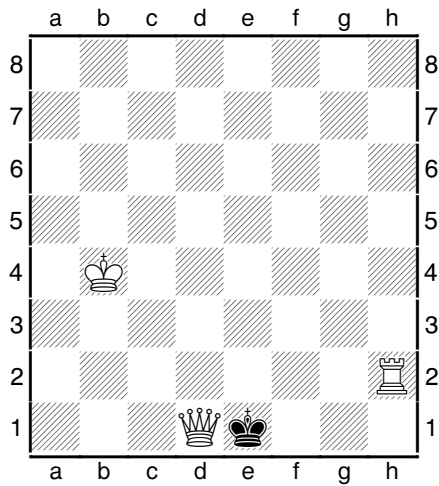
PUZZLE SHEET 5/5



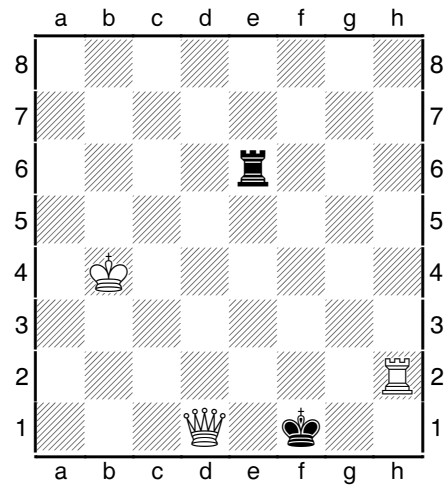
Q1 Is this checkmate? Yes/No



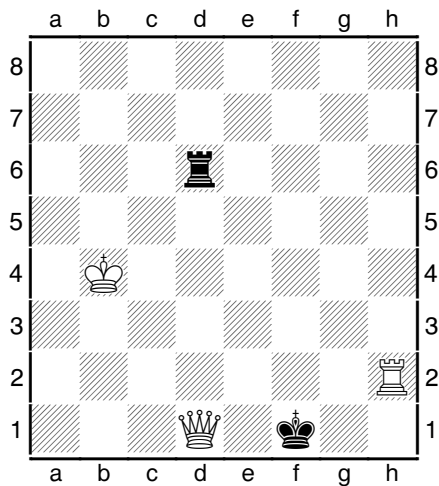
Q2 Is this checkmate? Yes/No



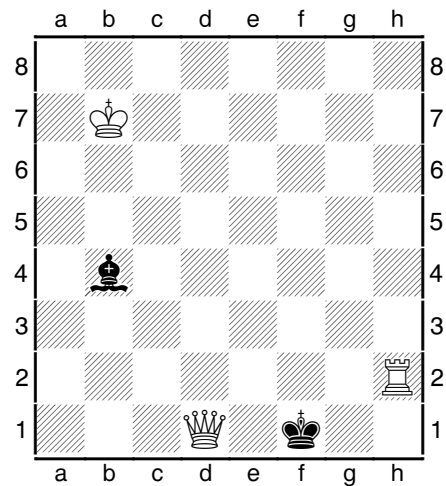
Q3 Is this checkmate? Yes/No



Q4 Is this checkmate? Yes/No



Q5 Is this checkmate? Yes/No

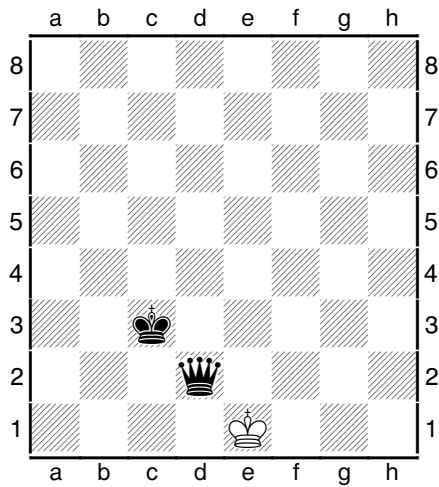


Q6 Is this checkmate? Yes/No

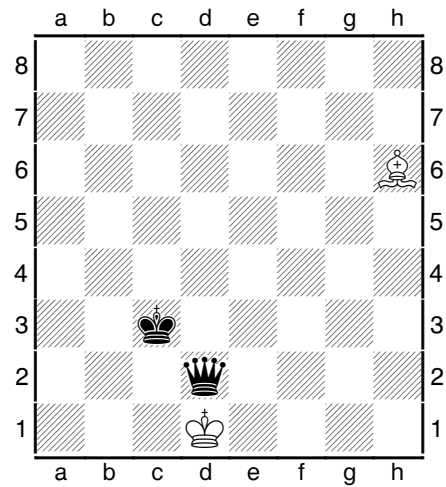
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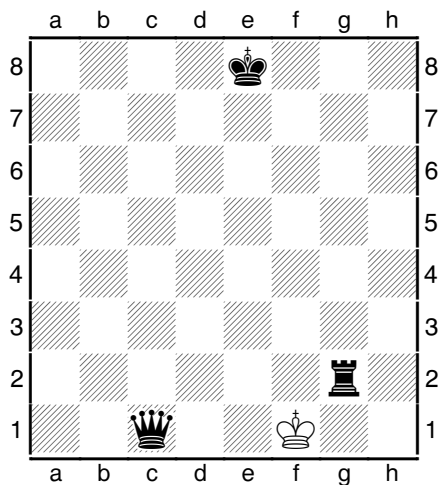
PUZZLE SHEET 5/6



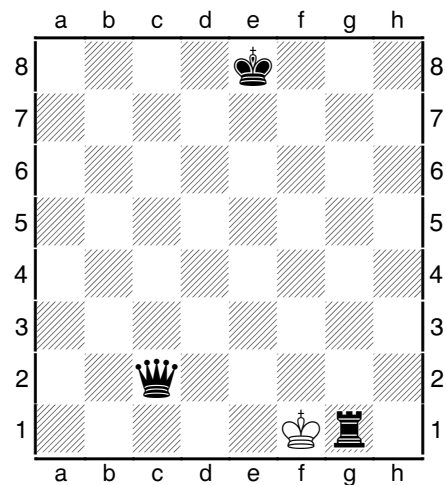
Q1 How can White get out of check?



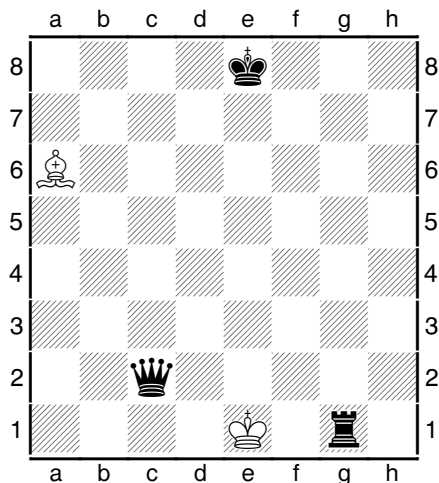
Q2 How can White get out of check?



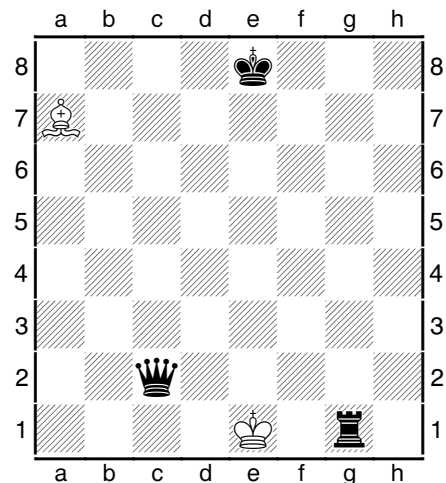
Q3 How can White get out of check?



Q4 How can White get out of check?



Q5 How can White get out of check?

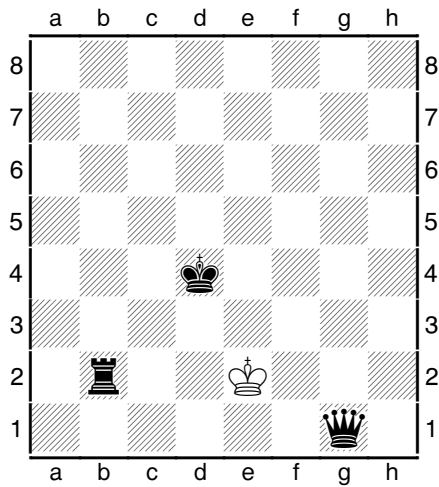


Q6 How can White get out of check?

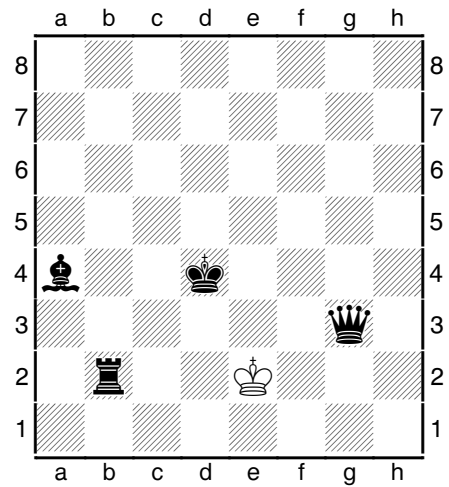
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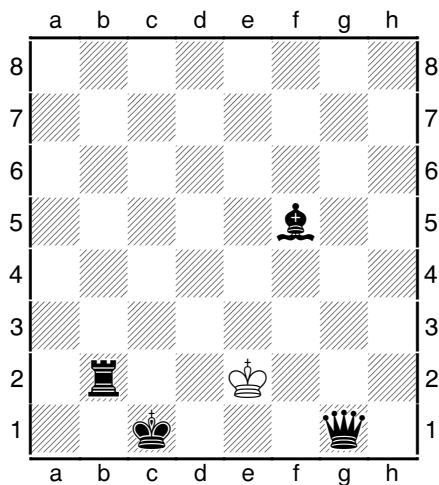
PUZZLE SHEET 5/7



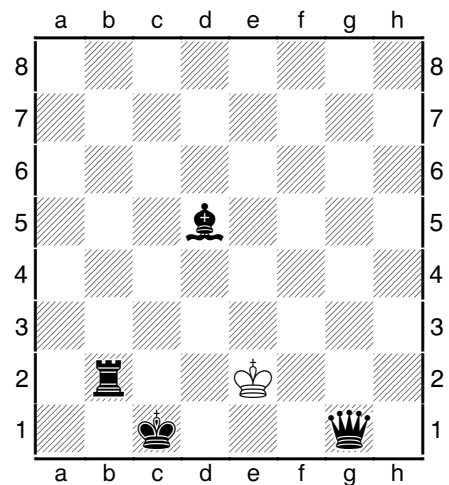
Q1 How can White get out of check?



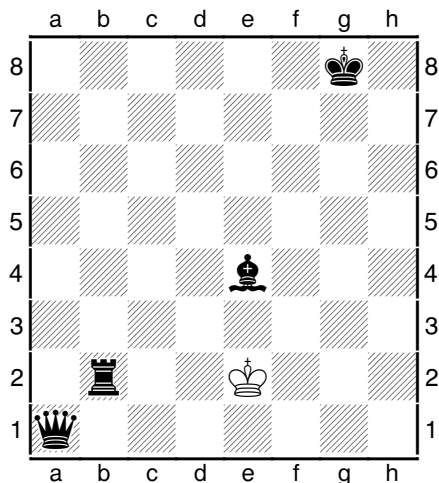
Q2 How can White get out of check?



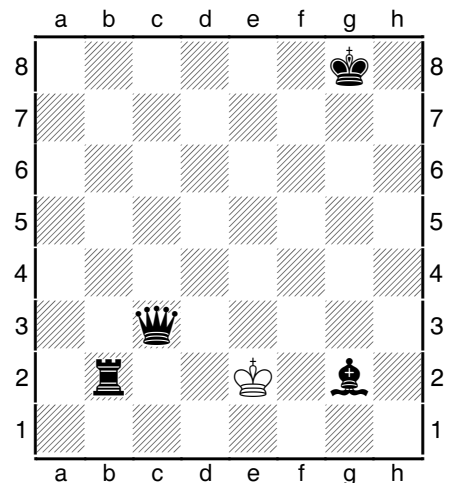
Q3 How can White get out of check?



Q4 How can White get out of check?



Q5 How can White get out of check?



Q6 How can White get out of check?

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MODULE 5 ANSWER SHEET

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PUZZLE SHEET 5/1

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PUZZLE SHEET 5/4

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PUZZLE SHEET 5/7

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PUZZLE SHEET 5/5

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PUZZLE SHEET 5/3

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PUZZLE SHEET 5/6

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5. _____
6. _____

You have now completed the fifth module.

If you're confident about playing against the computer when it only has pawns, try one of the games where it has other pieces as well.

If you are using a chess tutor you can now email your answers to the puzzle sheets and quizzes.

Your tutor will get back to you with marks and other comments within a few days.

MODULE 6. MORE QUEEN CHECKMATES

In this module you'll learn more about QUEEN CHECKMATES.

There are more puzzles for you to solve where you have to get CHECKMATE this move.

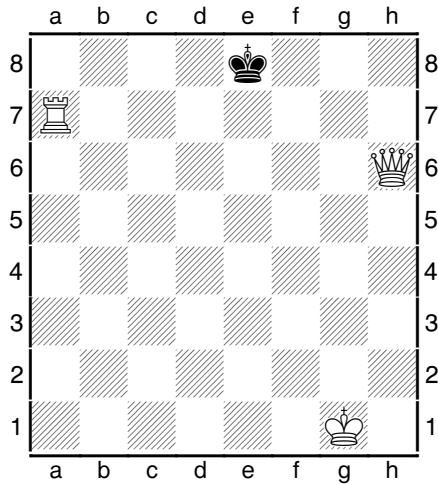
There are also puzzles where you have to place the WHITE QUEEN or the BLACK KING on the board so that you reach a CHECKMATE position.

When you have completed this module send your worksheet answers and games to your chess tutor for marking.

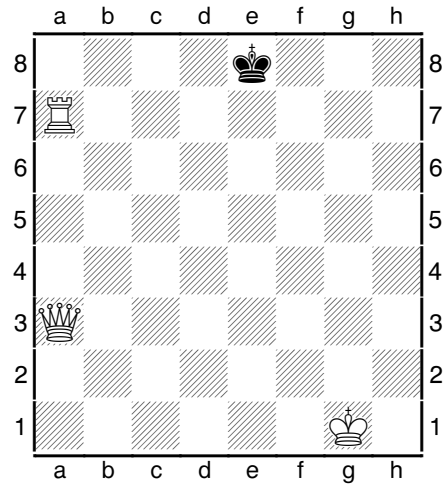
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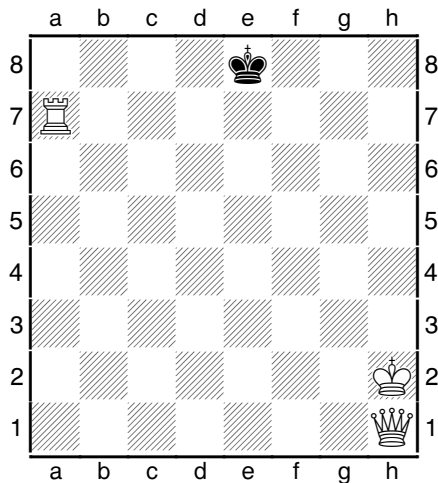
PUZZLE SHEET 6/1



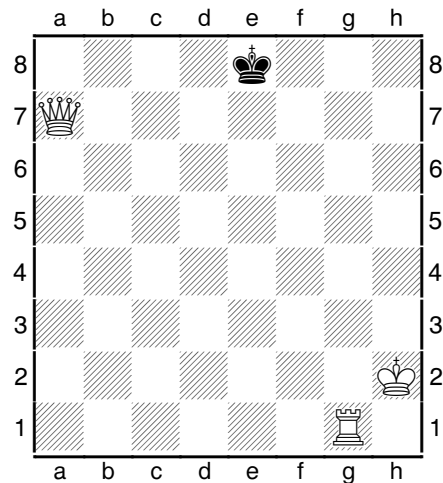
Q1 How can White get checkmate this move?



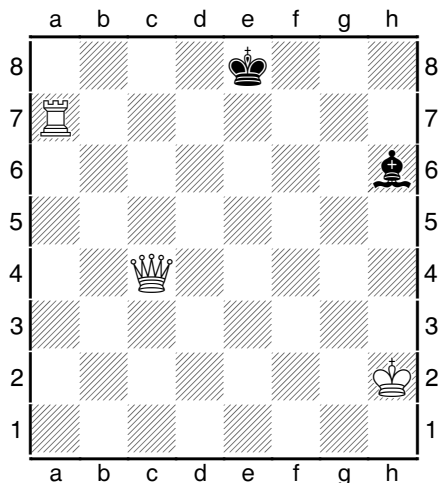
Q2 How can White get checkmate this move?



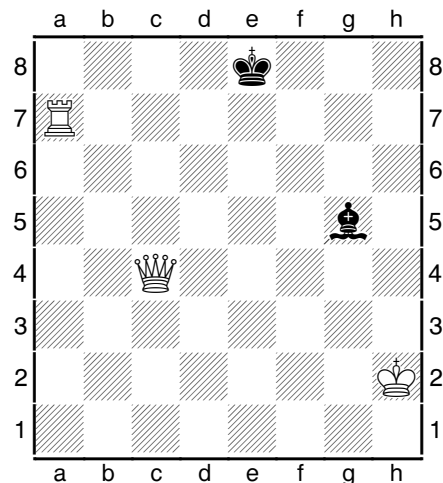
Q3 How can White get checkmate this move?



Q4 How can White get checkmate this move?



Q5 How can White get checkmate this move?

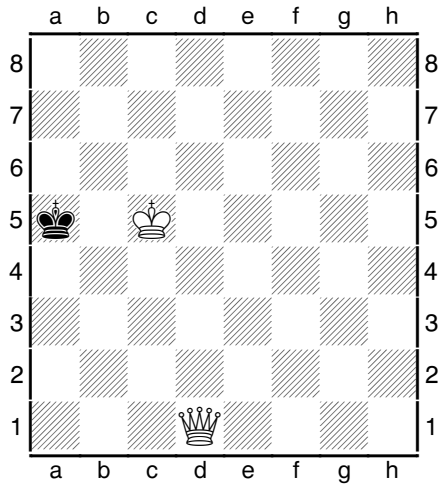


Q6 How can White get checkmate this move?

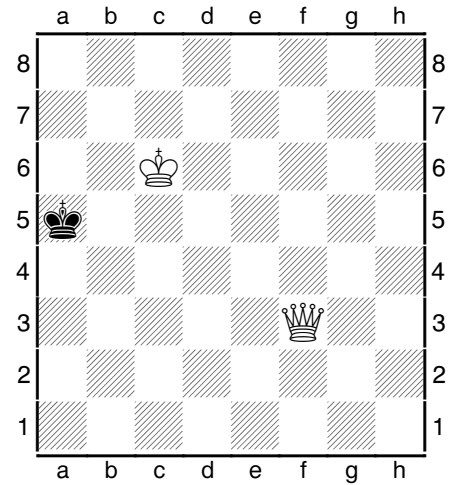
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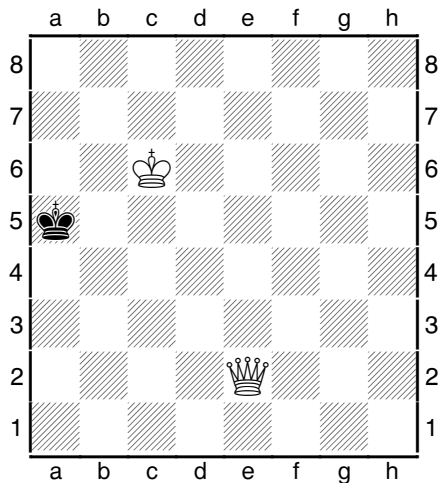
PUZZLE SHEET 6/2



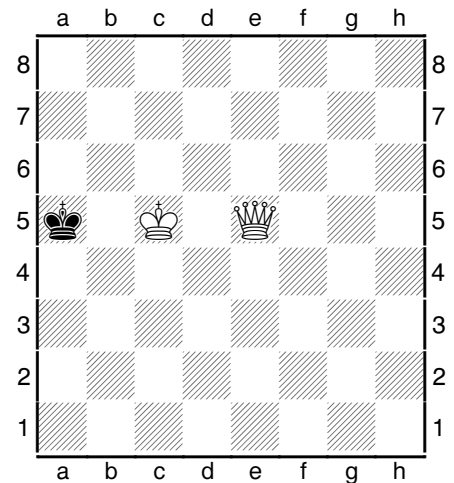
Q1 How can White get checkmate this move?



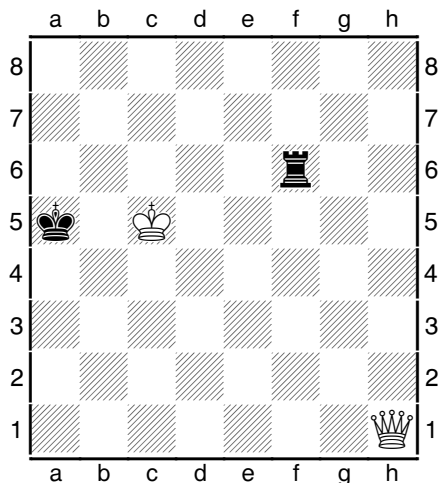
Q2 How can White get checkmate this move?



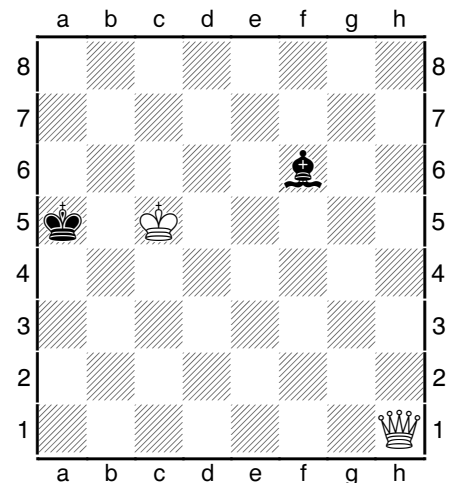
Q3 How can White get checkmate this move?



Q4 How can White get checkmate this move?



Q5 How can White get checkmate this move?

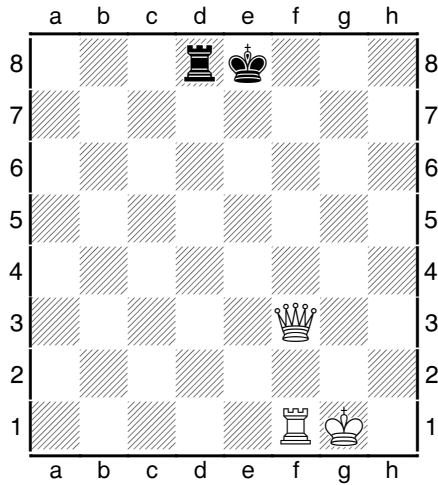


Q6 How can White get checkmate this move?

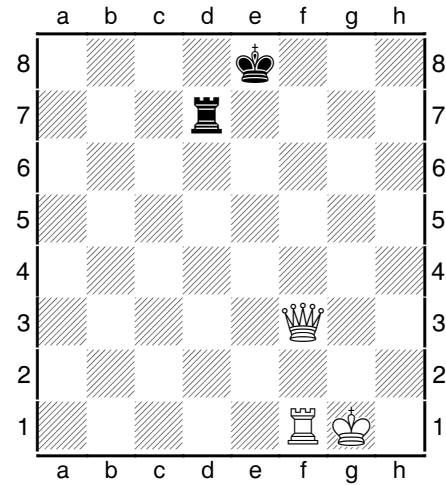
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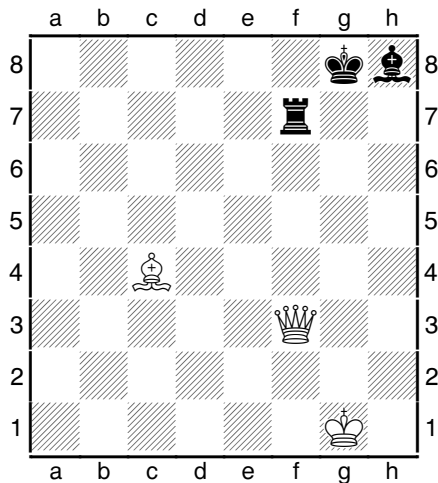
PUZZLE SHEET 6/3



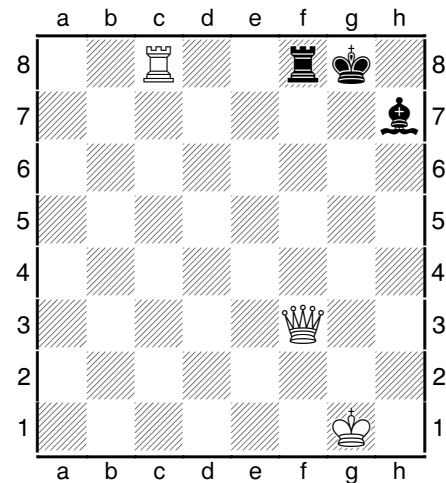
Q1 How can White get checkmate this move?



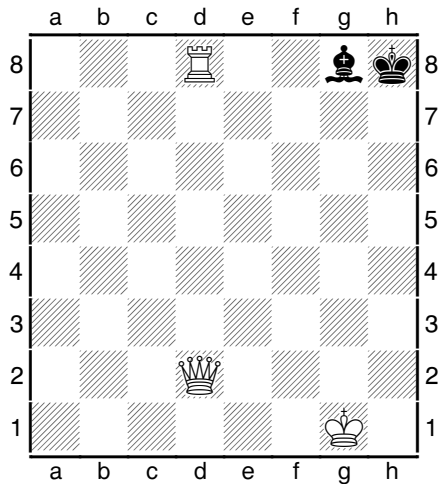
Q2 How can White get checkmate this move?



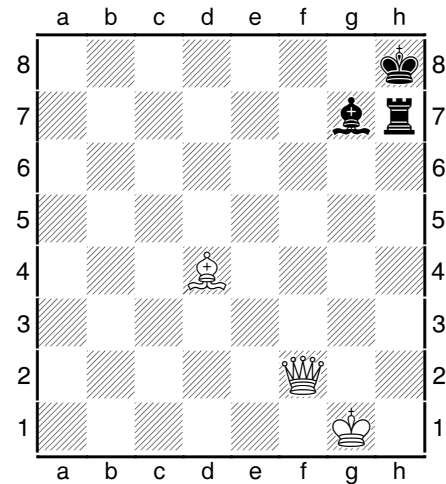
Q3 How can White get checkmate this move?



Q4 How can White get checkmate this move?



Q5 How can White get checkmate this move?

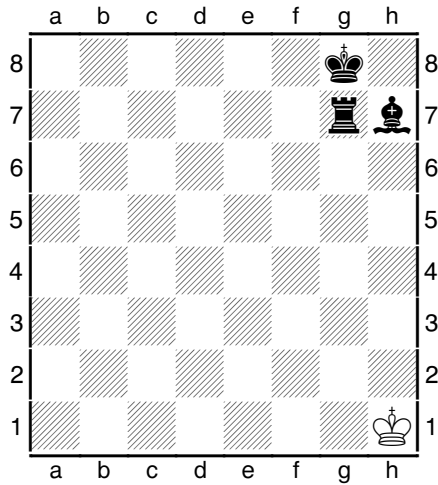


Q6 How can White get checkmate this move?

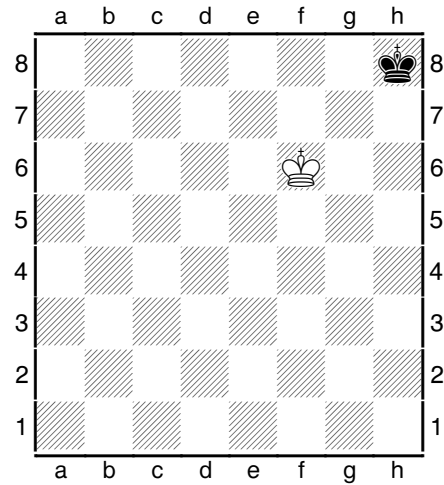
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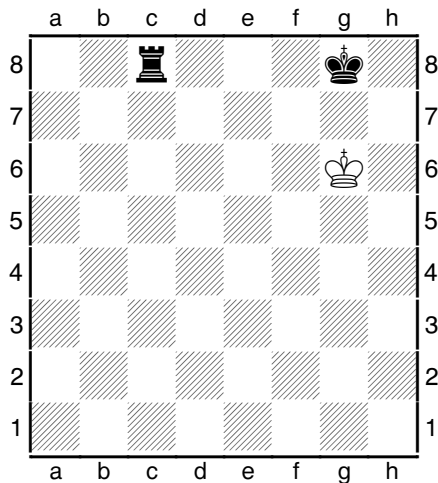
PUZZLE SHEET 6/4



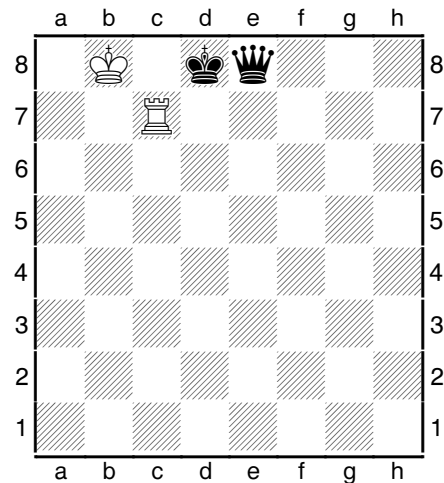
Q1 Place the white queen to make it checkmate



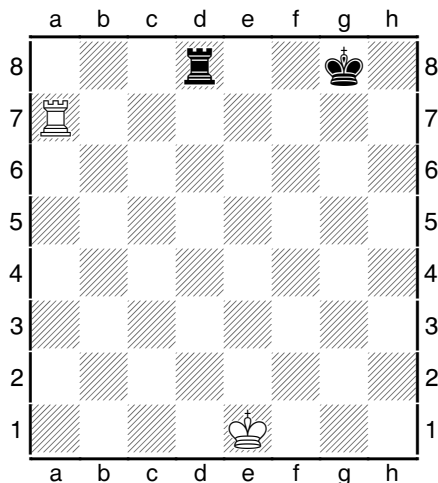
Q2 Place the white queen to make it checkmate



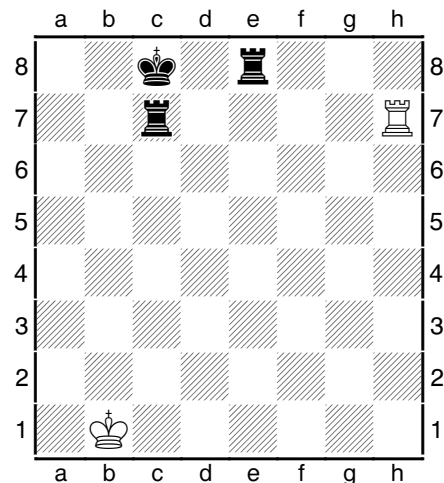
Q3 Place the white queen to make it checkmate



Q4 Place the white queen to make it checkmate



Q5 Place the white queen to make it checkmate

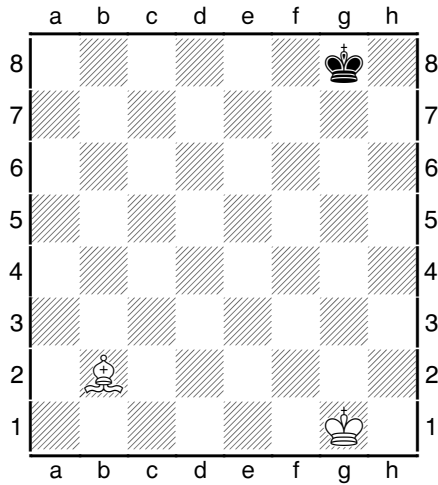


Q6 Place the white queen to make it checkmate

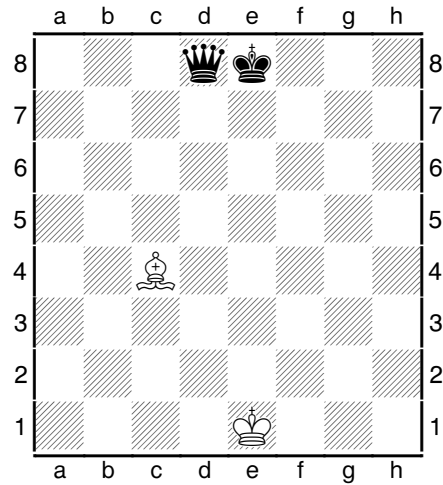
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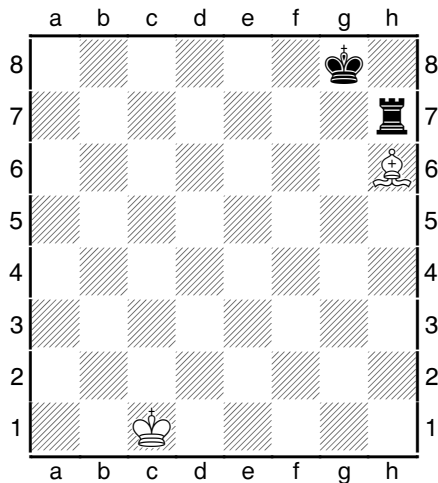
PUZZLE SHEET 6/5



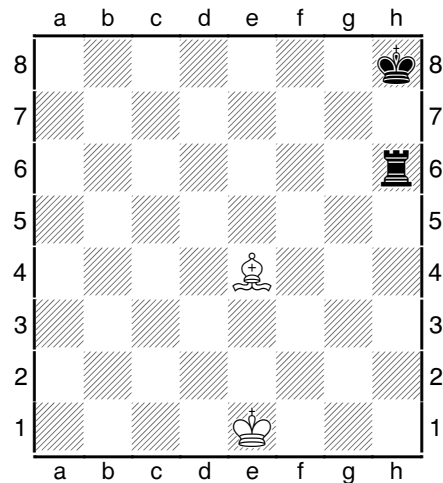
Q1 Place the white queen to make it checkmate



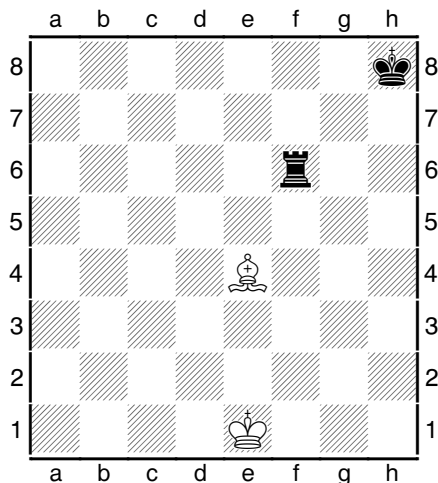
Q2 Place the white queen to make it checkmate



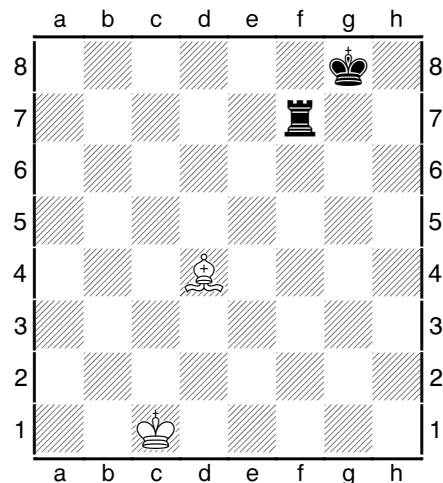
Q3 Place the white queen to make it checkmate



Q4 Place the white queen to make it checkmate



Q5 Place the white queen to make it checkmate

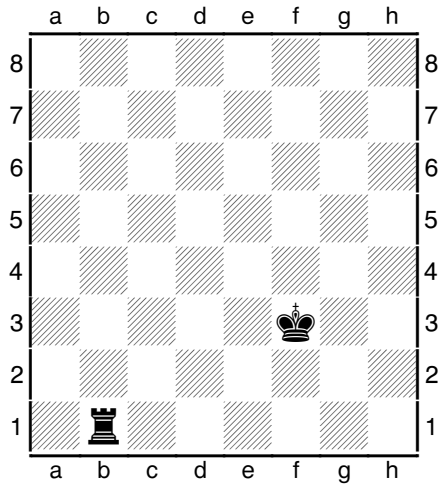


Q6 Place the white queen to make it checkmate

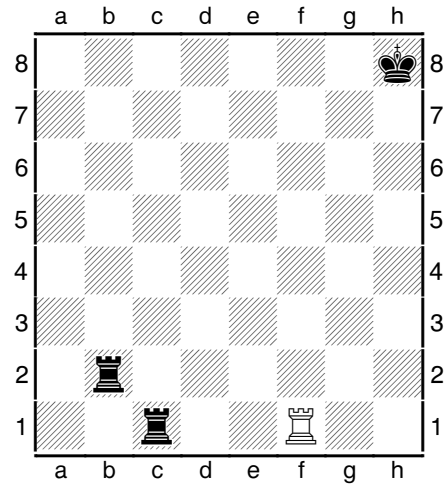
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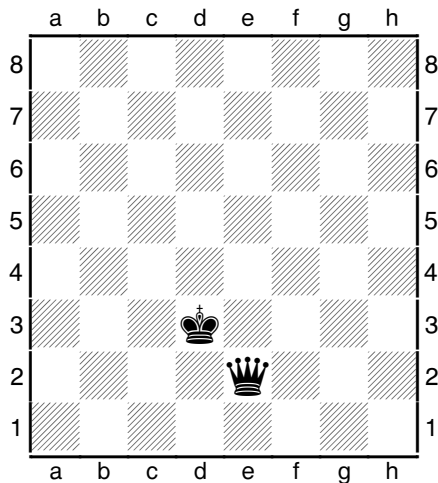
PUZZLE SHEET 6/6



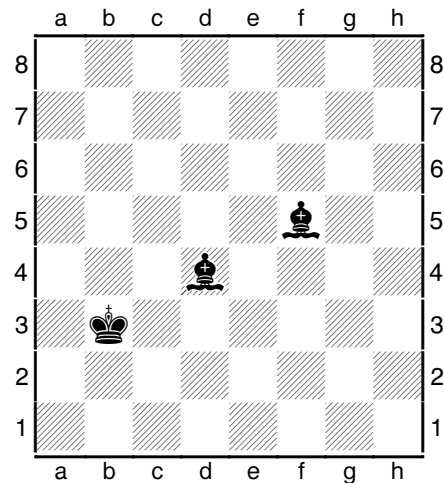
Q1 Place the white king where it's in checkmate



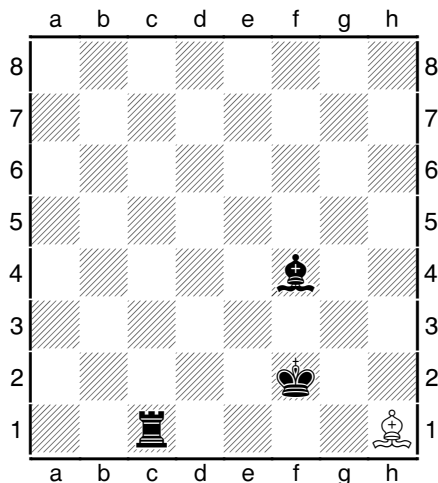
Q2 Place the white king where it's in checkmate



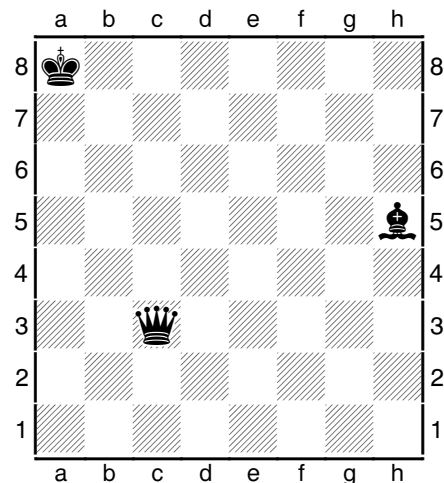
Q3 Place the white king where it's in checkmate



Q4 Place the white king where it's in checkmate



Q5 Place the white king where it's in checkmate



Q6 Place the white king where it's in checkmate

MODULE 6 ANSWER SHEET

Copy this page and email to your chess tutor when complete

PUZZLE SHEET 6/1

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

PUZZLE SHEET 6/2

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

PUZZLE SHEET 6/3

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

PUZZLE SHEET 6/4

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

PUZZLE SHEET 6/5

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

PUZZLE SHEET 6/6

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

You have now completed the sixth module.

If you're confident about playing against the computer when it only has pawns, try one of the games where it has other pieces as well.

If you are using a chess tutor you can now email your answers to the puzzle sheets and quizzes.

Your tutor will get back to you with marks and other comments within a few days.

MODULE 7. QUEEN FORKS AND STALEMATE

In this module you'll learn two things.

You've already met positions where you can use one of your pieces to THREATEN two pieces at the same time.

This is called a FORK. Queens are very good at making FORKS because they are so powerful.

You'll also learn another really important chess rule.

If you reach a position where it's your move, you're not IN CHECK and you cannot move any of your pieces this is called STALEMATE. If you reach a STALEMATE position the game is a draw.

When you have completed this module send your worksheet answers and games to your chess tutor for marking.

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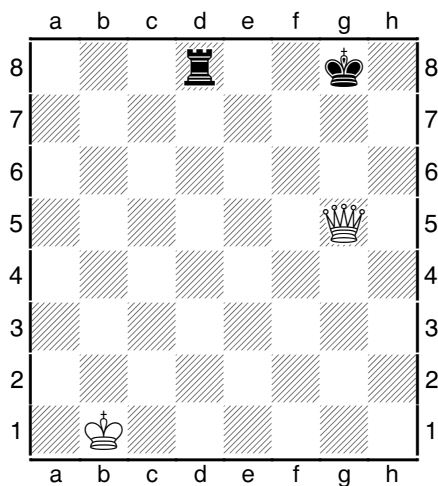
QUEEN FORKS

If you move a piece so that it threatens two pieces at the same time in different directions this is called a **FORK**.

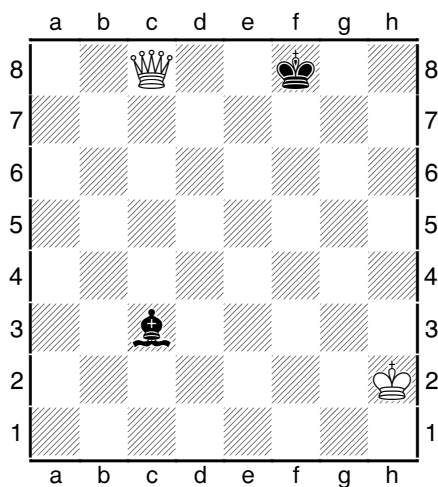
Remember that you create a **THREAT** if you attack an undefended enemy piece or a stronger enemy piece.

A **CHECK** is a special kind of **THREAT**.

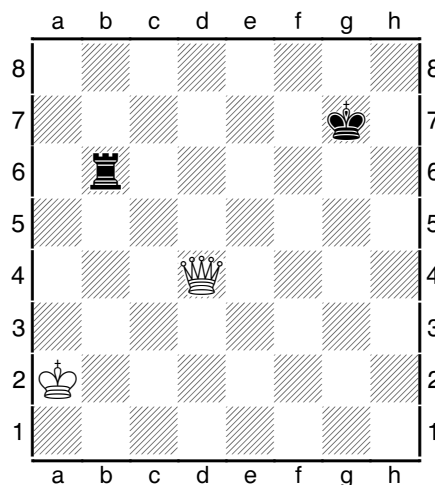
If you create a **FORK** your opponent may not be able to meet both threats at the same time.



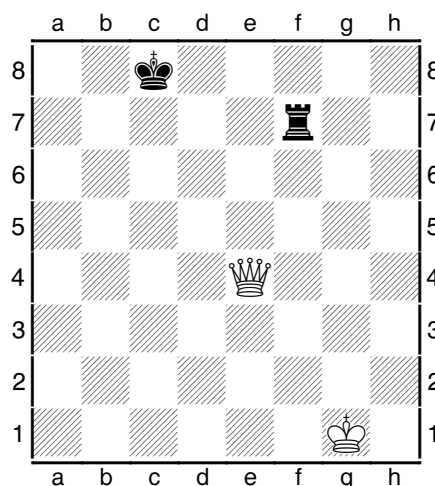
In this position the white queen is checking the black king and also threatening the black rook. Black has to get out of check. Next move White will be able to capture the rook safely.



Here the white king is **FORKING** the black king and bishop. Again Black has to move his king to get out of check, letting White capture the bishop next move.



Here, White is **FORKING** the black king and rook. Black can get out of the fork by moving his rook to f6 to block the check.



It's White's move in this position. He has a choice of **FORKS**. Look at them all in turn.

Qe3-b7+ is an **UNSAFE FORK** – the black king or black rook would capture the queen.

Qe4-f5+ is also an **UNSAFE FORK** – the black rook would capture the queen.

Qe4-c4+ is a **SAFE FORK**, but Black can get out of the fork by playing Rf7-c7.

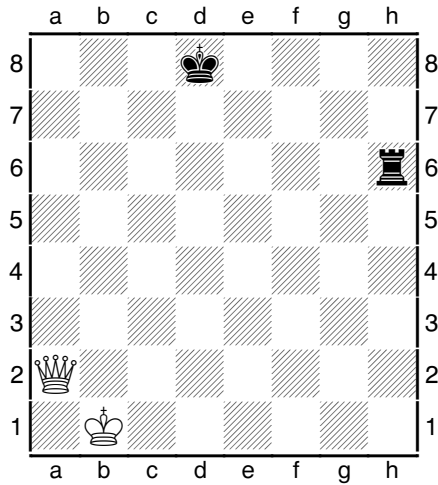
Qe4-e6+ is another **SAFE FORK**, but again Black can get out of the fork by playing Rf7-d7.

Qe4-e8+ is a **STRONG FORK**. Black has to move his king and next move White will capture the rook.

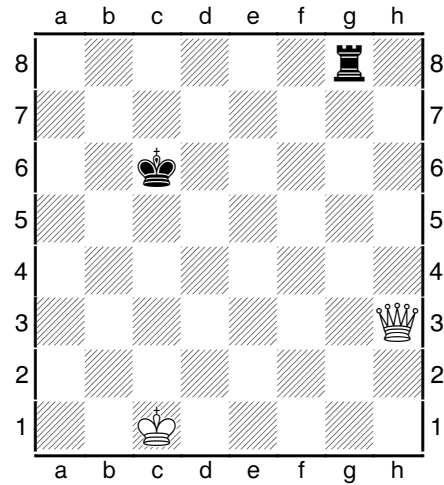
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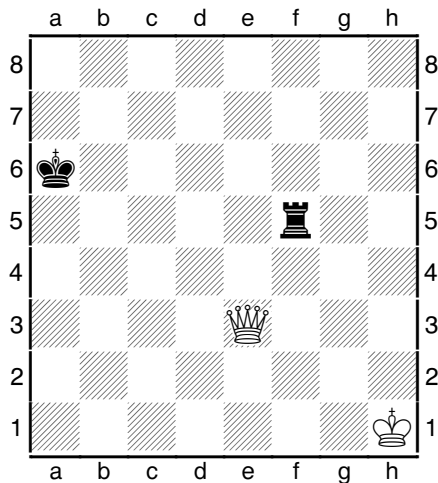
PUZZLE SHEET 7/1



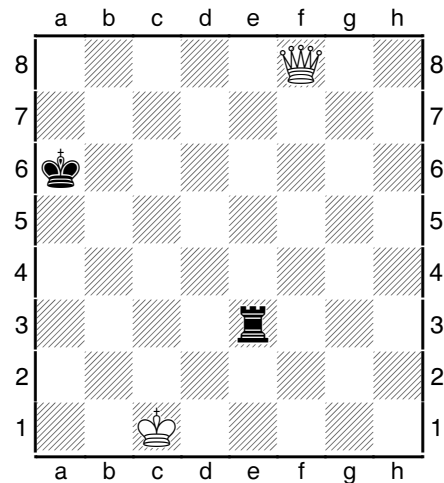
Q1 How can White play a fork to win the black rook?



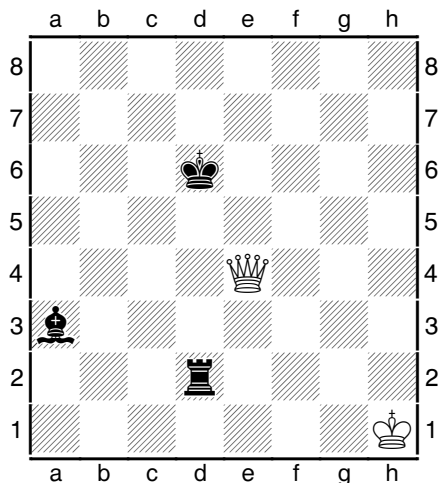
Q2 How can White play a fork to win the black rook?



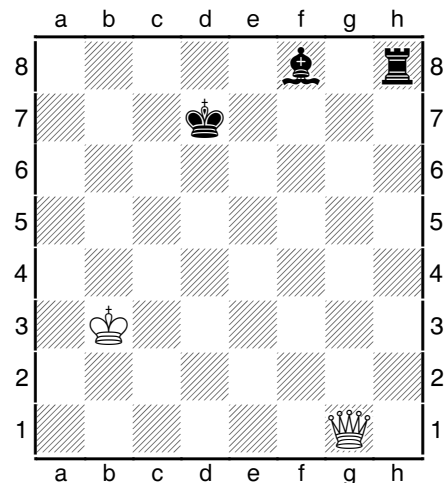
Q3 How can White play a fork to win the black rook?



Q4 How can White play a fork to win the black rook?



Q5 How can White play a fork to win the black rook?

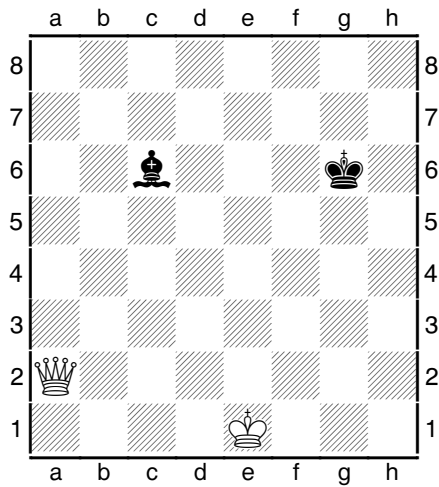


Q6 How can White play a fork to win the black rook?

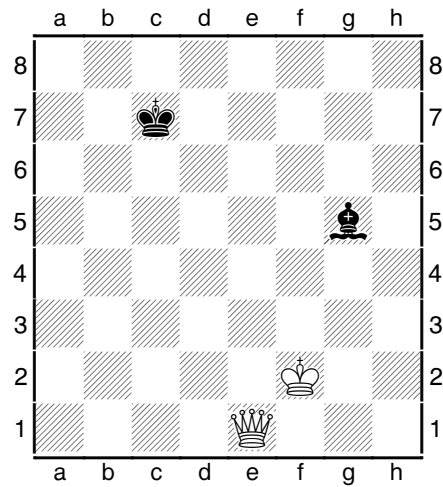
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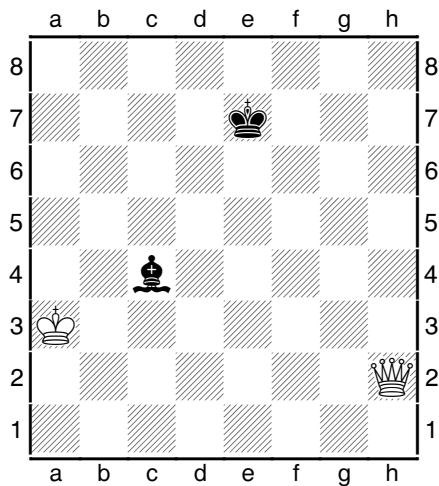
PUZZLE SHEET 7/2



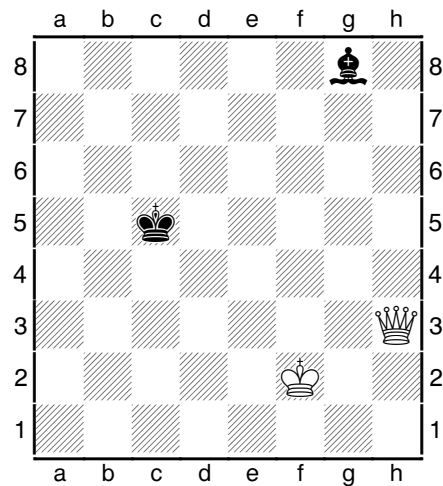
Q1 How can White play a fork to win the bishop?



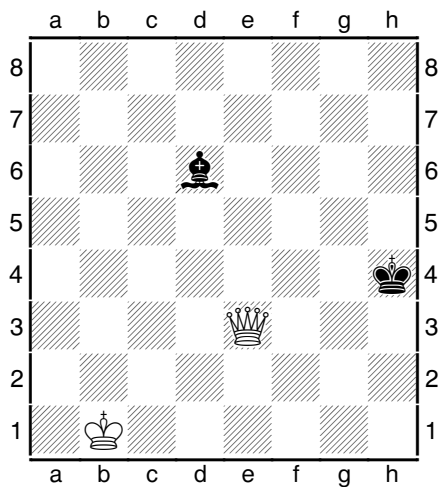
Q2 How can White play a fork to win the bishop?



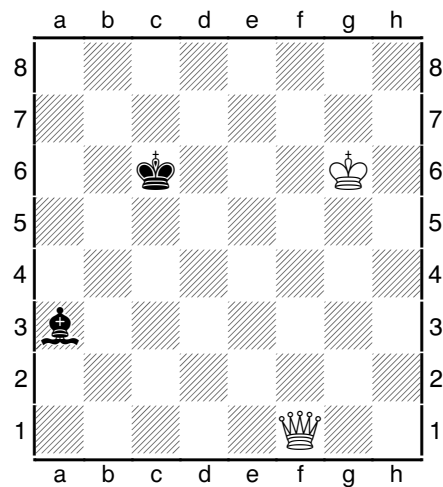
Q3 How can White play a fork to win the bishop?



Q4 How can White play a fork to win the bishop?

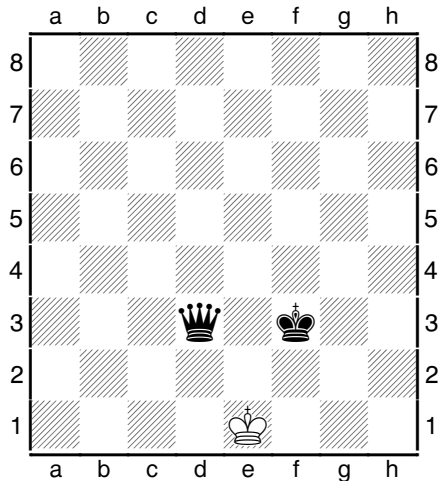


Q5 How can White play a fork to win the bishop?
Give two answers.



Q6 How can White play a fork to win the bishop?
Give two answers.

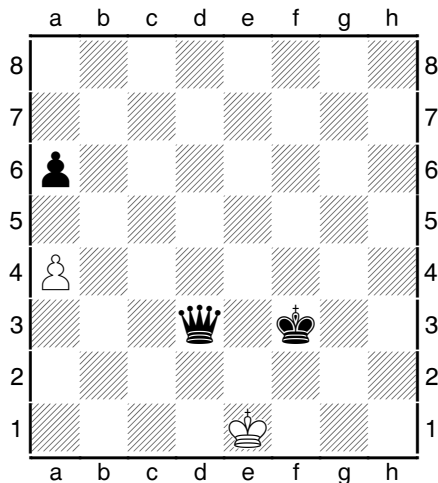
STALEMATE



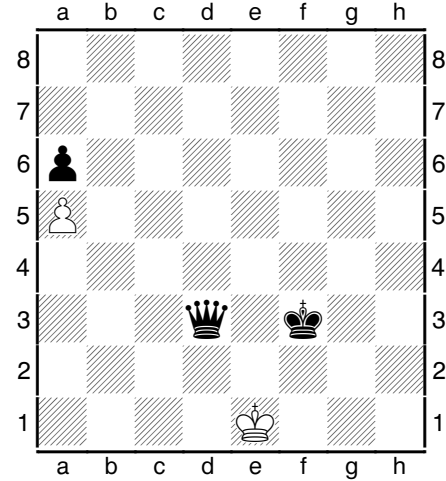
Look at this position.

It's White's move. He's not in check but he can't do anything without moving into check.

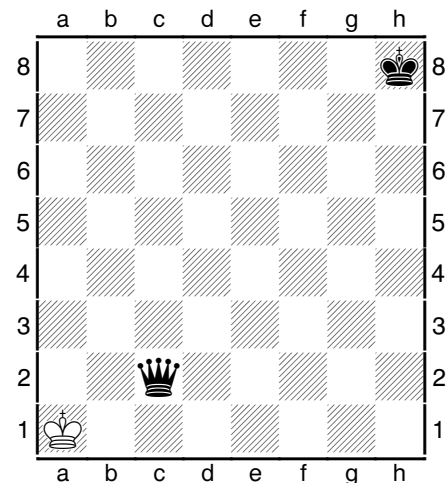
This position is STALEMATE. The result of the game is a DRAW.



This position ISN'T STALEMATE. White can move his pawn to a5. (Pawns move one square forward and capture diagonally forward, remember.)



This one IS STALEMATE as White has no possible move either with his pawn or with his king.



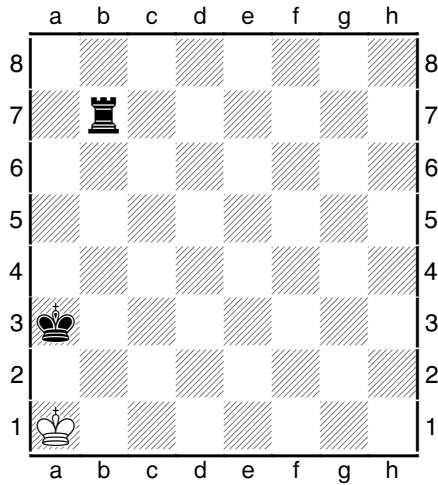
Here's another STALEMATE. In a position with king and queen against king, if the king is in the corner and the enemy queen is a knight's move away the king will have no moves.

It's a good idea to remember these positions. If your opponent only has a king left it's always good to check for STALEMATE before making your move.

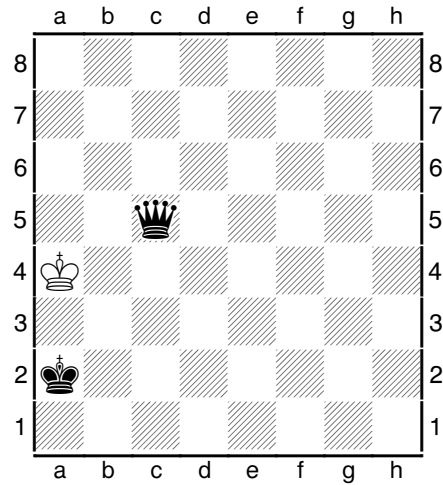
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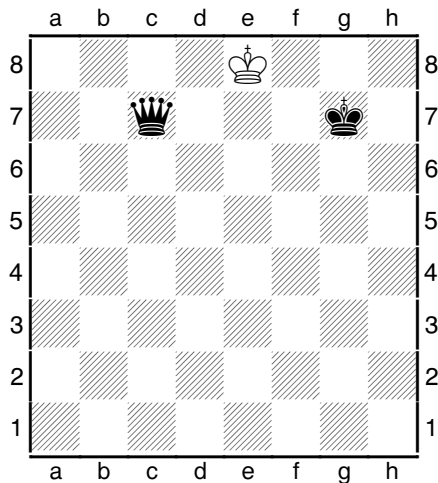
PUZZLE SHEET 7/3



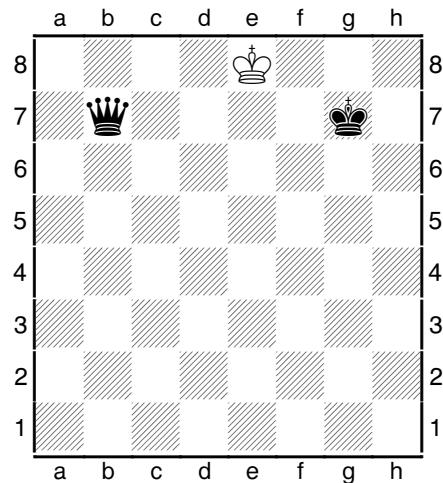
Q1 It's White's move. Is it stalemate? Yes/No



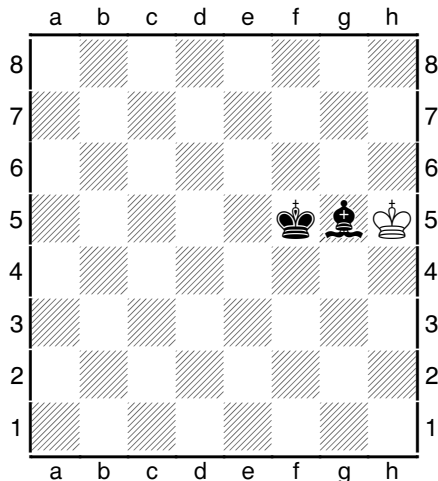
Q2 It's White's move. Is it stalemate? Yes/No



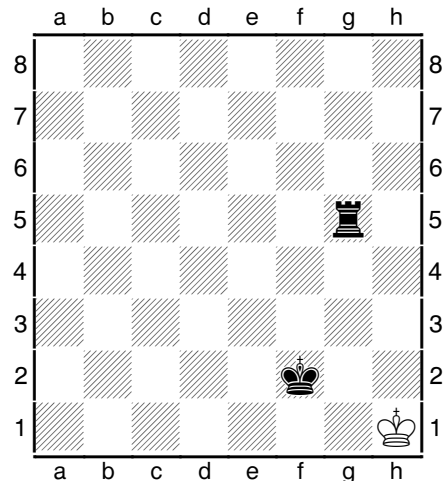
Q3 It's White's move. Is it stalemate? Yes/No



Q4 It's White's move. Is it stalemate? Yes/No



Q5 It's White's move. Is it stalemate? Yes/No

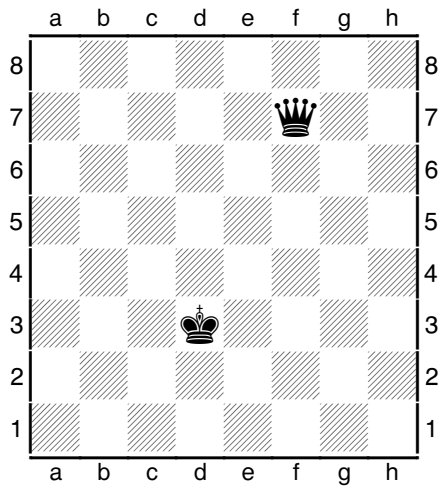


Q6 It's White's move. Is it stalemate? Yes/No

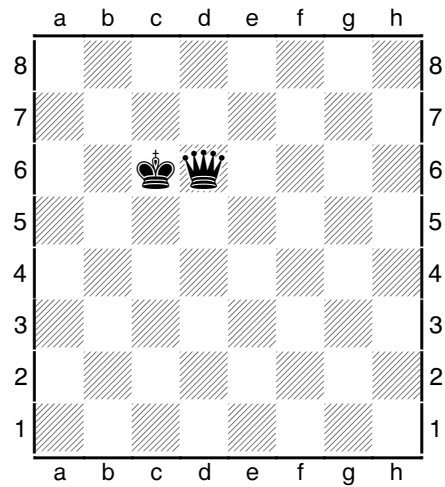
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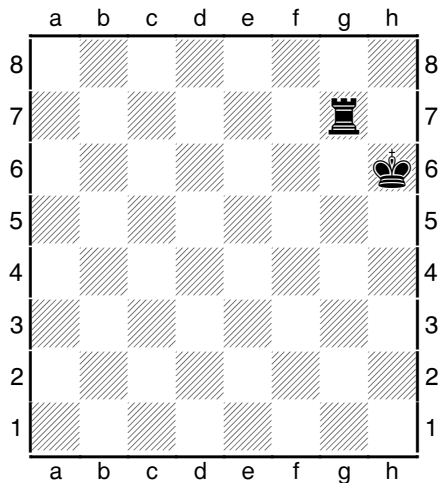
PUZZLE SHEET 7/4



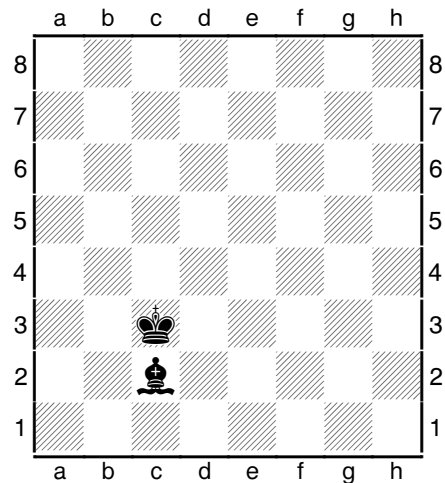
Q1 Place the white king to make it stalemate



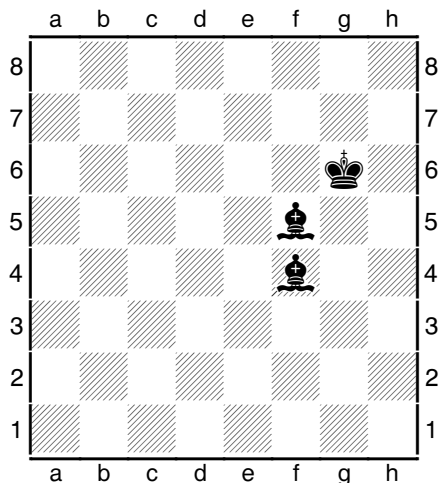
Q2 Place the white king to make it stalemate



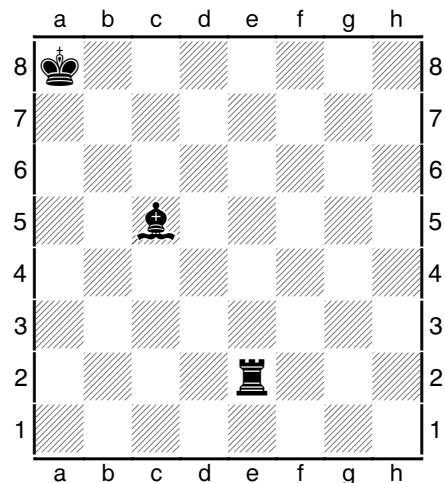
Q3 Place the white king to make it stalemate



Q4 Place the white king to make it stalemate



Q5 Place the white king to make it stalemate



Q6 Place the white king to make it stalemate

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QUIZ 3

Copy this page and email to your chess tutor when complete

- | | |
|---|-----------------------------|
| Q1. How many points is a queen worth? | 8 points/9 points |
| Q2. Can the queen move diagonally? | Yes/No |
| Q3. Can the queen move backwards? | Yes/No |
| Q4. Which is worth more, a queen or a rook and bishop? | Queen/Rook and bishop |
| Q5. If your opponent moves into check, can you capture his king? | Yes/No |
| Q6. Can you play a move that leaves your king to be captured? | Yes/No |
| Q7. If you can't move your king anywhere it's checkmate. | True/False |
| Q8. If you can't move your king anywhere it's stalemate. | True/False |
| Q9. If you're not in check and can't move your king anywhere it's always stalemate. | True/False |
| Q10. If you're not in check and can't move any of your pieces it's stalemate. | True/False |
| Q11. What is it called if you threaten two pieces with one of your pieces? | A knife/A fork |
| Q12. If you attack two pieces with one of your pieces is it always a fork? | Yes/No |
| Q13. If you're in check you always have to move your king. | True/False |
| Q14. Kings aren't allowed to capture other pieces. | True/False |
| Q15. Two kings can never stand next to each other. | True/False |
| Q16. A king can never check another king | True/False |
| Q17. If you checkmate your opponent what is the result of the game? | A win/A draw |
| Q18. If you stalemate your opponent what is the result of the game? | A win/A draw |
| Q19. If you trade your rook for my queen is it...? | A good trade/An equal trade |
| Q20. If you trade your queen for my queen is it? | A bad trade/An equal trade |

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MODULE 7 ANSWER SHEET

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PUZZLE SHEET 7/1

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

PUZZLE SHEET 7/4

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

PUZZLE SHEET 7/2

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

PUZZLE SHEET 7/3

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

You have now completed the seventh module.

Once you can beat your computer at one level, move up to try a harder level where the computer has a stronger army.

If you are using a chess tutor you can now email your answers to the puzzle sheets and quizzes.

Your tutor will get back to you with marks and other comments within a few days.

MODULE 8. THE PAWN MOVE

In this module you'll learn more about pawns. You probably already know how pawns move.

You'll learn about two special pawn moves which you may not yet know.

You'll also learn about a really important way of winning pieces: the PIN.

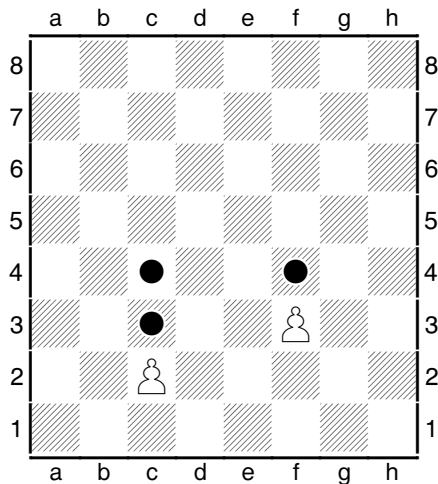
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THE PAWN MOVE

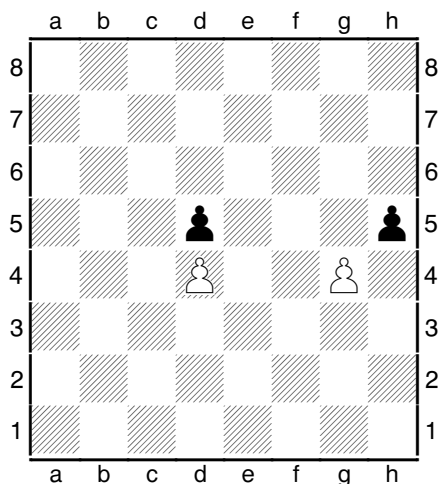
This is the pawn move. To remind you:

The pawn moves just one square forward at a time. On its first move it has a choice of moving one square forward or two squares forward.



In this position the pawn on c2 can move either to c3 or c4. The pawn on f3 has already moved so it can only move to f4.

Unlike other pieces, pawns do not capture the same way that they move. They capture **ONE SQUARE DIAGONALLY FORWARDS**.



In this diagram the pawns on d4 and d5 cannot move.

If it's White's move the pawn on g4 can capture the pawn on h5. Likewise, if it's Black's move the pawn on h5 can capture the pawn on g4.

The pawn is the weakest piece on the chessboard. It is worth only one point.

A pawn is worth 1 point.

A bishop is worth 3 points.

A rook is worth 5 points.

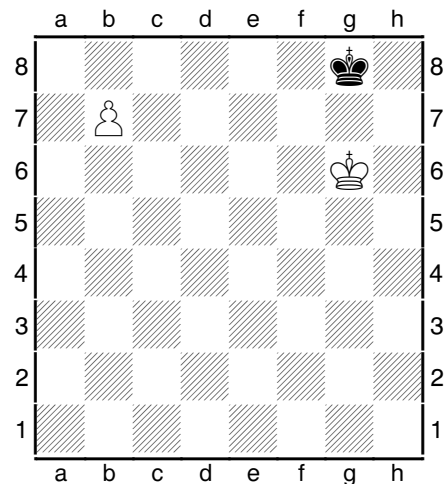
A queen is worth 9 points.

You'd be happy to give up a pawn if you can get a more valuable enemy piece in return.

However, the pawn can become very powerful. If one of your pawns reaches the end of the board you must replace it by another piece. This is called **PAWN PROMOTION** or **PROMOTING A PAWN**.

You can choose a queen, a rook, a bishop or a knight. Usually you'll choose a queen because it's the most powerful piece.

You are allowed more than one queen on the board. In fact you can have 9 queens at the same time if you promote all your pawns to queens and still have the queen you started with. You're also allowed more than two rooks, bishops or knights.



Here, White can move his pawn to the end of the board. If he promotes it to a queen or a rook it will be checkmate.

If you **PROMOTE** a pawn you write it by adding the letter of the piece you're promoting to after the

move, like this: **b8Q** or **b8R**.

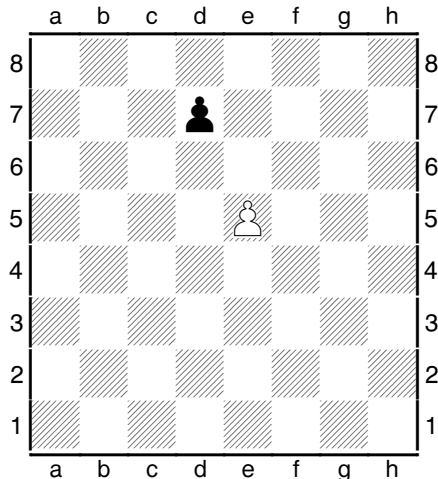
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THE EN PASSANT CAPTURE

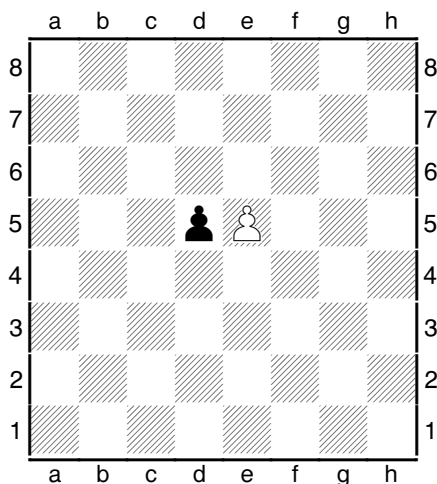
This is the hardest chess rule to understand. It's a special sort of pawn capture.

You'll probably need to read this page every day until you remember and understand it. It's part of chess so you need to know it.



It's Black's move in this position. White has a pawn on his 5th RANK. (This is rank 5 if you're white, rank 4 if you're black.)

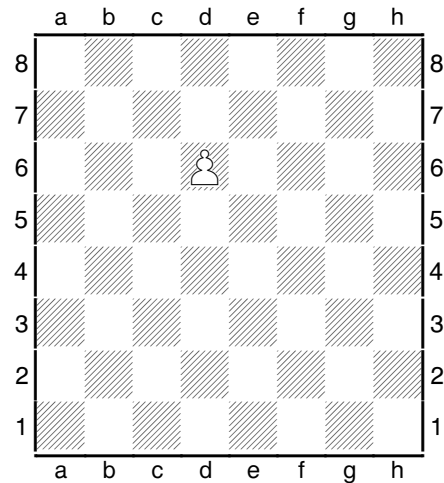
Black has a pawn on the NEXT FILE that hasn't moved yet.



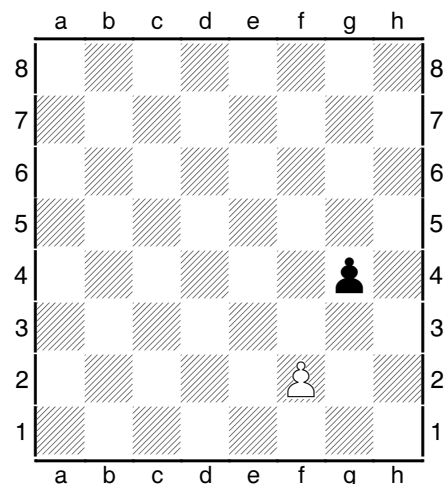
Now Black decides to move his pawn two squares, from d7 to d5. If he'd moved it one square, to d6, the white pawn would have been able to capture it.

The EN PASSANT RULE states that if you have a pawn on your fifth rank and your opponent moves a pawn on the next file two squares you can capture it while it

passes the first square. So in this position White can capture the pawn as if it had just moved to d6.



Here's the position after White has made the EN PASSANT capture.



In this position it's White's move. If he moves his pawn from f2 to f4 Black can, if he chooses, make an EN PASSANT capture. He will take the white pawn off the board and his pawn will end up on f3.

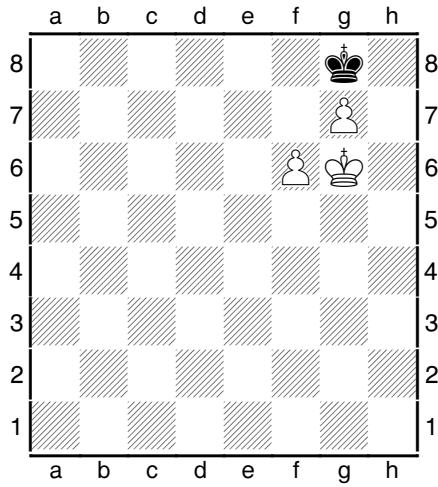
You can only capture EN PASSANT if your opponent's pawn has just moved two squares. You cannot play it if the pawn has just moved one square, has just made a capture or was there all along. You CANNOT capture a pawn on the same file EN PASSANT.

You can only play the EN PASSANT capture on the next move immediately after the pawn has moved two squares. You can only capture a pawn EN PASSANT, not any other piece, and you can only capture EN PASSANT with a pawn.

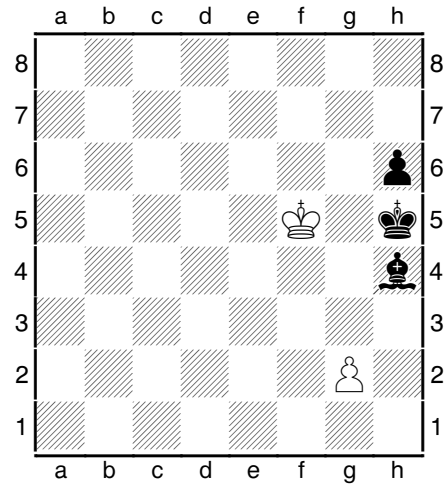
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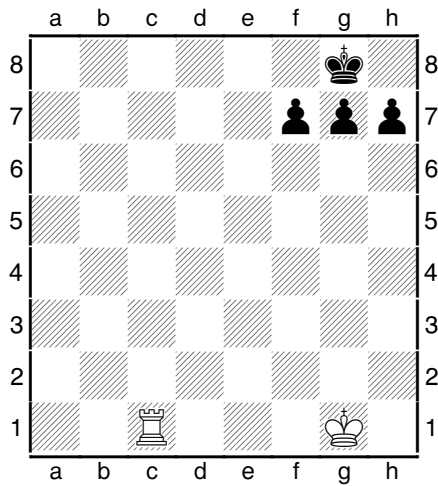
PUZZLE SHEET 8/1



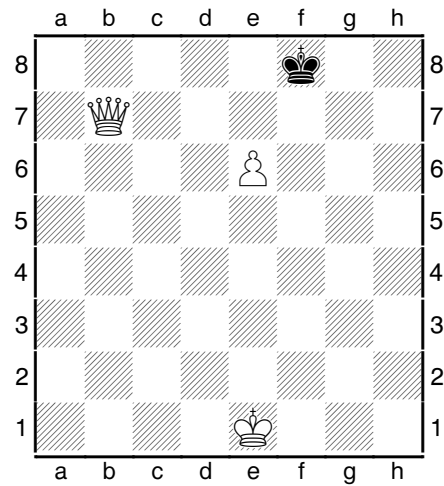
Q1 How can White get checkmate this move?



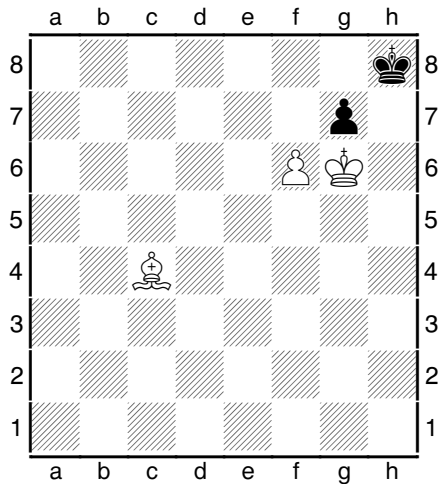
Q2 How can White get checkmate this move?



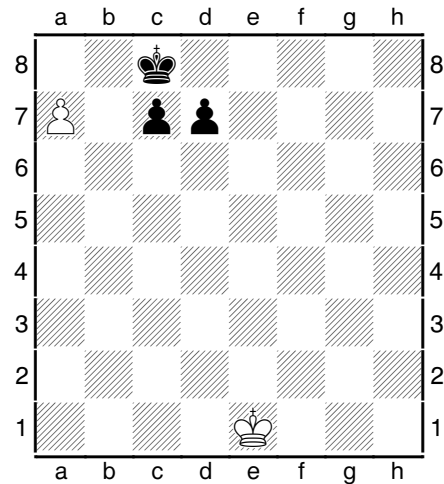
Q3 How can White get checkmate this move?



Q4 How can White get checkmate this move?



Q5 How can White get checkmate this move?

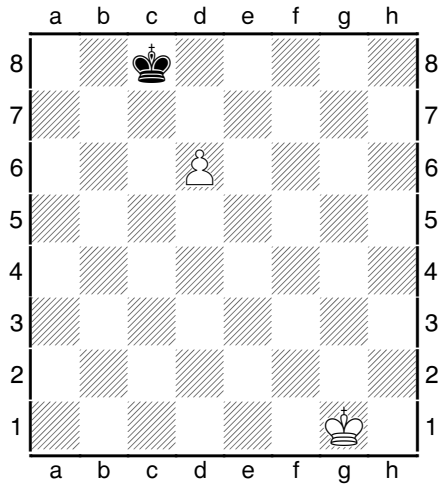


Q6 How can White get checkmate this move?

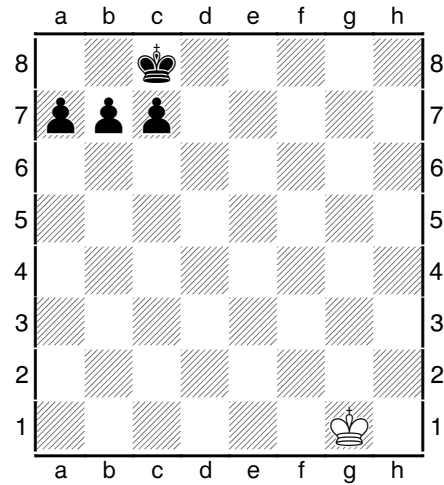
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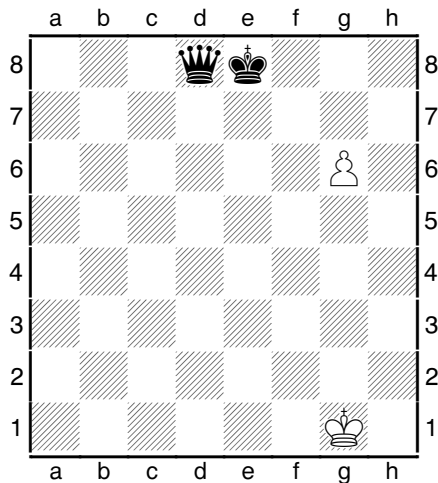
PUZZLE SHEET 8/2



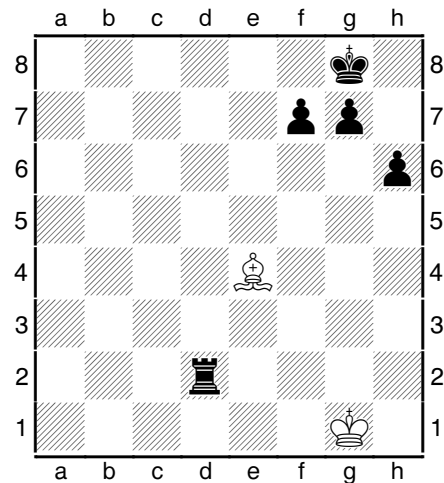
Q1 Place the white queen to make it checkmate



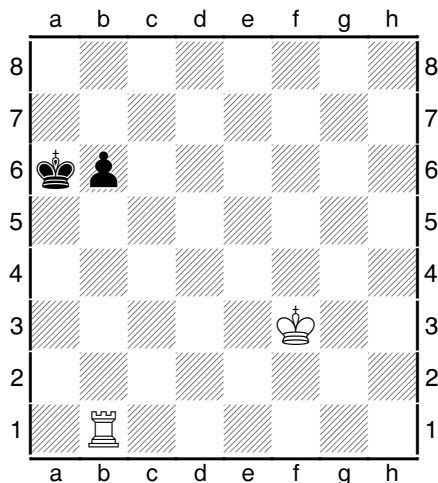
Q2 Place the white queen to make it checkmate



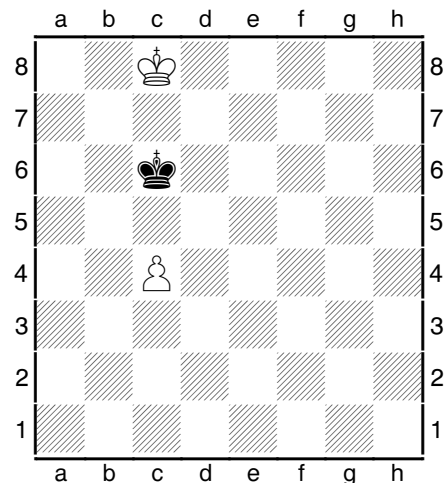
Q3 Place the white queen to make it checkmate



Q4 Place the white queen to make it checkmate



Q5 Place the white queen to make it checkmate

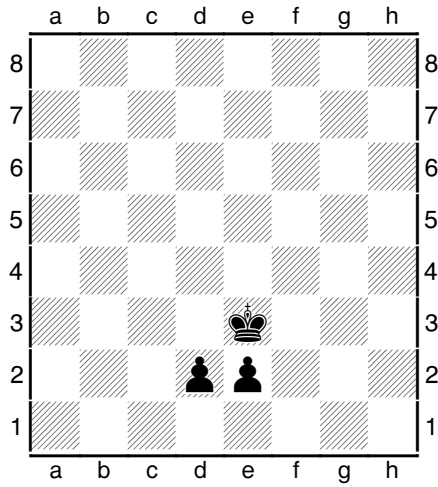


Q6 Place the white queen to make it checkmate

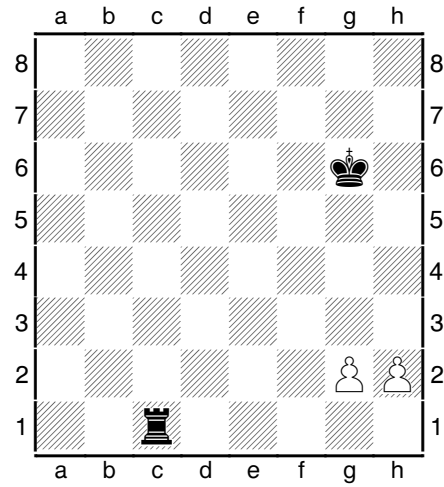
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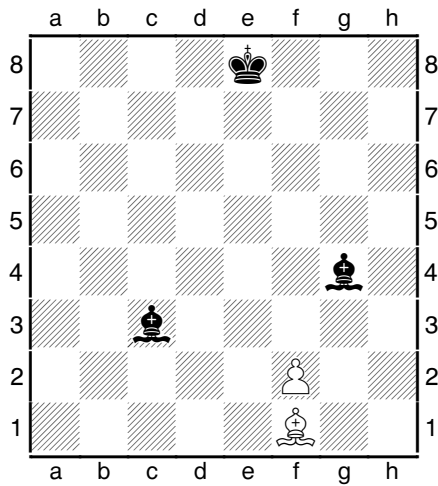
PUZZLE SHEET 8/3



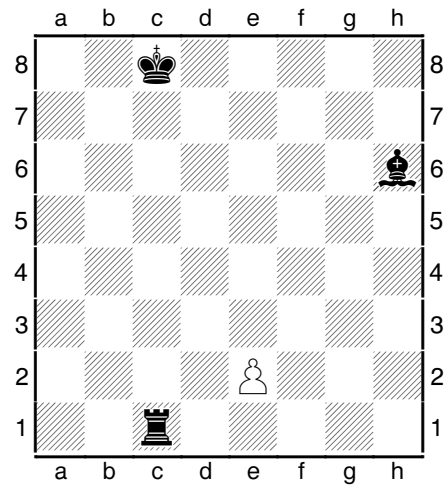
Q1 Place the white king where it's in checkmate



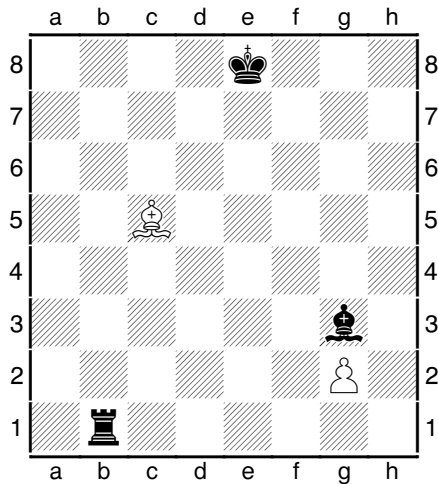
Q2 Place the white king where it's in checkmate



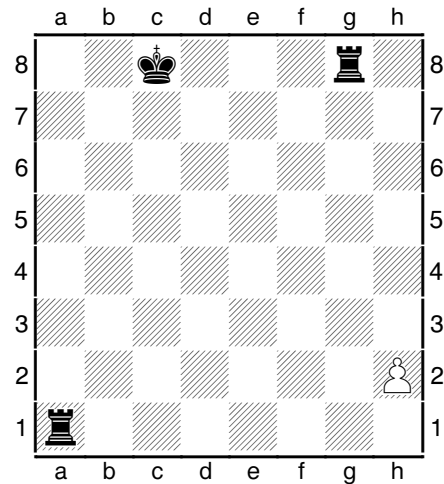
Q3 Place the white king where it's in checkmate



Q4 Place the white king where it's in checkmate



Q5 Place the white king where it's in checkmate

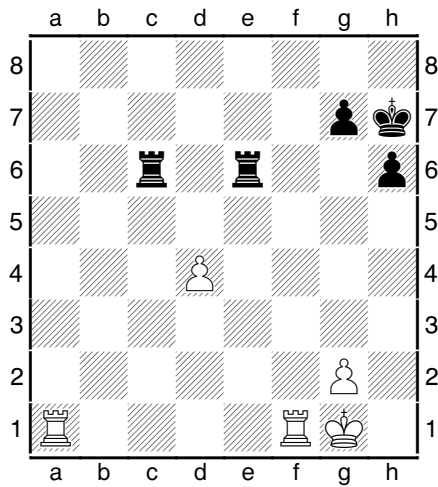


Q6 Place the white king where it's in checkmate

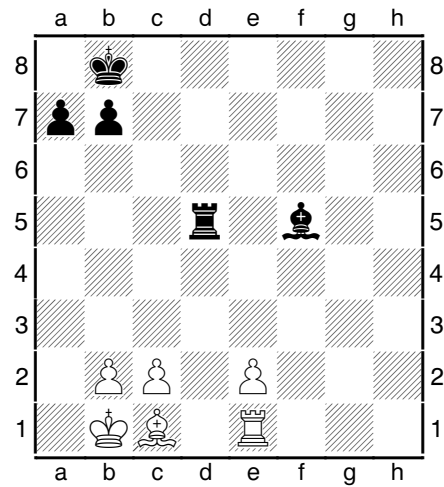
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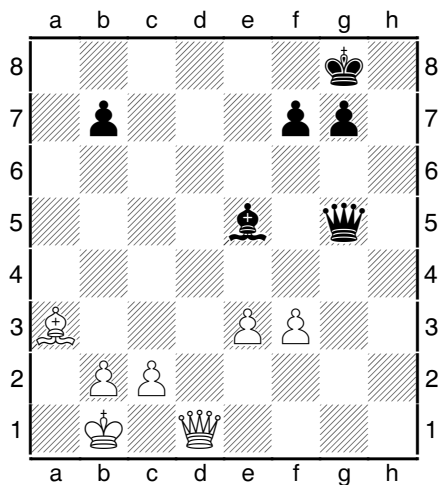
PUZZLE SHEET 8/4



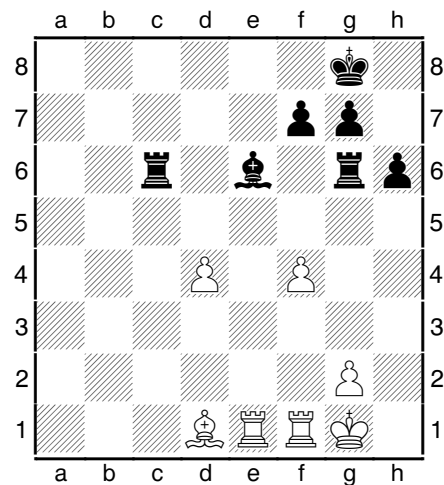
Q1 Find a safe pawn fork for White



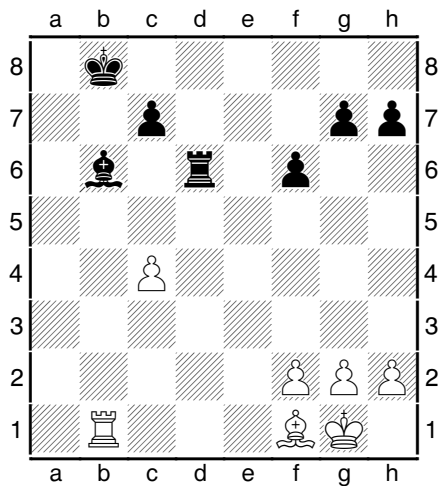
Q2 Find a safe pawn fork for White



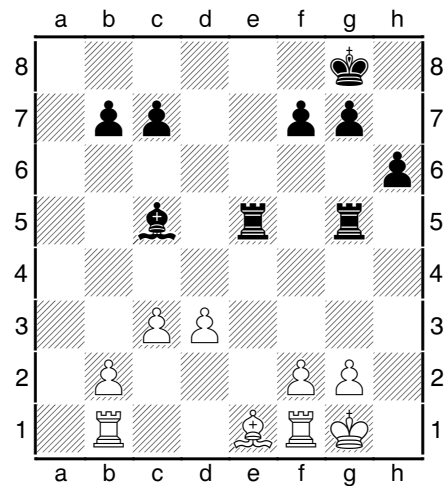
Q3 Find a safe pawn fork for White



Q4 Find a safe pawn fork for White



Q5 Find a safe pawn fork for White



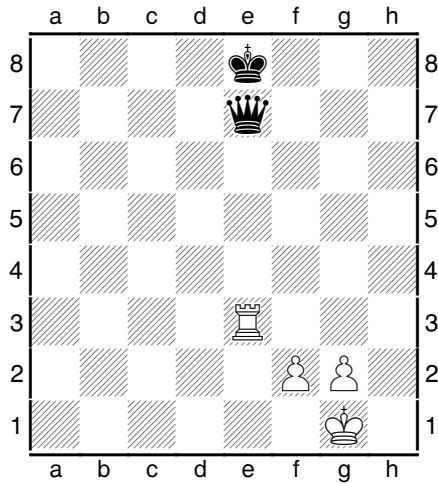
Q6 Find a safe pawn fork for White

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PINS

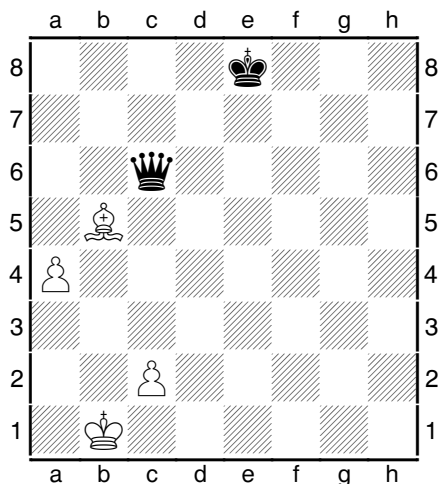
Take a look at this position:



White has just moved his rook to e3. He's threatening the black queen. But the queen cannot move off the e-file because that would leave the black king IN CHECK.

Remember that you're not allowed to play any move that leaves your king where it can be taken.

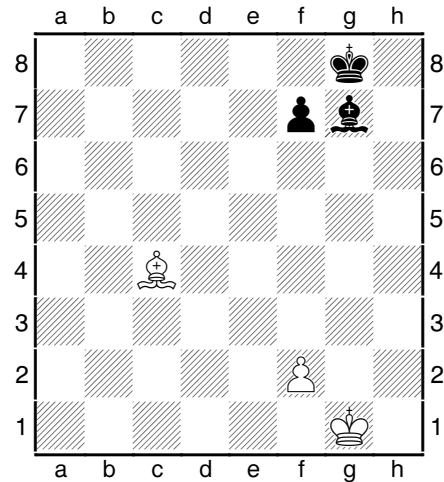
So whatever Black plays he will lose his queen next move. The pawn on f2 is defending the rook, so if the queen captures the rook, the pawn will capture the queen.



In this position it's the white bishop that PINS the black queen to the king.

Again, the queen can't move off the diagonal without leaving the king IN CHECK.

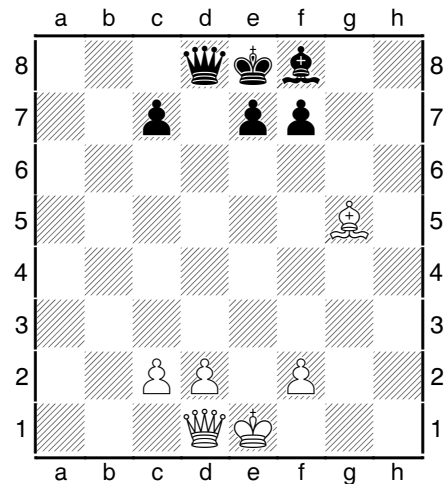
Not all PINS win pieces.



In this position the white bishop PINS the black pawn. But as the pawn is worth less than the bishop White isn't going to capture it.

All it means is the Black isn't allowed to move his pawn at the moment.

You can also PIN pieces against other targets.



Here, the black pawn on e7 is PINNED against the queen.

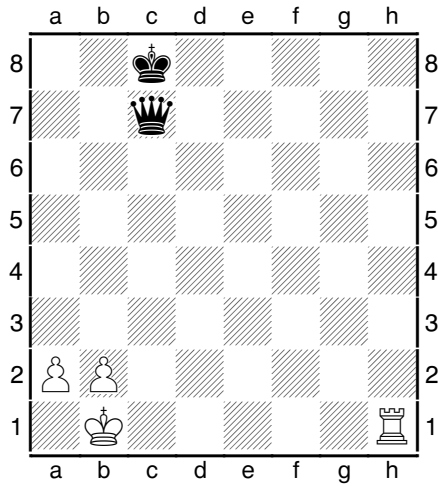
Black CAN move it but it's not a good idea because if he did so he'd lose his queen.

Be very careful about moving PINNED pieces!

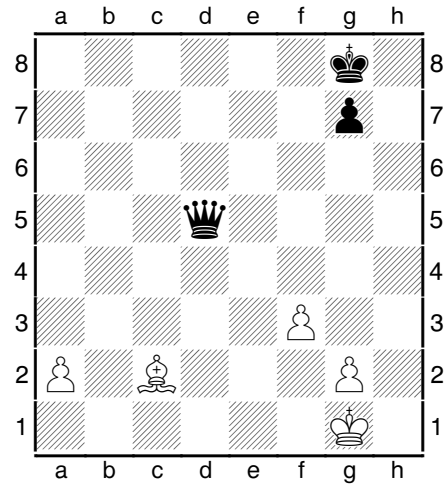
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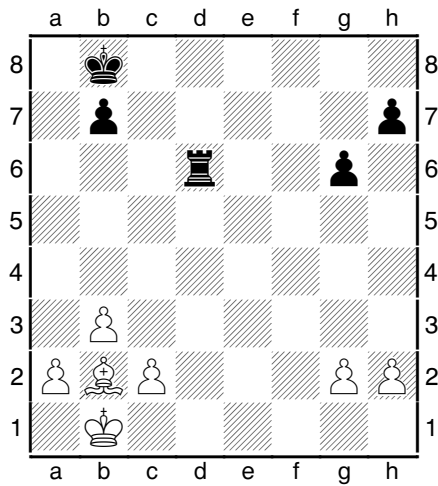
PUZZLE SHEET 8/5



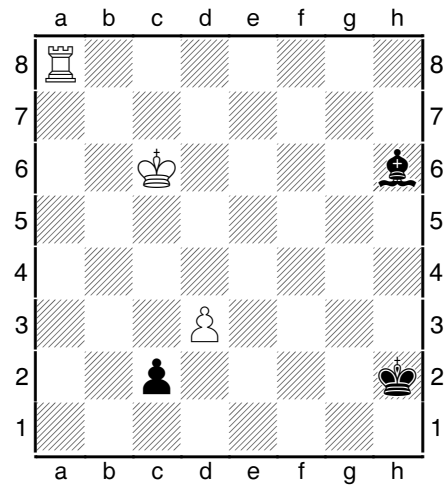
Q1 Find a safe pin for White



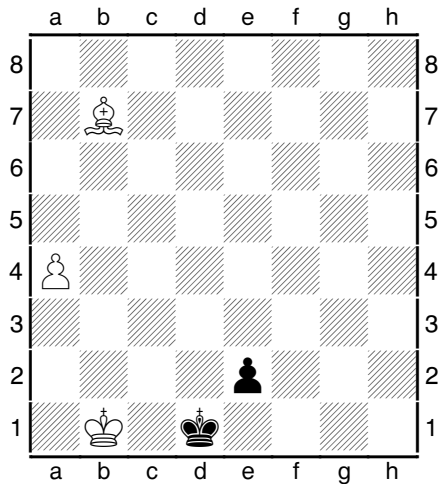
Q2 Find a safe pin for White



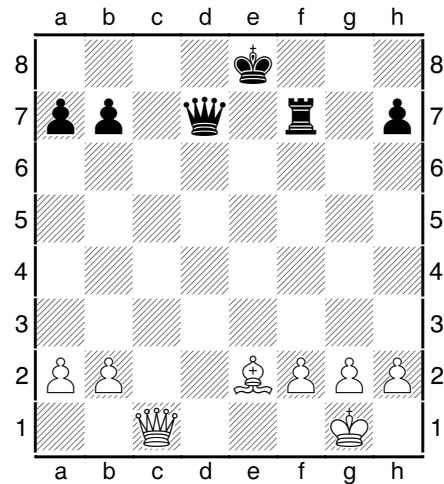
Q3 Find a safe pin for White



Q4 Find a safe pin for White



Q5 Find a safe pin for White



Q6 Find a safe pin for White

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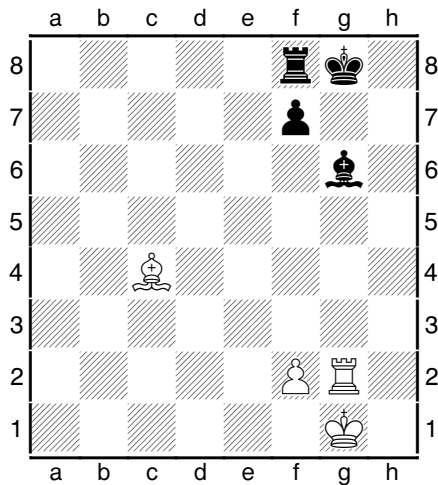
MORE ABOUT PINS

If you PIN a stronger piece with a weaker piece safely you will be able to win points.

Sometimes PINNING a weaker piece with a stronger piece will also help you win points.

There are two ways in which this can happen.

Look at this position.



Here White can capture the black bishop for free.

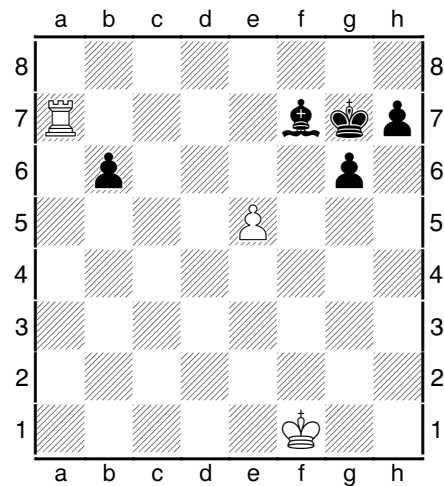
If the rook captures the bishop the pawn on f7 cannot take back because it is PINNED. You are not allowed to play a move that leaves your king in check.

It looks like the pawn is defending the bishop, but because it's PINNED it isn't really defending it at all.

There's another way that a PIN can help you win a piece.

Sometimes you can THREATEN the PINNED piece with another piece.

Have a look at this.



The white rook is PINNING the black bishop. If he captures the bishop he will lose points.

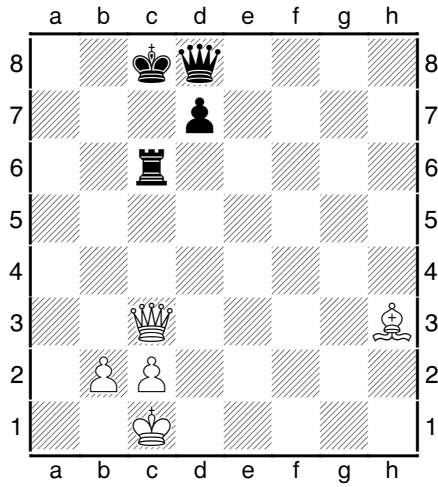
But instead he can THREATEN the bishop with a weaker piece

Because the bishop is PINNED it cannot capture the pawn. So White will be able to capture the bishop safely next move.

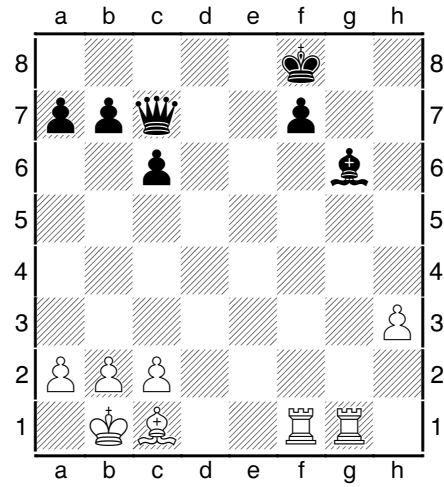
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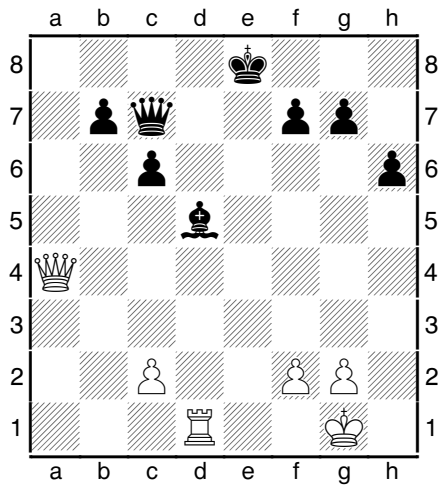
PUZZLE SHEET 8/6



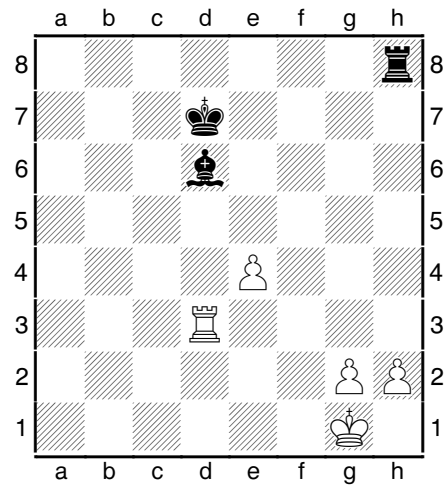
Q1 Use a pin to make a safe capture for White



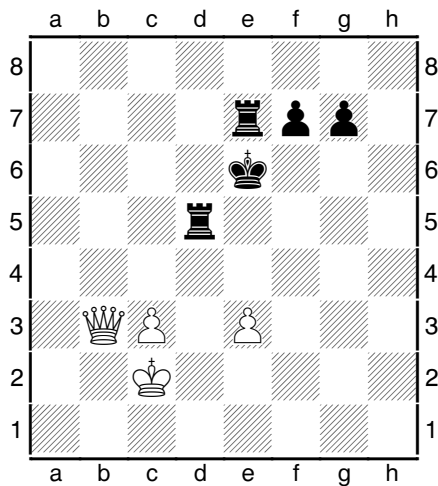
Q2 Use a pin to make a safe capture for White



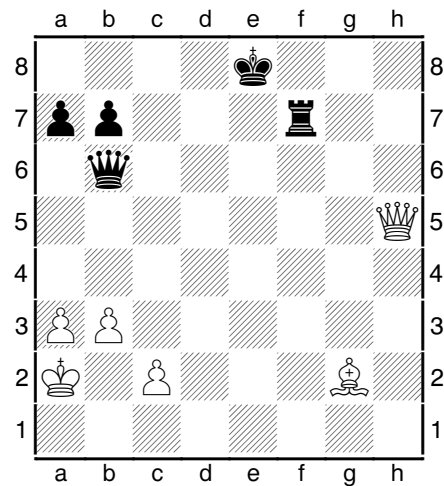
Q3 Use a pin to make a safe capture for White



Q4 Find a move for White to threaten a pinned piece



Q5 Find a move for White to threaten a pinned piece



Q6 Find a move for White to threaten a pinned piece

MODULE 8 ANSWER SHEET

Copy this page and email to your chess tutor when complete

PUZZLE SHEET 8/1

1. _____
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PUZZLE SHEET 8/2

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PUZZLE SHEET 8/3

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PUZZLE SHEET 8/4

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PUZZLE SHEET 8/5

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PUZZLE SHEET 8/6

1. _____
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5. _____
6. _____

You have now completed the eighth module.

If you are using a chess tutor you can now email your answers to the puzzle sheets and quizzes.

Once you can beat your computer at one level, move up to try a harder level where the computer has a stronger army.

Your tutor will get back to you with marks and other comments within a few days.

MODULE 9. THE KNIGHT MOVE

In this module you'll learn more about knights. You probably already know how knights move.

Knights are very good at doing forks so you'll learn about how to find knight forks.

You'll also learn more about what to do if your opponent threatens one of your pieces.

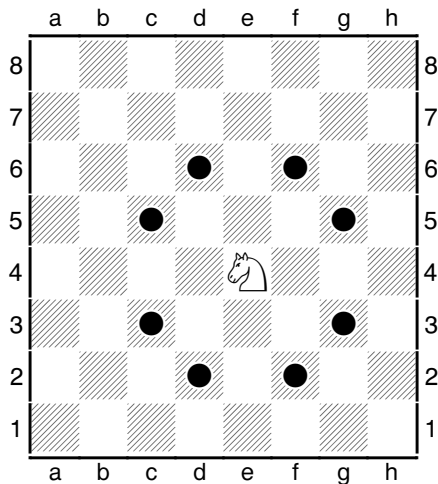
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THE KNIGHT MOVE

This is the knight move.

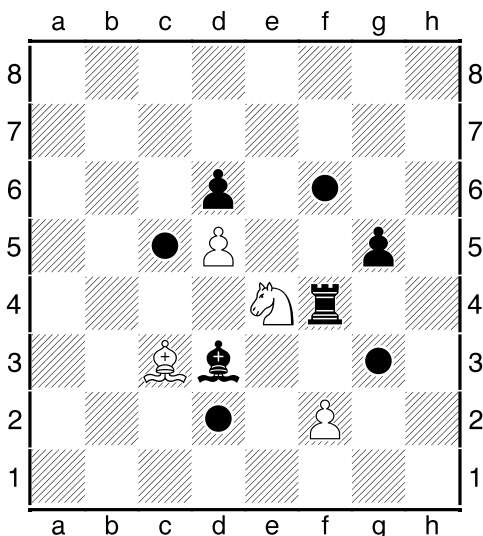
The knight moves in an L shape – two squares, then one square round the corner. The knight is the only piece that can jump over other pieces.



In this position the knight can move to any of the marked squares.

Note that a knight on a white square always moves to a black square, and a knight on a black square always moves to a white square.

Knights can jump over any pieces in their way, of either colour. They capture in the same way that they move.



In this diagram the knight can move to any of the marked squares. It can also capture either of the black pawns.

The knight is about the same strength as the bishop. Like the bishop it's worth 3 points. A trade of a knight for a bishop is an equal trade.

You now know the values of all the pieces.

A pawn is worth 1 point.

A knight is worth 3 points.

A bishop is worth 3 points.

A rook is worth 5 points.

A queen is worth 9 points.

You can work out that a knight is worth three pawns.

A rook is worth a bishop and two pawns.

A bishop and a knight are about the same as a rook and a pawn.

A queen is worth a rook, a knight and a pawn.

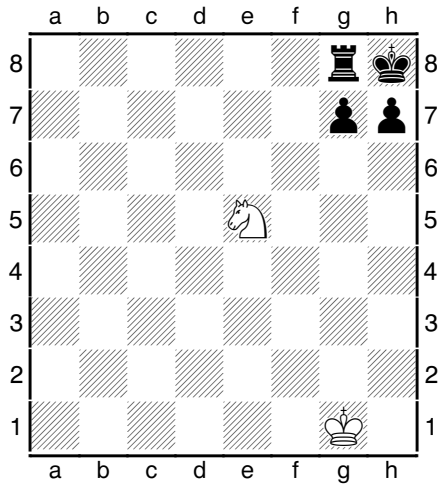
Sometimes you can capture with several pieces on the same square. You have to count the pieces and work out whether or not you will win points if you make the capture.

If your opponent is going to take you back you should start by capturing with the less valuable piece.

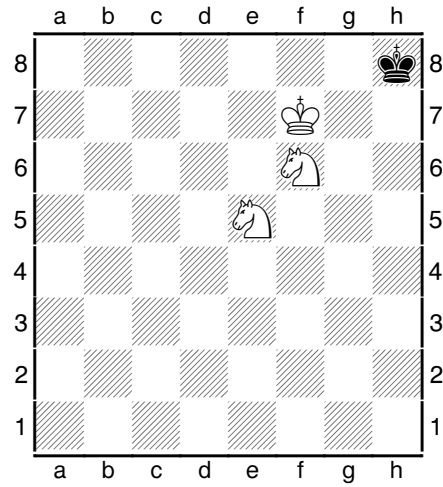
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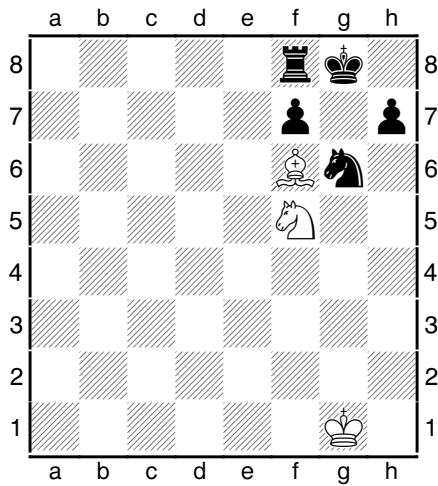
PUZZLE SHEET 9/1



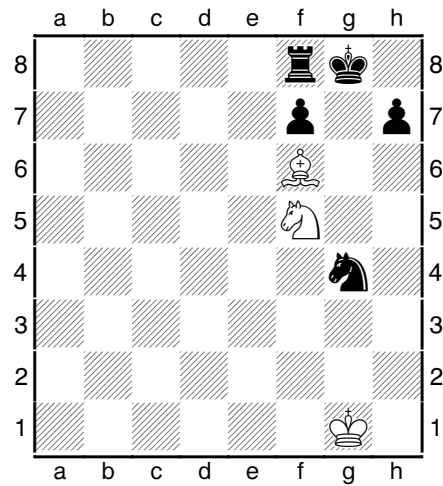
Q1 How can White get checkmate this move?



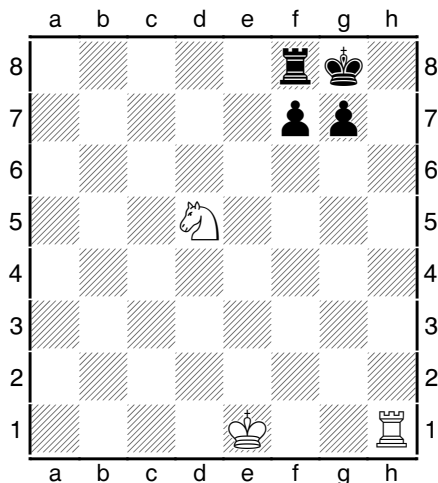
Q2 How can White get checkmate this move?



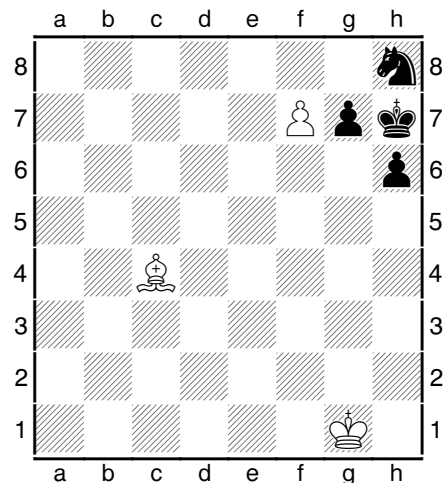
Q3 How can White get checkmate this move?



Q4 How can White get checkmate this move?



Q5 How can White get checkmate this move?

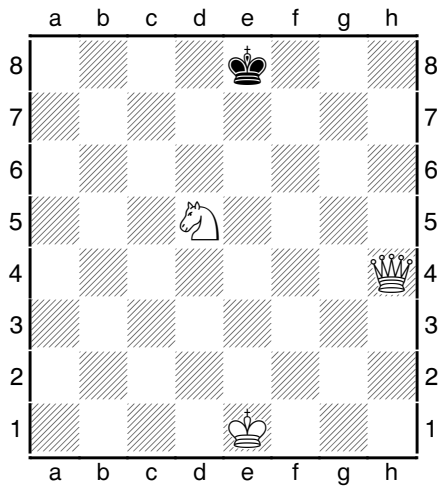


Q6 How can White get checkmate this move?

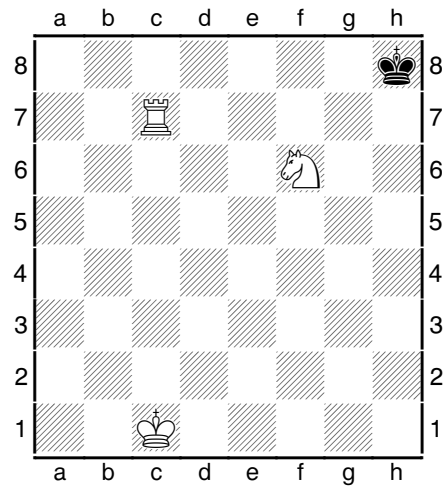
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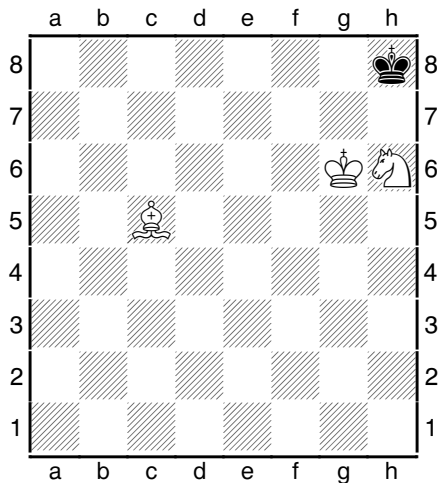
PUZZLE SHEET 9/2



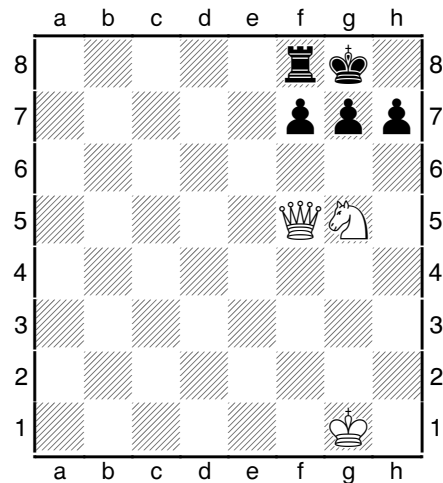
Q1 How can White get checkmate this move?



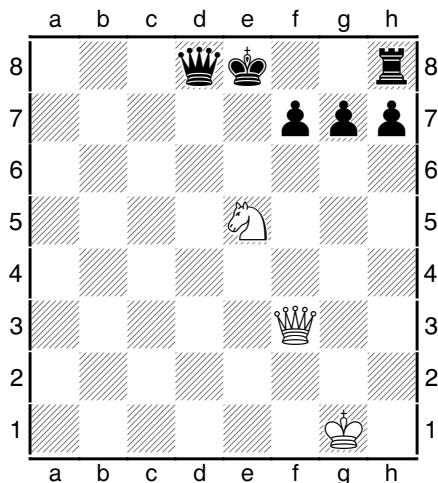
Q2 How can White get checkmate this move?



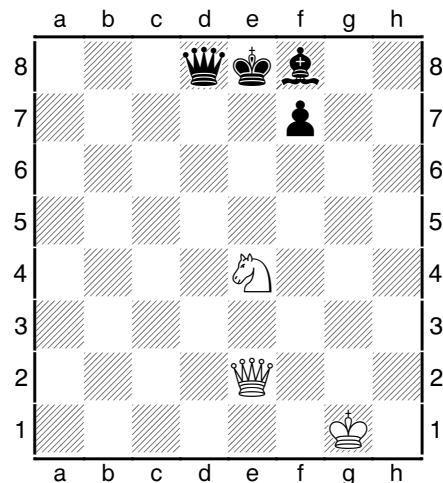
Q3 How can White get checkmate this move?



Q4 How can White get checkmate this move?



Q5 How can White get checkmate this move?

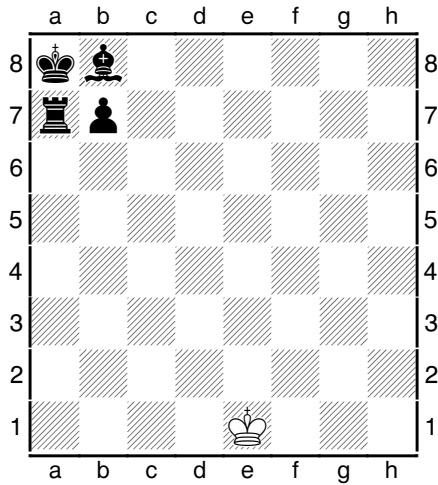


Q6 How can White get checkmate this move?

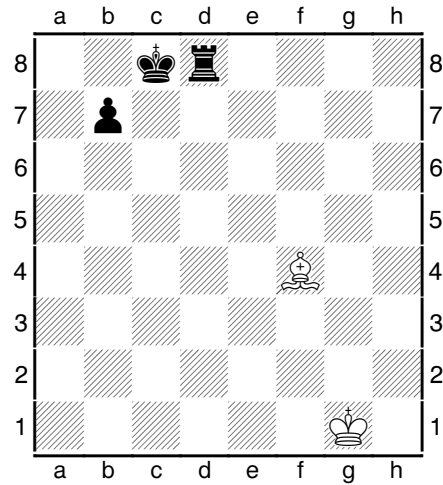
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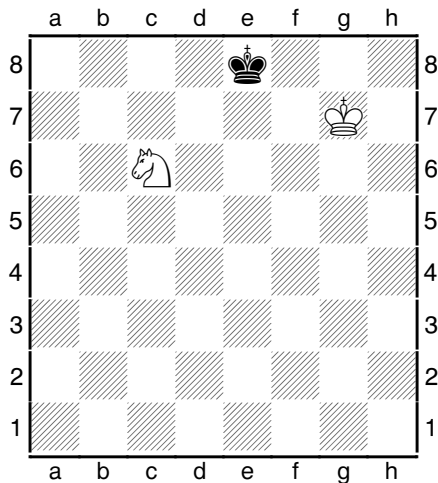
PUZZLE SHEET 9/3



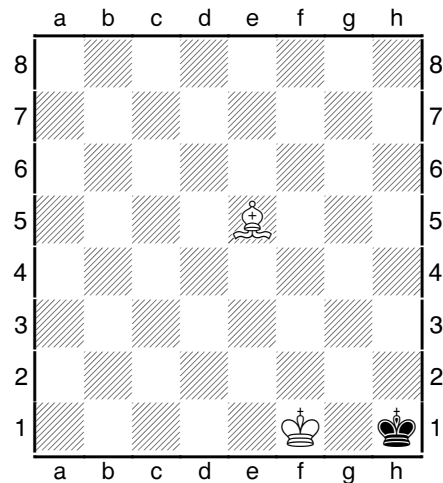
Q1 Place a white knight to make it checkmate



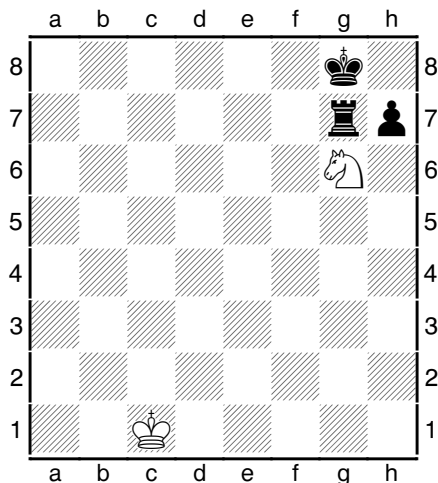
Q2 Place a white knight to make it checkmate



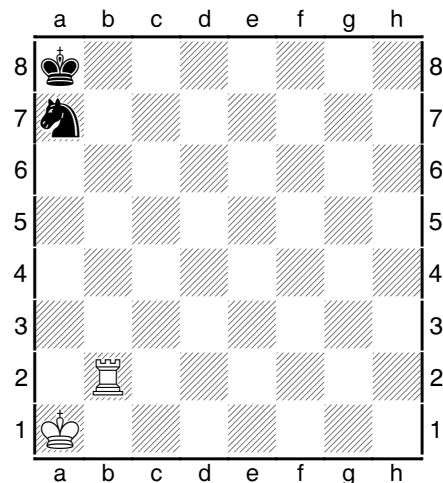
Q3 Place a white knight to make it checkmate



Q4 Place a white knight to make it checkmate



Q5 Place a white knight to make it checkmate

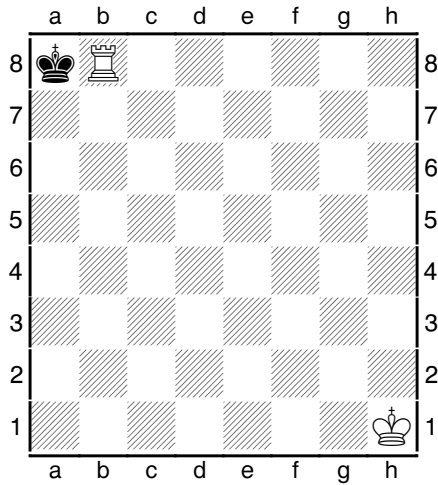


Q6 Place a white knight to make it checkmate

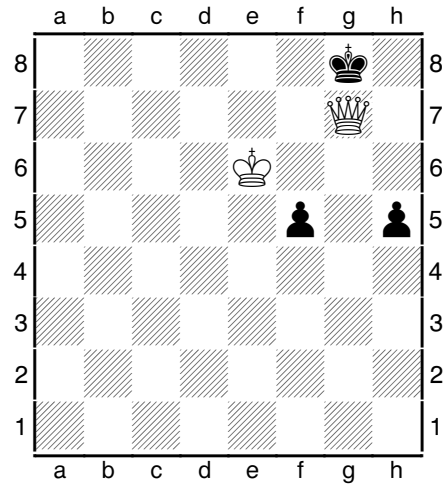
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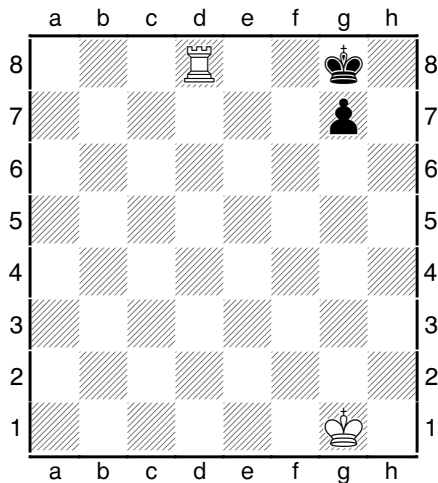
PUZZLE SHEET 9/4



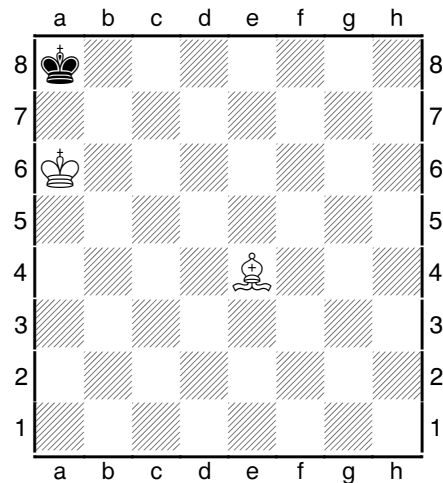
Q1 Place a white knight to make it checkmate



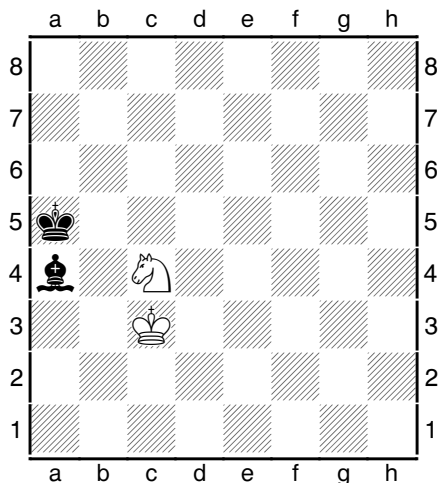
Q2 Place a white knight to make it checkmate



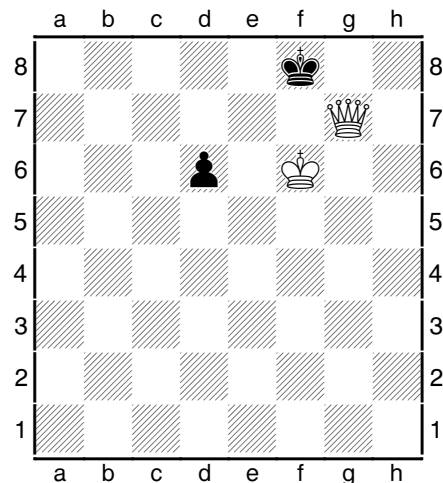
Q3 Place a white knight to make it checkmate



Q4 Place a white knight to make it checkmate



Q5 Place a white knight to make it checkmate

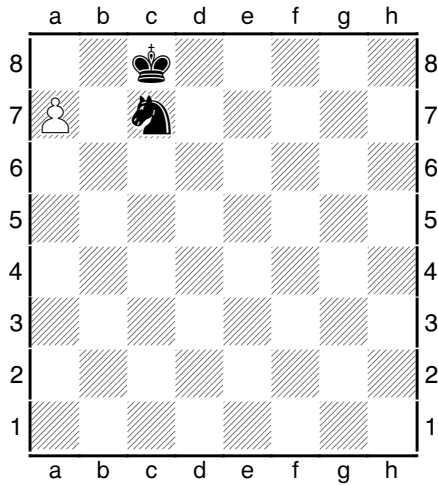


Q6 Place a white knight to make it checkmate

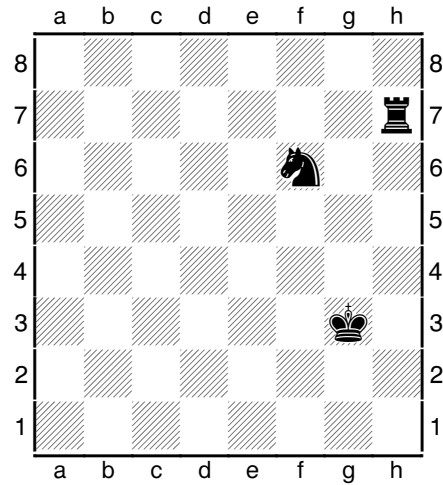
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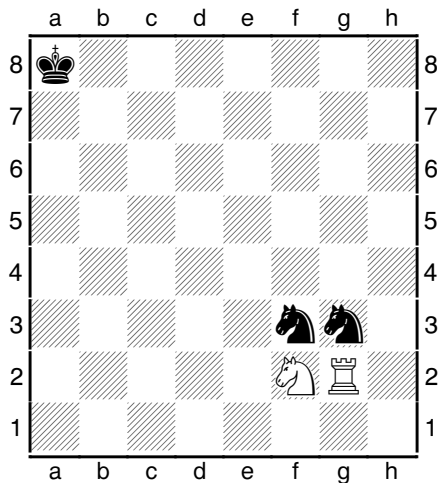
PUZZLE SHEET 9/5



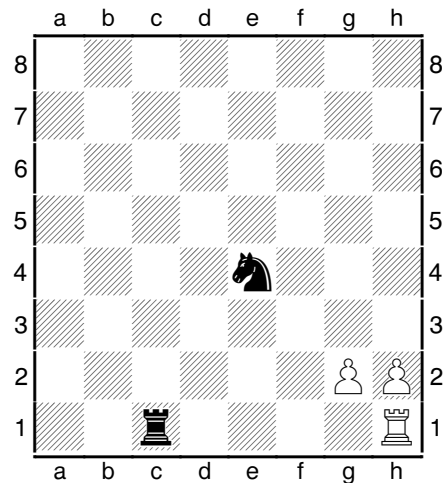
Q1 Place the white king where it's in checkmate



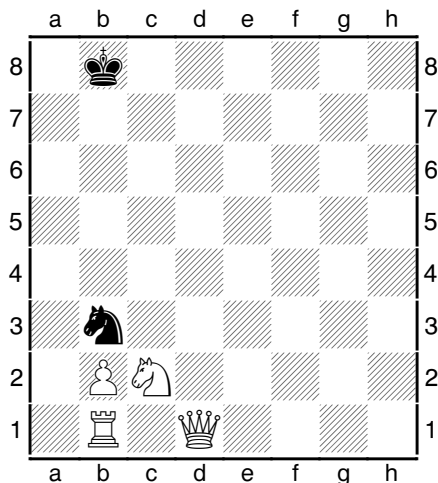
Q2 Place the white king where it's in checkmate



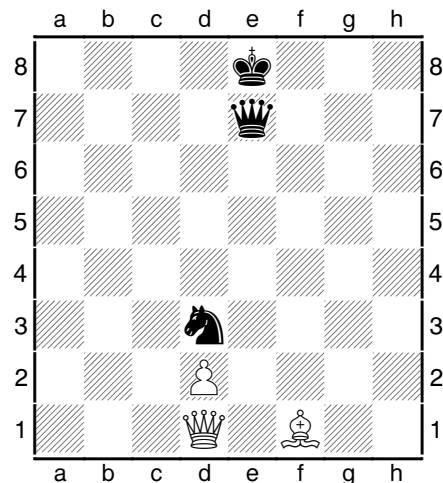
Q3 Place the white king where it's in checkmate



Q4 Place the white king where it's in checkmate



Q5 Place the white king where it's in checkmate

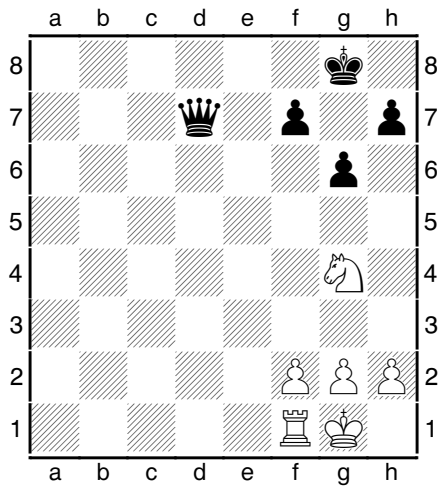


Q6 Place the white king where it's in checkmate

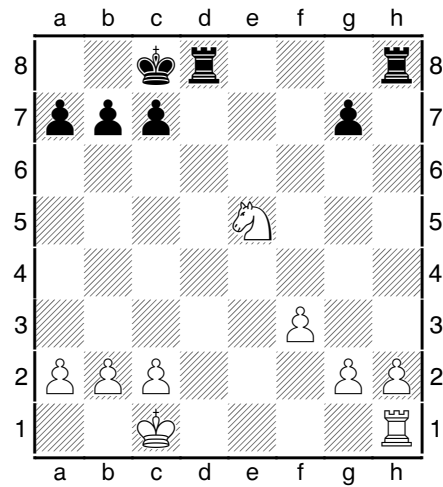
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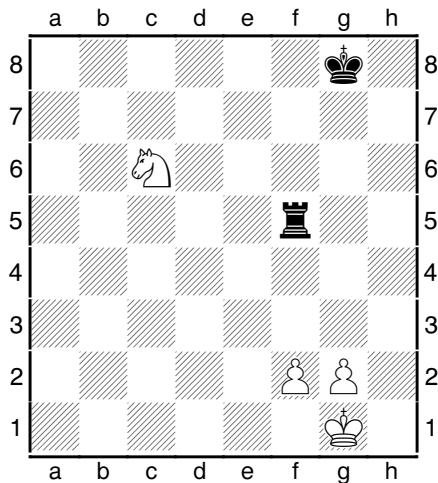
PUZZLE SHEET 9/6



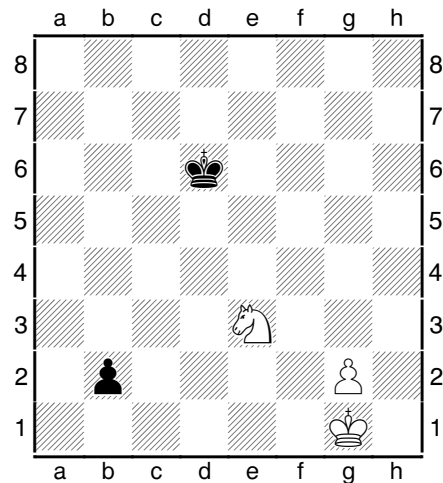
Q1 Find a safe knight fork for White



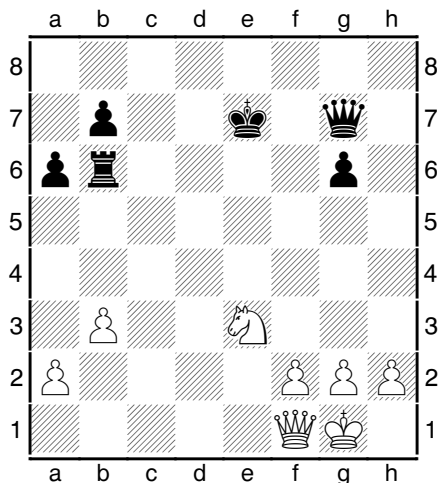
Q2 Find a safe knight fork for White



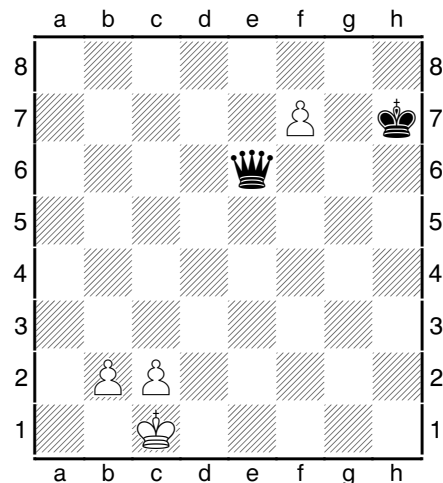
Q3 Find a safe knight fork for White



Q4 Find a safe knight fork for White



Q5 Find a safe knight fork for White



Q6 Find a safe knight fork for White

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MEETING THREATS

You'll remember that there are three ways to get out of CHECK.

Avoid (or move **A**way) by moving your king to a safe square

Block by putting another piece in the way

Capture the piece that's checking you

If your opponent has more points than you he's more likely to get checkmate.

So you need to avoid playing moves that lose points.

You can **THREATEN** to win points by attacking an undefended piece or by attacking a stronger piece with a weaker piece.

If your opponent creates a **THREAT** to win points you'll have to do something about it.

You can:

Avoid (or move **A**way) by moving the threatened piece to a safe square

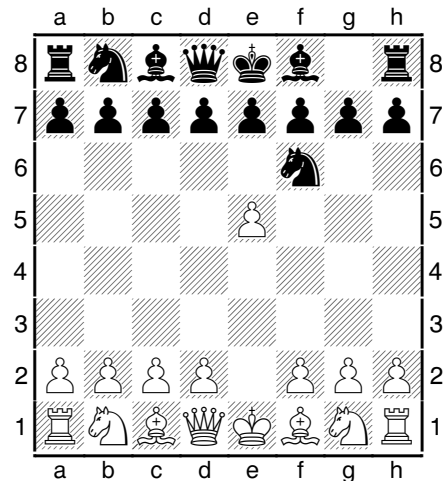
Block a threat from a queen, rook or bishop by putting a piece in the way

Capture the piece making the threat (but make sure you won't lose points if your opponent can capture you back)

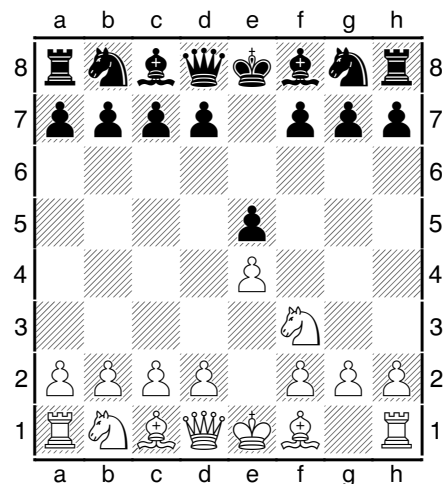
Defend the threat by moving another piece to support the threatened piece (you can't do this if your piece is more valuable than the piece making the threat)

create an **E**qual or bigger threat yourself (be careful with this – it can be dangerous)

When you play a game look out for your opponent's **THREATS** and try to find the best way to meet them.



In this position it's Black's move. White is **THREATENING** to win a knight for a pawn. Black cannot capture the pawn, and, because the knight is worth more than the pawn, he has to move his knight to a safe square. Moving to h5 or g4 wouldn't be a good idea because those squares aren't safe.



In this position it's again Black's move. White is **THREATENING** to win a pawn for free. You must try to avoid losing **EVEN ONE POINT**. Black cannot move his pawn or capture the knight, and you can't block a threat from a knight. One thing he could do is **DEFEND** the threatened pawn, for instance by moving his knight from b8 to c6 or his pawn from d7 to d6. The other thing he could do is create his own **THREAT** by moving his knight from g8 to f6.

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MODULE 9 ANSWER SHEET

Copy this page and email to your chess tutor when complete

PUZZLE SHEET 9/1

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

PUZZLE SHEET 9/2

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

PUZZLE SHEET 9/3

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

PUZZLE SHEET 9/4

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

PUZZLE SHEET 9/5

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

PUZZLE SHEET 9/6

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

You have now completed the ninth module.

If you are using a chess tutor you can now email your answers to the puzzle sheets and quizzes.

Once you can beat your computer at one level, move up to try a harder level where the computer has a stronger army. You might want to play a complete game now and set the computer to Level 0 (the easiest level).

Your tutor will get back to you with marks and other comments within a few days.

MODULE 10. CASTLING

In the last module of this course you'll learn one more rule of chess - CASTLING.

This is a way to make your king safe and bring your rook into play at the start of the game.

You'll also learn a lot more about the best way to start a game of chess.

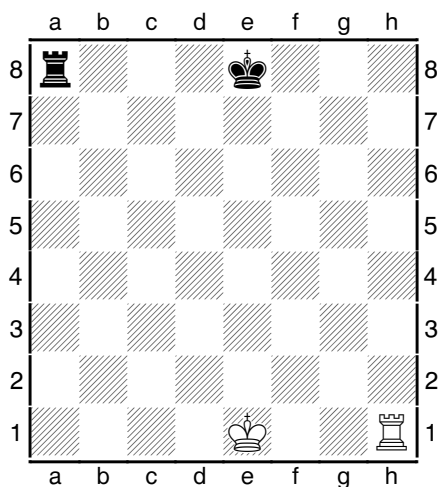
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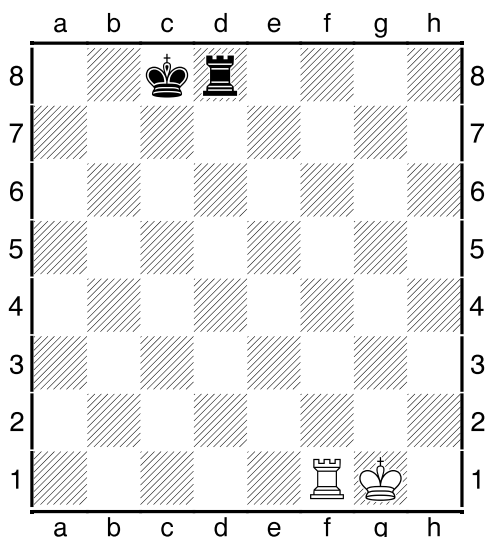
CASTLING

This is the last rule of chess you have to learn. It's also a very important rule.

CASTLING is a move in which you move two pieces at the same time. You move your king two squares towards a rook, and then, in the same move, move your rook so that it jumps over the king and lands on the next square. You can CASTLE either on the KING SIDE or the QUEEN SIDE.



Here you see the kings and two rooks on their starting squares.



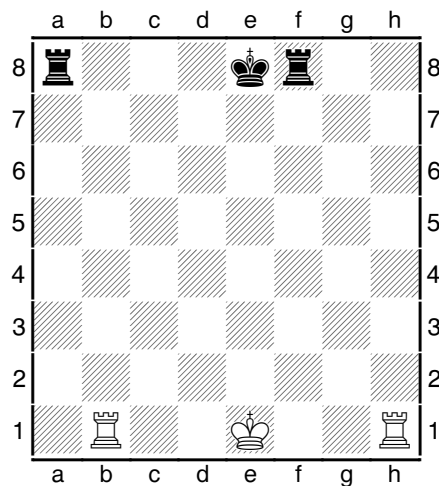
In this diagram White has CASTLED on the KING SIDE. His king is on g1 and his rook is on f1.

Black has CASTLED on the QUEEN SIDE. His king is on c8 and his rook is on d8.

If you're writing your moves you write 0-0 if you CASTLE on the KING SIDE and 0-0-0 if you CASTLE on the QUEEN SIDE.

There are some more CASTLING rules:

1. You can't CASTLE if there's any piece between your king and your rook.
2. You can't CASTLE if you've already moved your king or your rook, even if you've moved them back to their starting squares.
3. You can't CASTLE if you're in CHECK. It doesn't matter if you've been in check as long as you didn't get out of check by moving your king.
4. You can't CASTLE if your king ends up in CHECK (of course you can't play ANY move that leaves your king in CHECK).
5. (This is the hard one to understand) You can't CASTLE if your king crosses a square attacked by one of your opponent's pieces. It doesn't matter if your rook crosses an attacked square.



In this position White CANNOT castle on the king side because the black rook on f8 is ATTACKING the f1 square.

Black CAN castle on the queen side even though the white rook on b1 is ATTACKING b8.

If you castle on the king side you write it like this:

0-0.

If you castle on the queen side you write it like this:

0-0-0.

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STARTING THE GAME

You win a game by getting CHECKMATE so you need to be really good at finding checkmates.

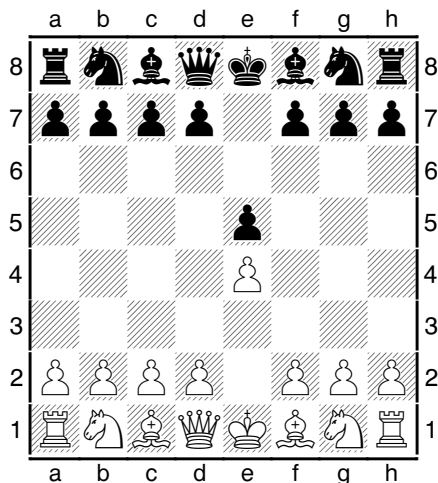
If you have more pieces or stronger pieces than your opponent you're more likely to get checkmate. So you also need to be really good at playing moves that win points, and not playing moves that lose points.

If you put your pieces on good squares you're more likely to be able to play moves that win points. So you have to learn how to put your pieces on good squares.

At the beginning of the game you're trying to do three things.

The first thing you're trying to do is CONTROL THE CENTRE. At the start of the game the middle of the board is the most important area.

It's a good idea to try to get your pawns in the CENTRE OF THE BOARD. Over the first few moves you're going to move two or three pawns in the middle. Use your e-pawn and your d-pawn. Sometimes it's also good to use your c-pawn.



In this position both players have moved their e-pawn into the middle of the board. This is an excellent way to start the game.

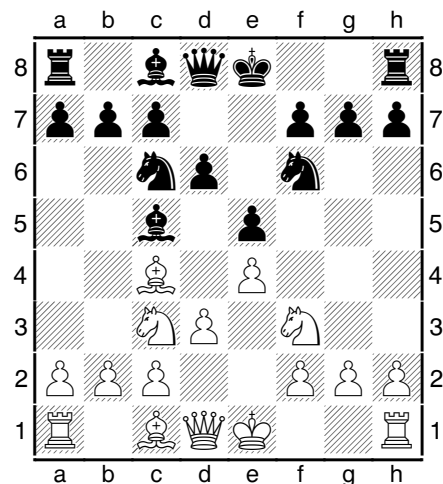
You'll see that moving the e-pawn also opens a path for your bishop and queen to move out.

The second thing you're trying to do is DEVELOP YOUR PIECES. DEVELOPING your pieces means getting the pieces on your back rank into the game. You develop your knights, bishops, rooks and queen, not your pawns or your king.

You want to get your knights and bishops out as quickly as possible. You use these pieces to attack early on. The rooks and queen are too valuable and will get chased round the board by less valuable pieces.

Knights like to be in the middle of the board, where they can attack more squares, not on the side where they can't attack so many squares.

The queen and rooks will usually stay at the back early on in the game. They will usually only come into the game as other pieces are traded off.



In this position both players have DEVELOPED two knights and a bishop. They have moved both their centre pawns and are ready either to DEVELOP their other bishop or to CASTLE.

This is the third thing you're trying to do at the start of the game.

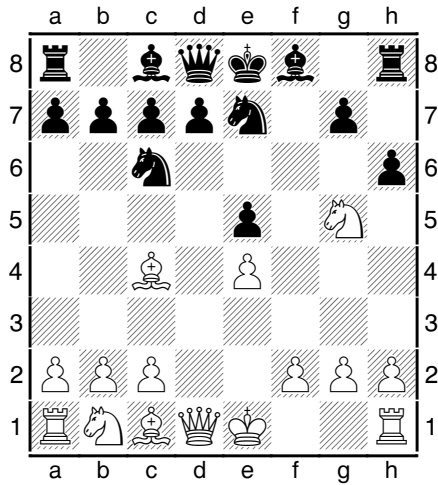
You need to make your king safe from attack. The way you do this is to CASTLE and keep your king safe behind a line of unmoved pawns, with a rook alongside to defend him.

So, at the start of the game, CONTROL THE CENTRE, DEVELOP YOUR KNIGHTS AND BISHOPS, CASTLE TO MAKE YOUR KING SAFE.

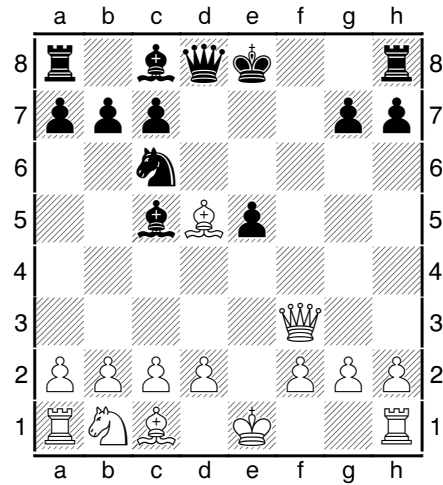
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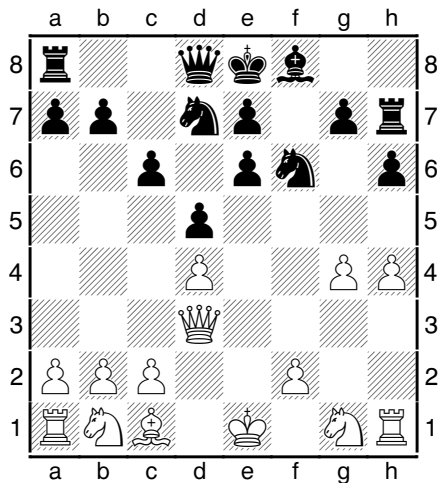
PUZZLE SHEET 10/1



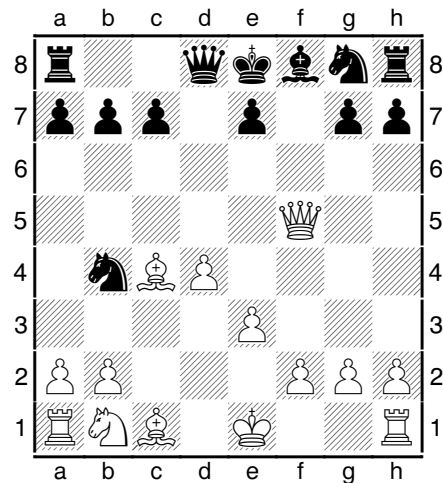
Q1 How can White get checkmate this move?



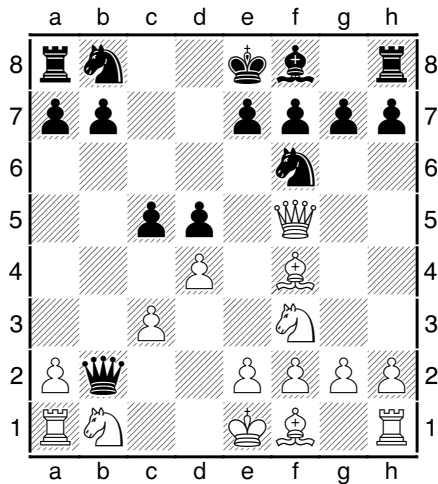
Q2 How can White get checkmate this move?



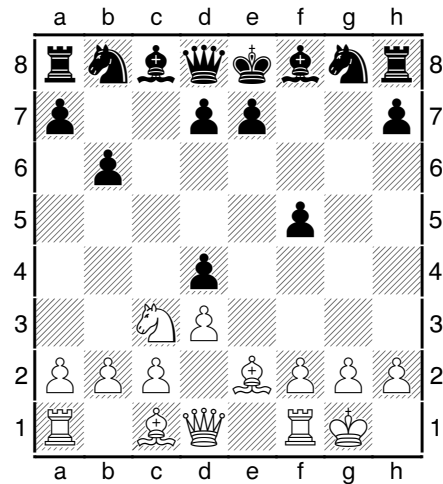
Q3 How can White get checkmate this move?



Q4 How can White get checkmate this move?



Q5 How can White get checkmate this move?

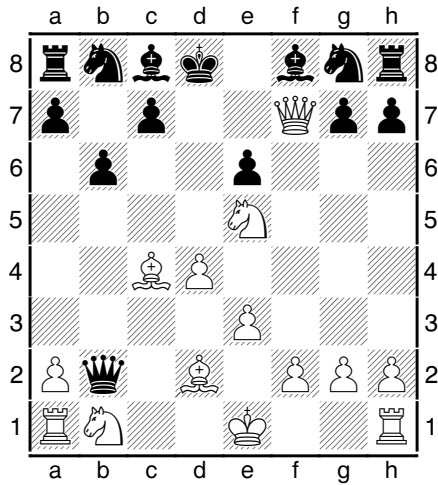


Q6 How can White get checkmate this move?

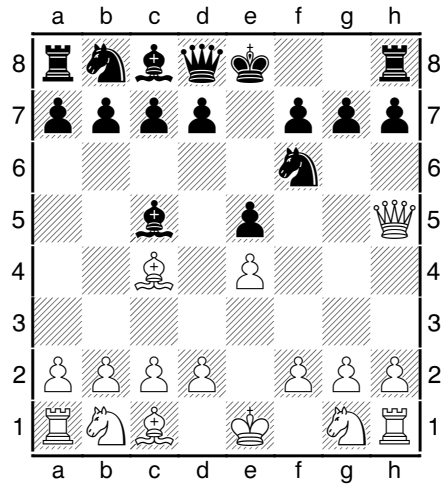
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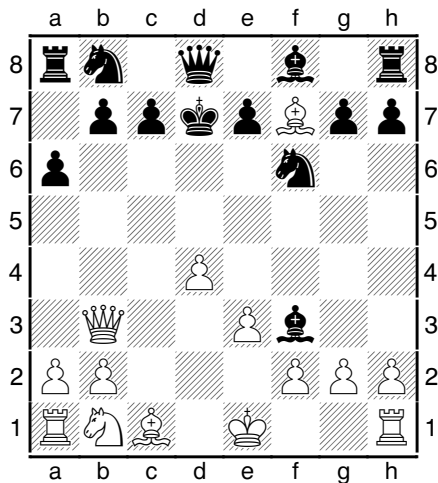
PUZZLE SHEET 10/2



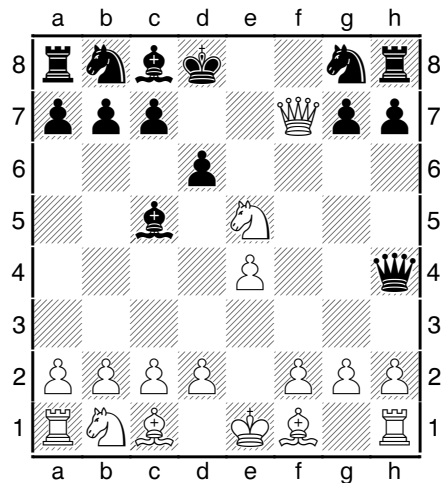
Q1 How can White get checkmate this move?



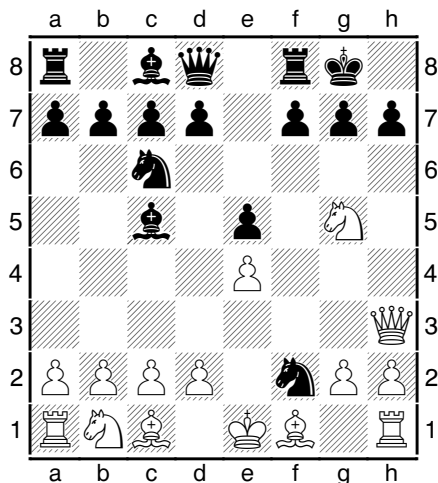
Q2 How can White get checkmate this move?



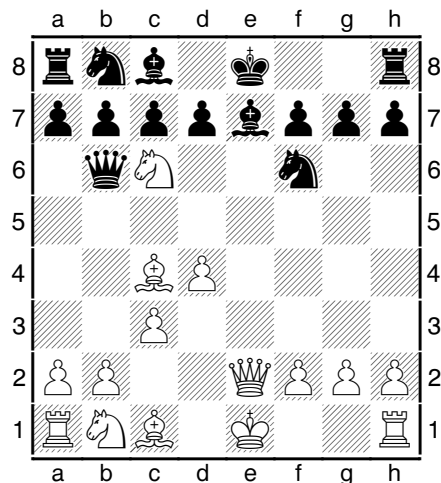
Q3 How can White get checkmate this move?



Q4 How can White get checkmate this move?



Q5 How can White get checkmate this move?

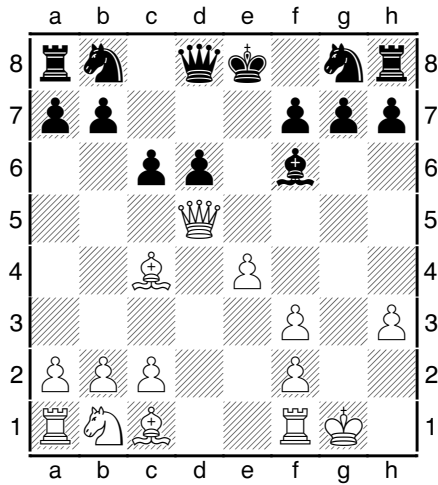


Q6 How can White get checkmate this move?

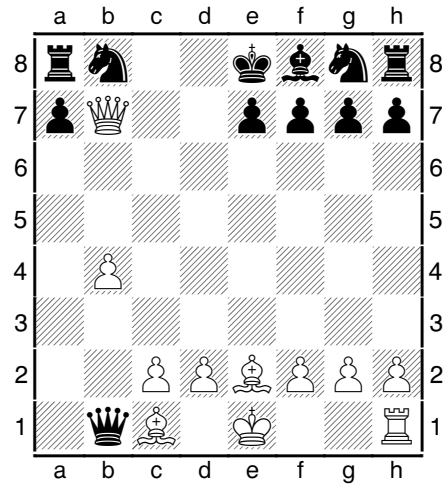
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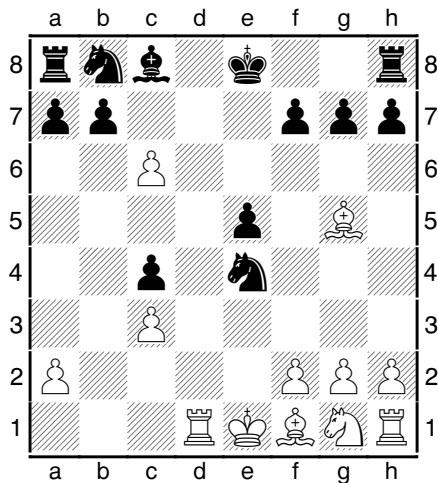
PUZZLE SHEET 10/3



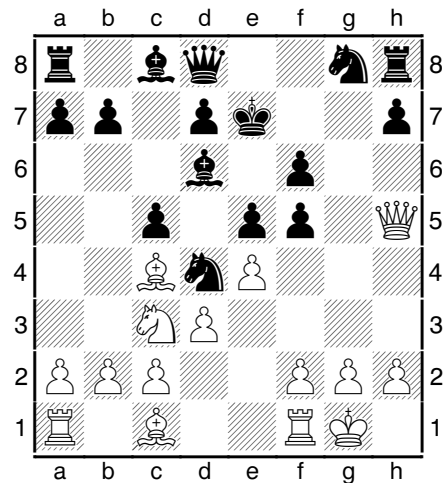
Q1 How can White get checkmate this move?



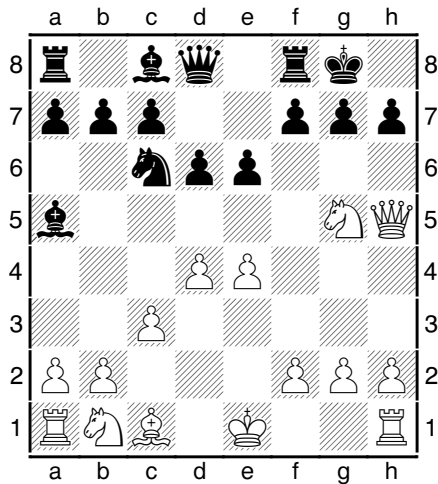
Q2 How can White get checkmate this move?



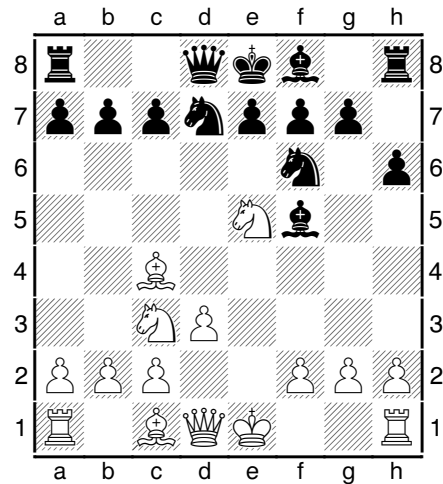
Q3 How can White get checkmate this move?



Q4 How can White get checkmate this move?



Q5 How can White get checkmate this move?

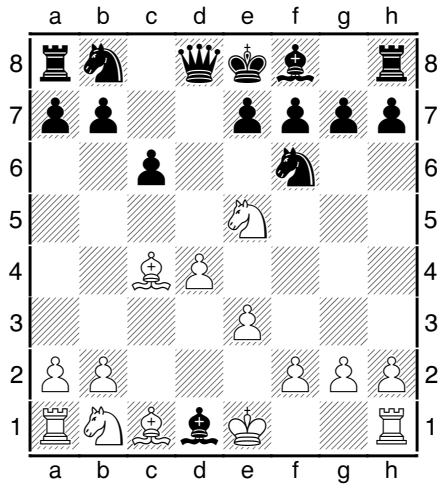


Q6 How can White get checkmate this move?

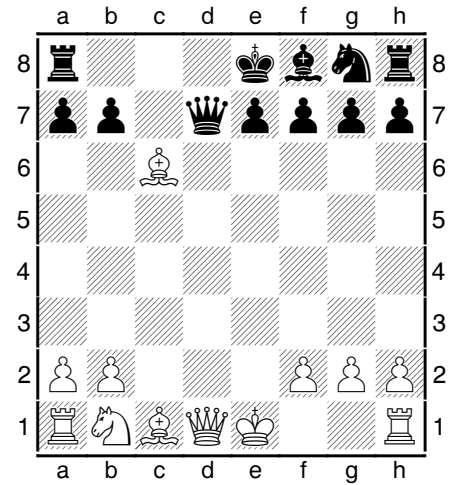
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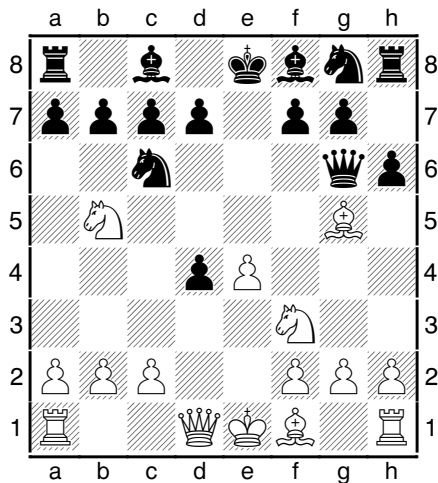
PUZZLE SHEET 10/4



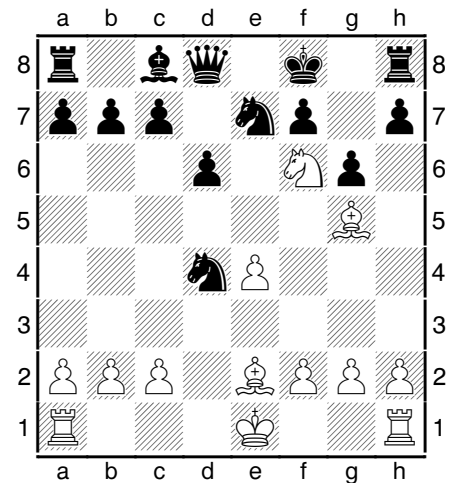
Q1 How can White get checkmate this move?



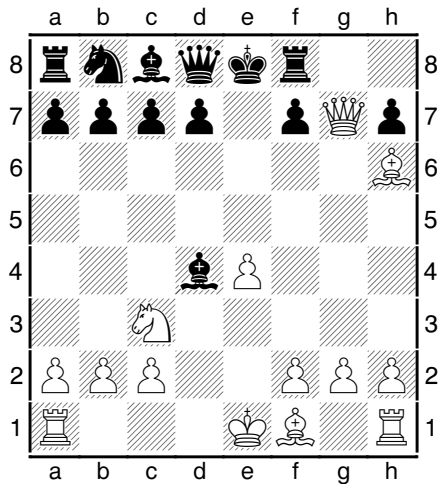
Q2 How can White get checkmate this move?



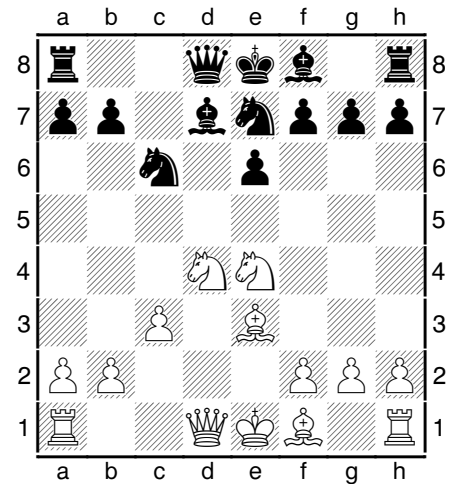
Q3 How can White get checkmate this move?



Q4 How can White get checkmate this move?



Q5 How can White get checkmate this move?

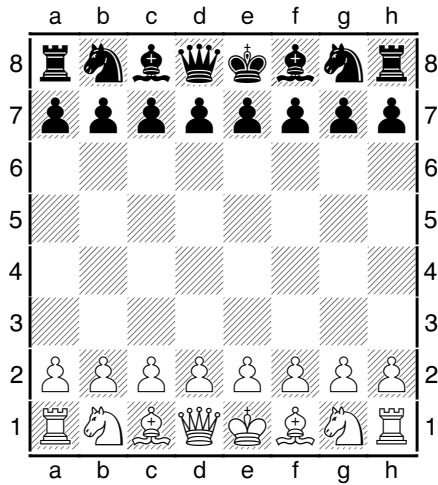


Q6 How can White get checkmate this move?

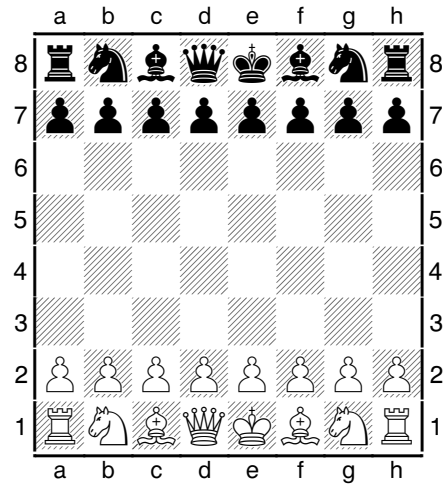
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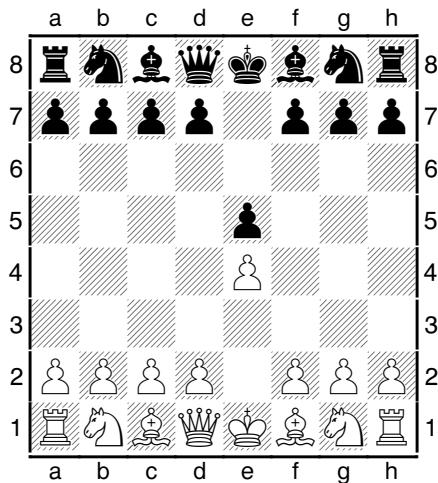
PUZZLE SHEET 10/5



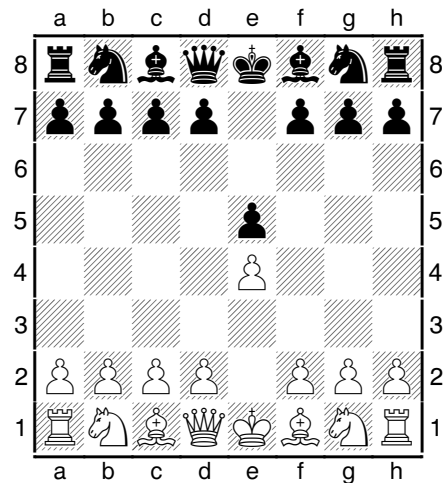
Q1 White to move: which is better: a) e4 b) h4?



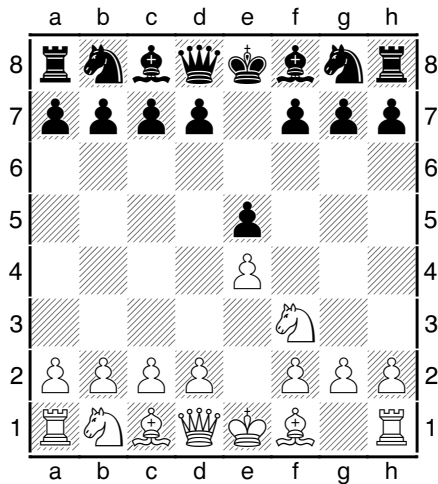
Q2 White to move: which is better: a) Na3 b) d4?



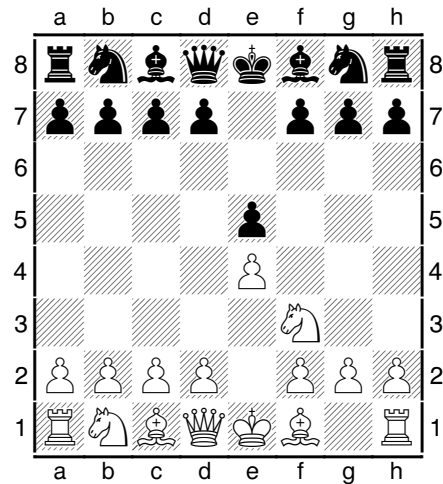
Q3 White to move: which is better: a) Nf3 b) Nh3?



Q4 White to move: which is better: a) Bc4 b) Ba6?



Q5 Black to move: which is better: a) Bb4 b) Nc6?

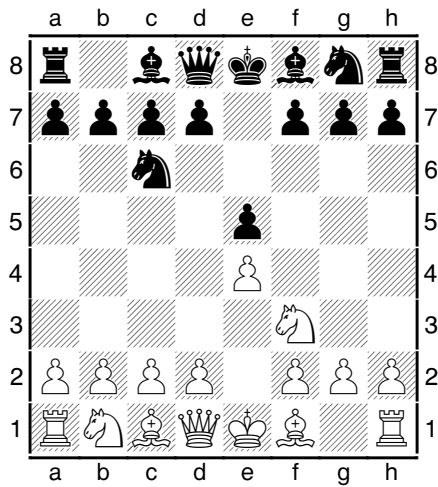


Q6 Black to move: which is better: a) d6 b) Qh4?

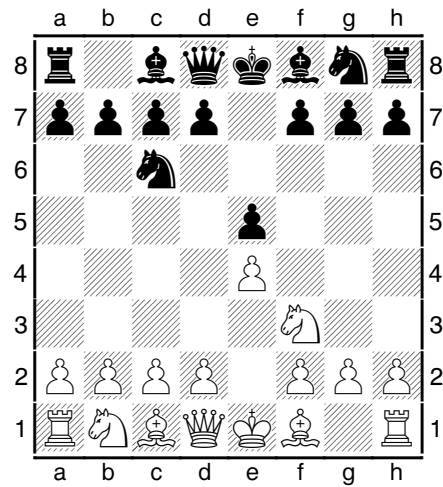
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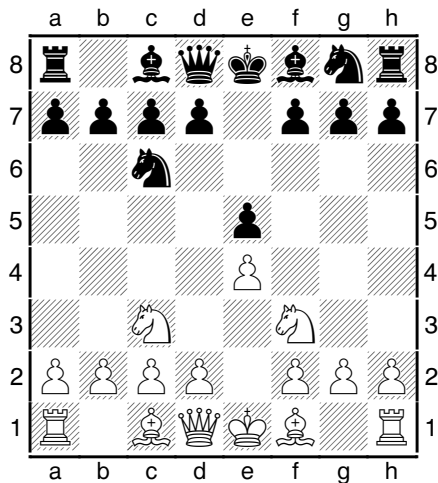
PUZZLE SHEET 10/6



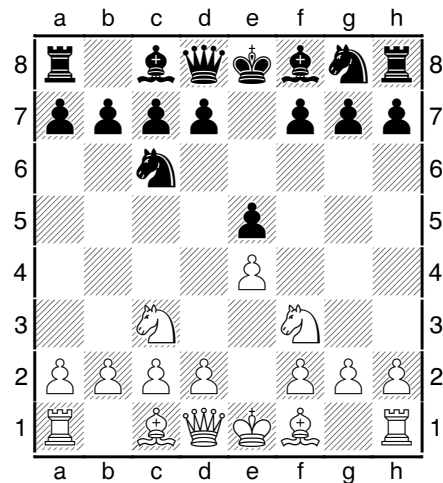
Q1 White to move: which is better: a) Nc3 b) Ng5?



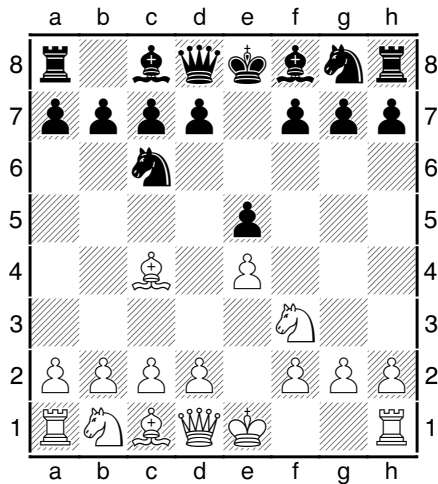
Q2 White to move: which is better: a) a4 b) Bc4?



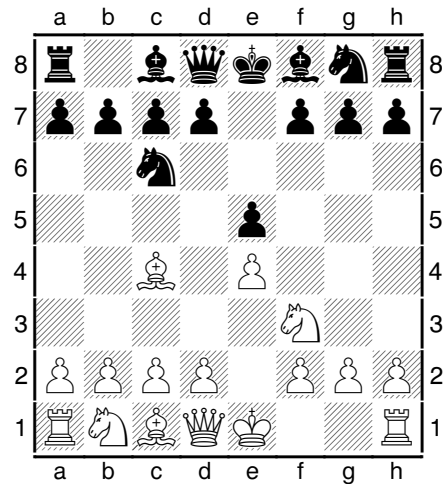
Q3 Black to move: which is better: a) Qg5 b) Nf6?



Q4 Black to move: which is better: a) d5 b) Bb4?



Q5 Black to move: which is better: a) Nf6 b) Nh6?



Q6 Black to move: which is better: a) a6 b) Bc5?

MODULE 10 ANSWER SHEET

Copy this page and email to your chess tutor when complete

PUZZLE SHEET 10/1

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

PUZZLE SHEET 10/4

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

PUZZLE SHEET 10/2

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

PUZZLE SHEET 10/5

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

PUZZLE SHEET 10/3

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

PUZZLE SHEET 10/6

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

You have now completed the tenth module.

If you are using a chess tutor you can now email your answers to the puzzle sheets and quizzes.

You should now be playing games where the computer starts with all his pieces. Send one of your games to your tutor along with your worksheets.

Your tutor will get back to you with marks and other comments within a few days.

If you've understood everything you can now play a good game of chess. If you want to get even better you can move onto the next part of the course.