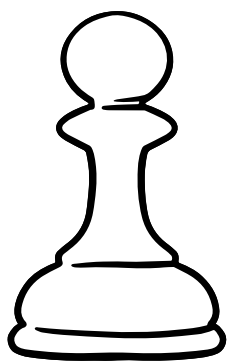




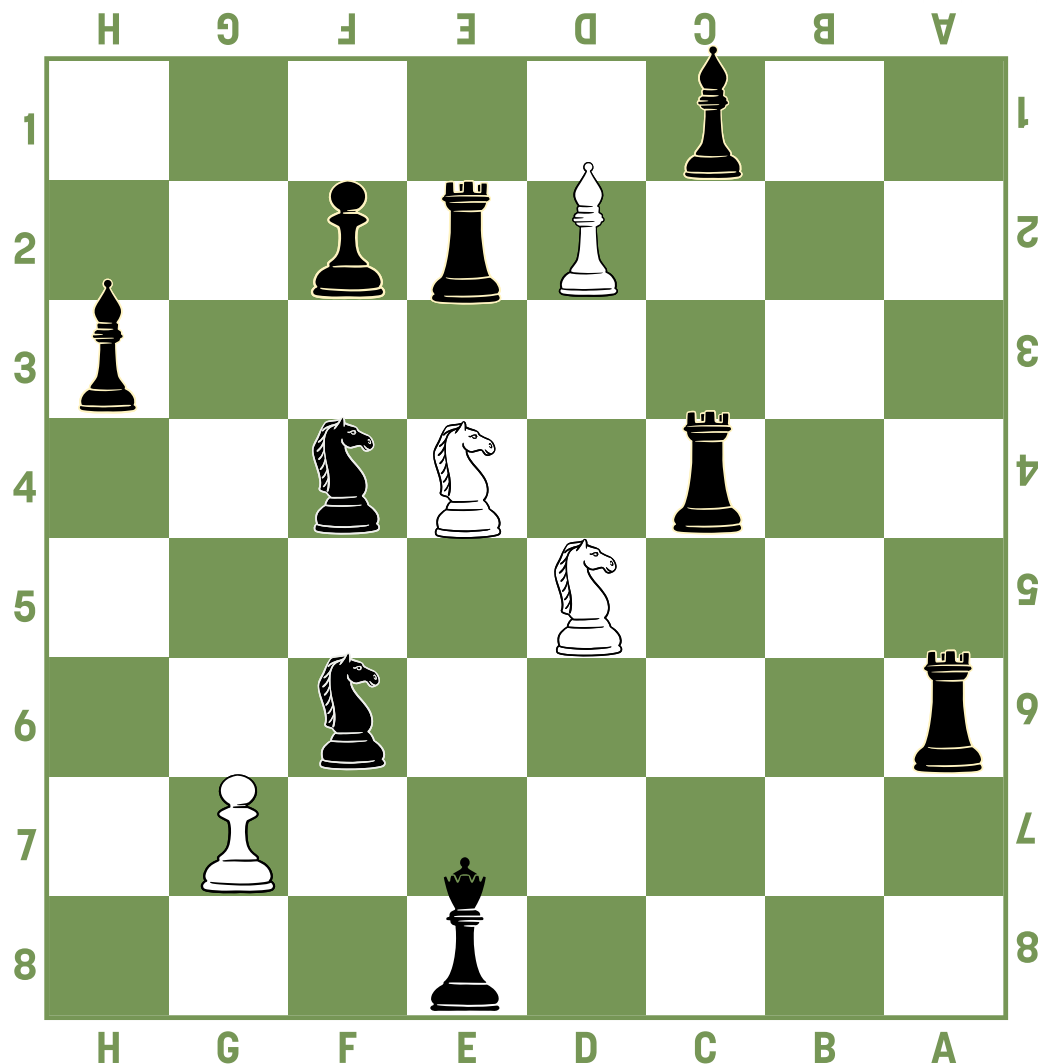
Name _____

Pawn's Journey: Reach the End:

In this game, players must move a pawn across the board from its starting position to the other side (promotion square) while avoiding obstacles (enemy pieces). The goal is to navigate strategically, using support from other pieces or careful planning to advance the pawn to promotion and "win" the game.



Start on g7

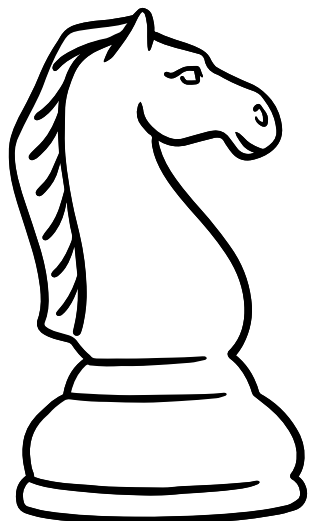




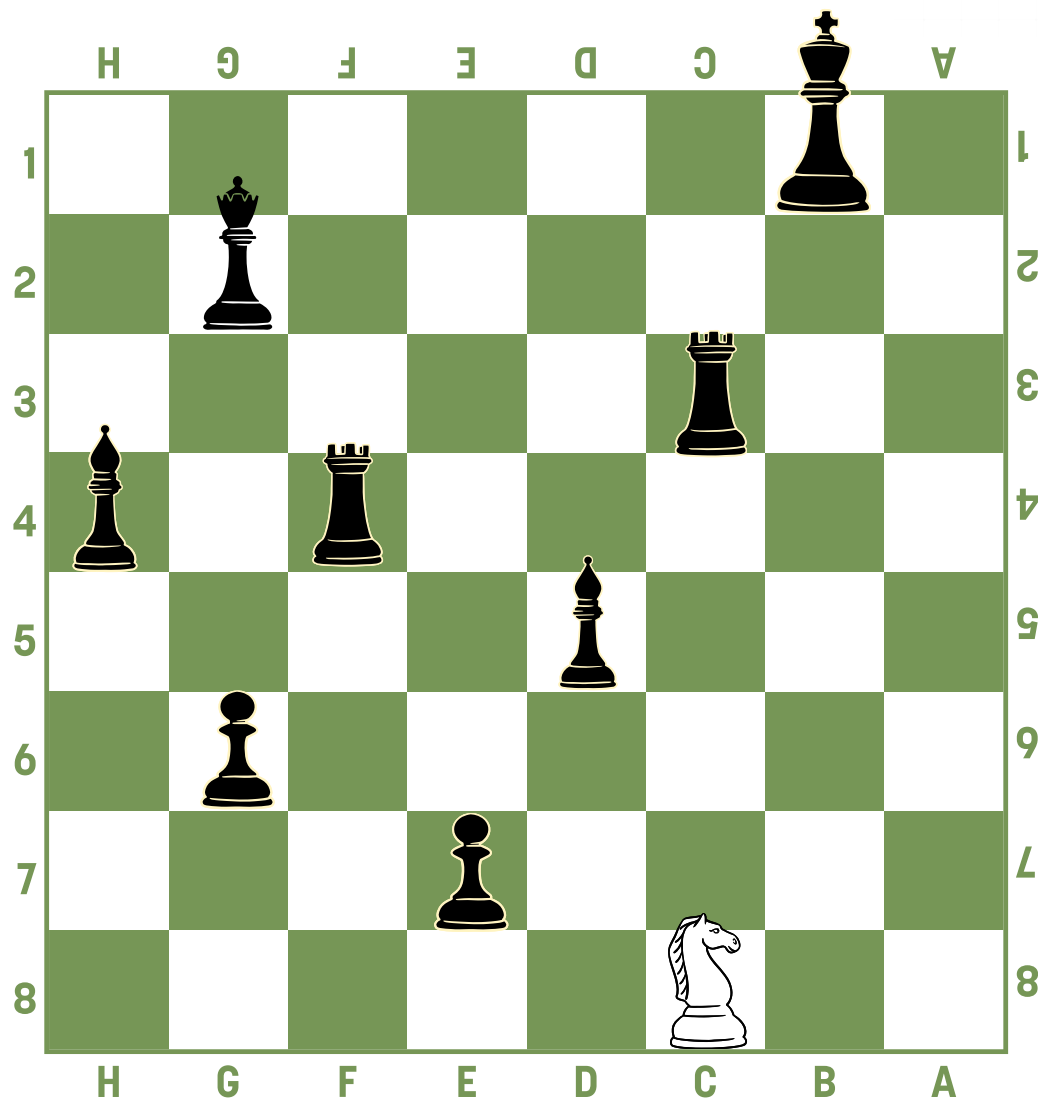
Name _____

Knight Capture Game Rules:

Each time you attend class, move your knight in an "L" shape to capture a piece. Capture all the pieces by attending every session!



Start on c8- Reach the end for an exciting prize!



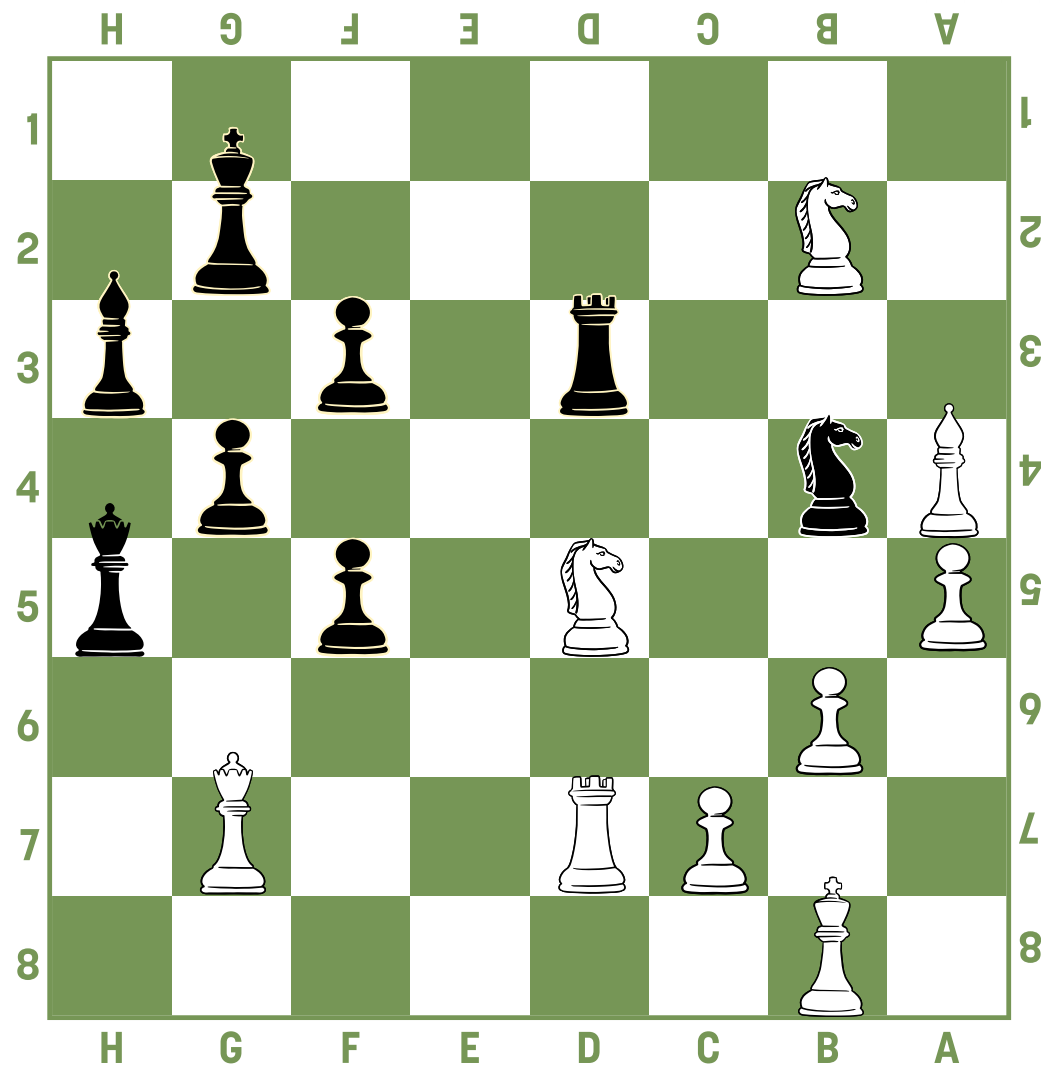
Name _____

Knight Fork:

Find the Best move for White



HINT



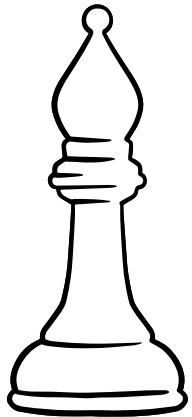


Name _____

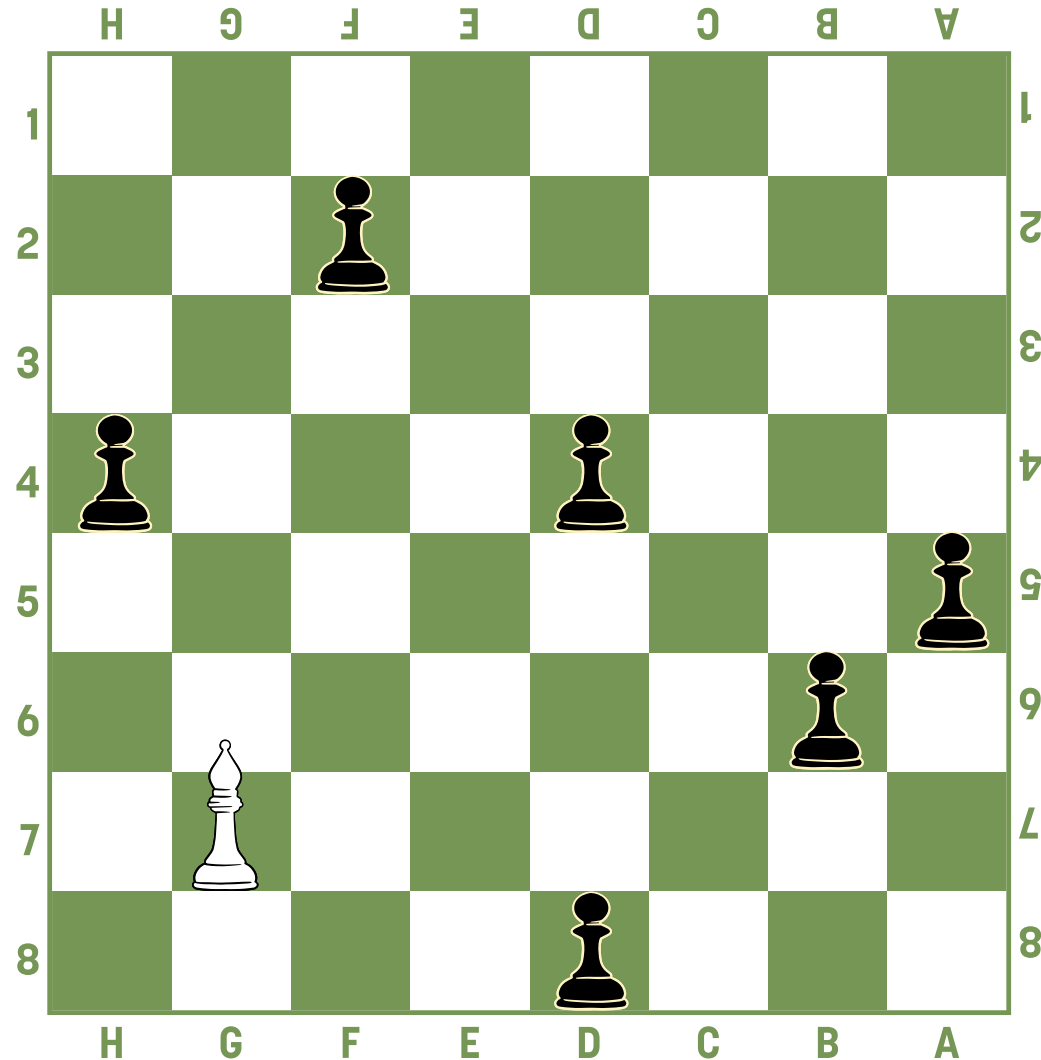
Bishop Capture Game Rules:

Understanding the bishop's movement and how it controls diagonals.

Players must capture the targets within a set number of moves (6). Bishop cannot travel twice on the same line/square.



Start on g7



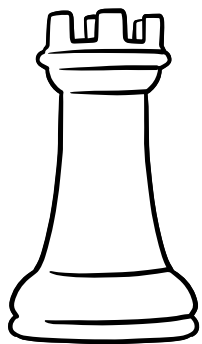


Name _____

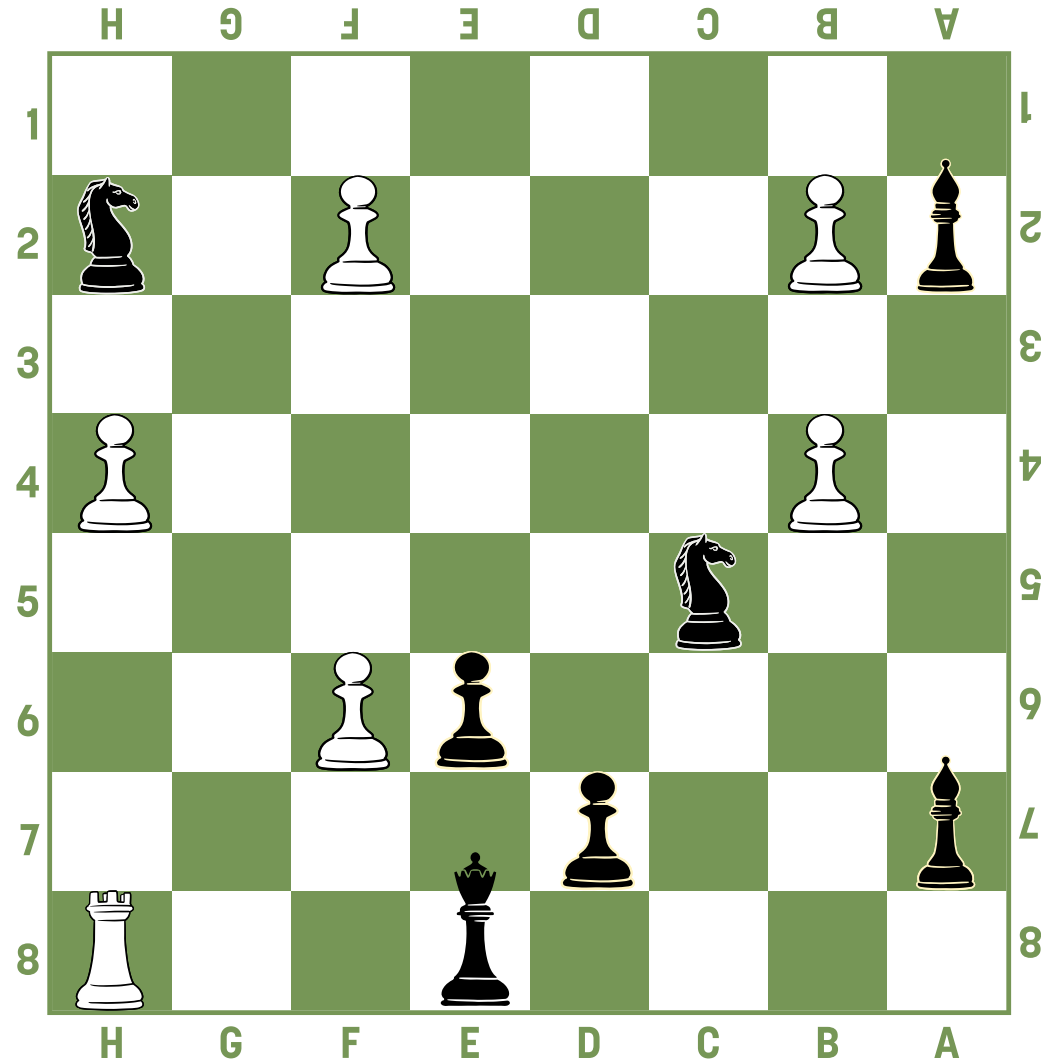
Rook's Rescue Mission Game

Rules:

In this game, players must guide their rook across the board to rescue scattered pawns by landing on their squares while avoiding or capturing enemy pieces. The goal is to strategically control rows and columns, rescuing all pawns within a set number of moves (5)



Start on h8

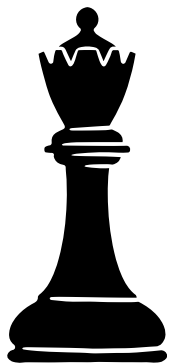




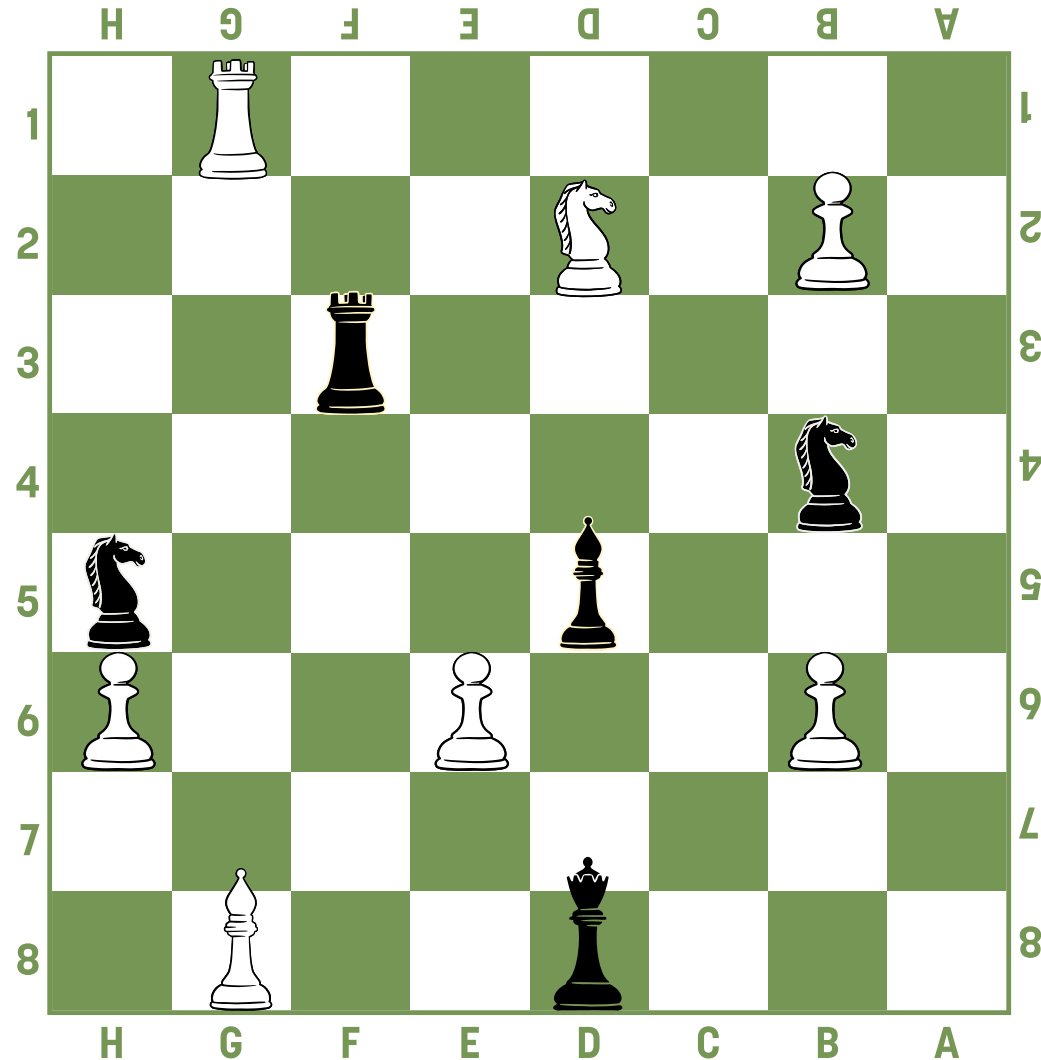
Name _____

Queen's Quest Game Rules:

In this game, players use their queen to capture targets placed strategically across the board. The goal is to control both diagonals and straight lines efficiently while navigating obstacles. The challenge is to capture all targets in the fewest moves possible (7), demonstrating the queen's versatility and power.



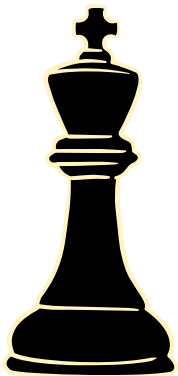
Start on d8



Name _____

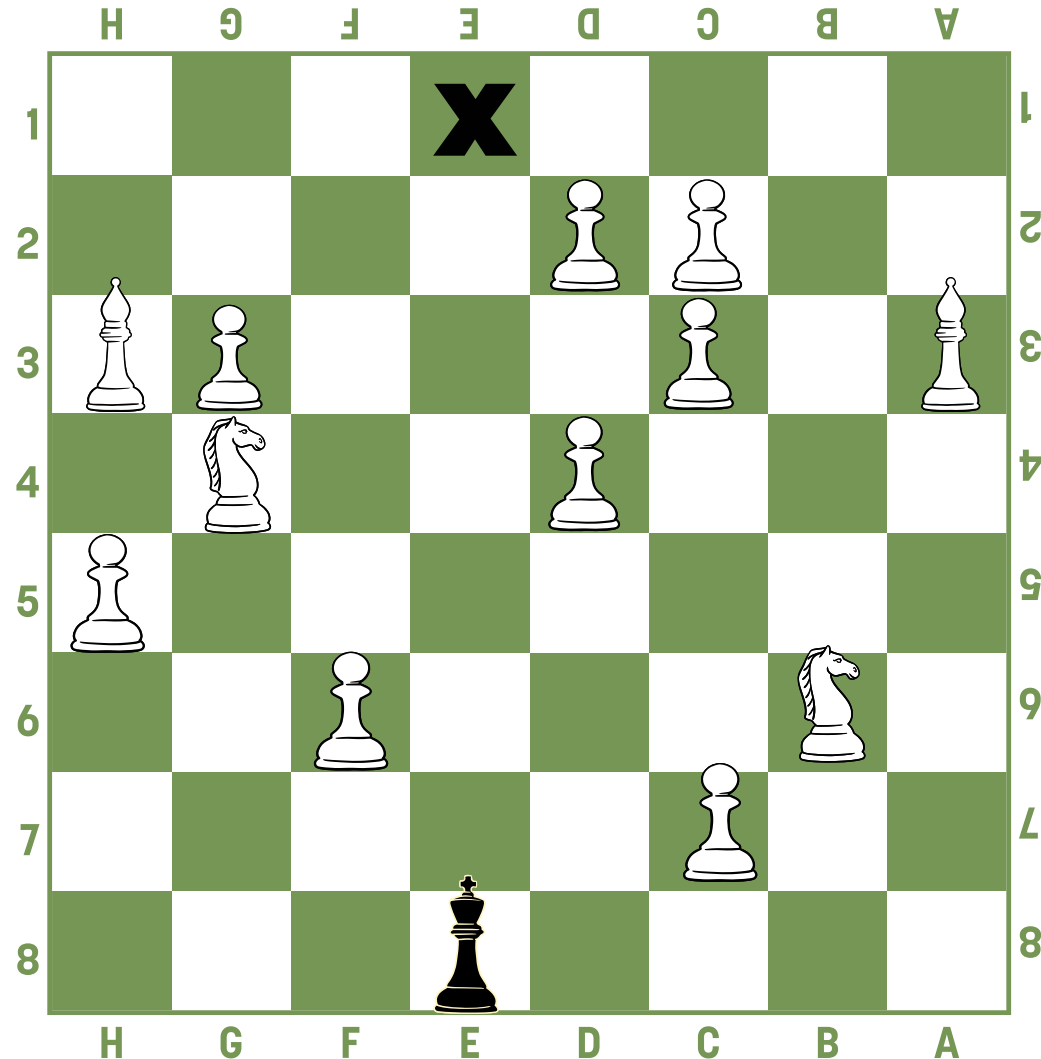
King's Escape: Find the Safe Square

In this game, the player's king must navigate through a board filled with enemy pieces to reach a designated "safe square." The goal is to avoid getting into check while carefully planning each move. Players must consider both defensive and offensive strategies to guide the king to safety and "escape" from danger.



Start on e8

X = safe square



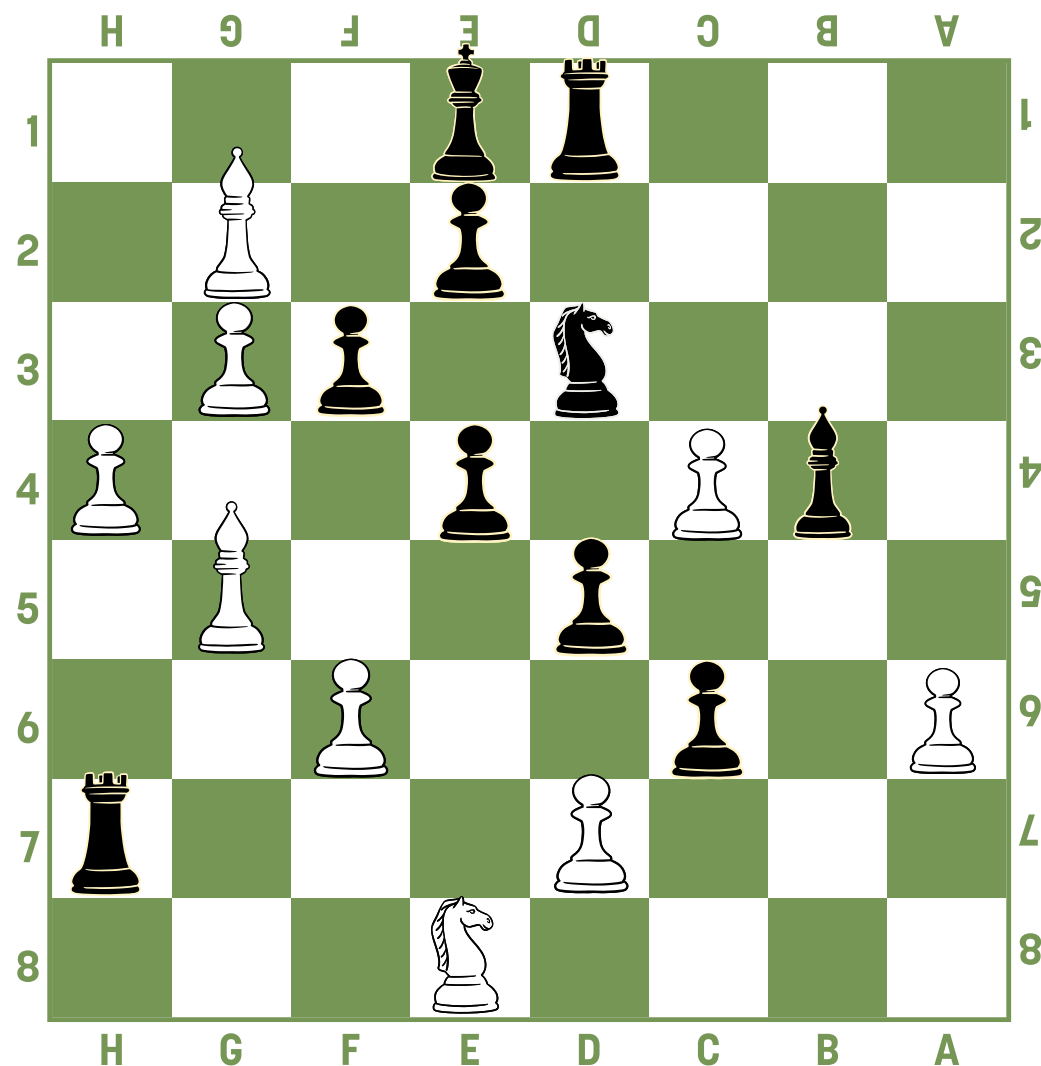
Name _____

Knight's Leap: Checkmate the King:

In this game, players move their knight around the board to checkmate the King. The challenge is to find the quickest path using only the knight's unique "L" movement while avoiding traps set by enemy pieces.



Start on e8



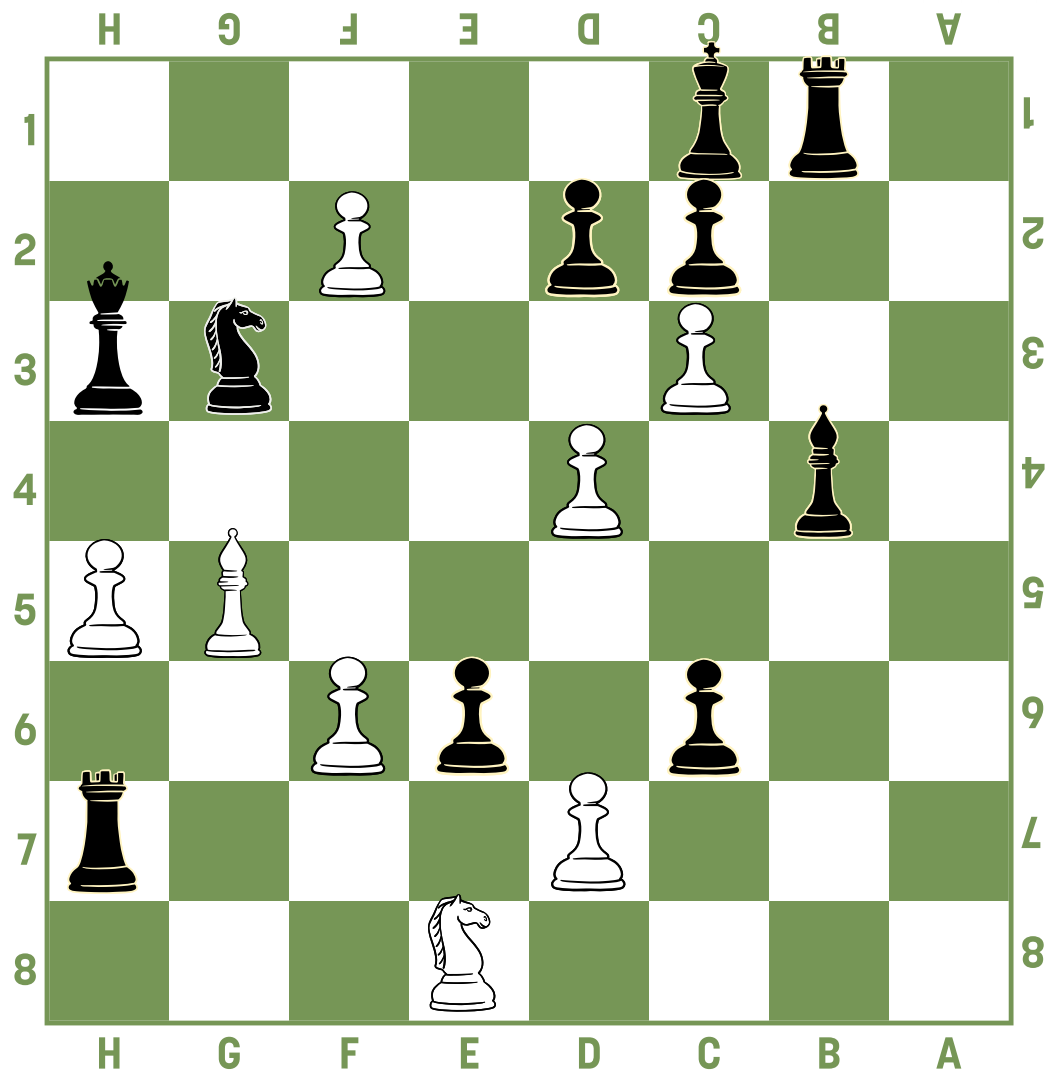


Name _____

Knight's Leap: Capture the Queen:

In this game, players move their knight around the board to capture the Queen. The challenge is to find the quickest path using only the knight's unique "L" movement while avoiding traps set by enemy pieces. The first player to capture the Queen wins!

Start on e8

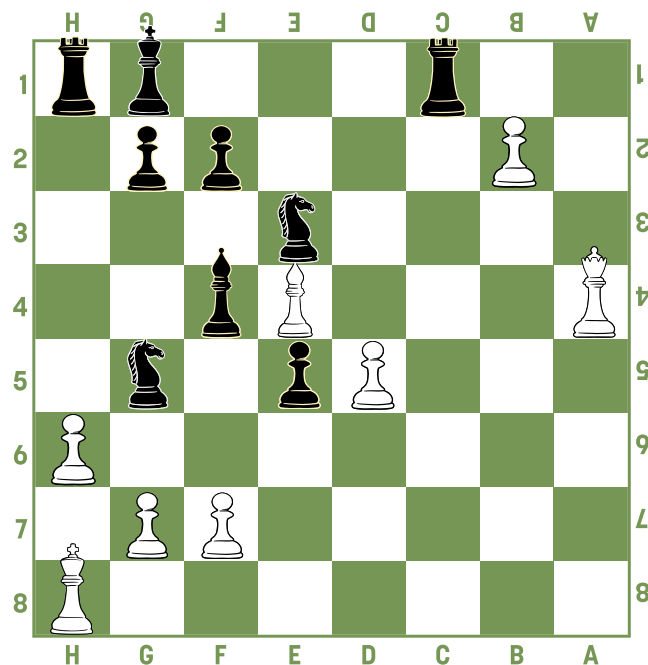




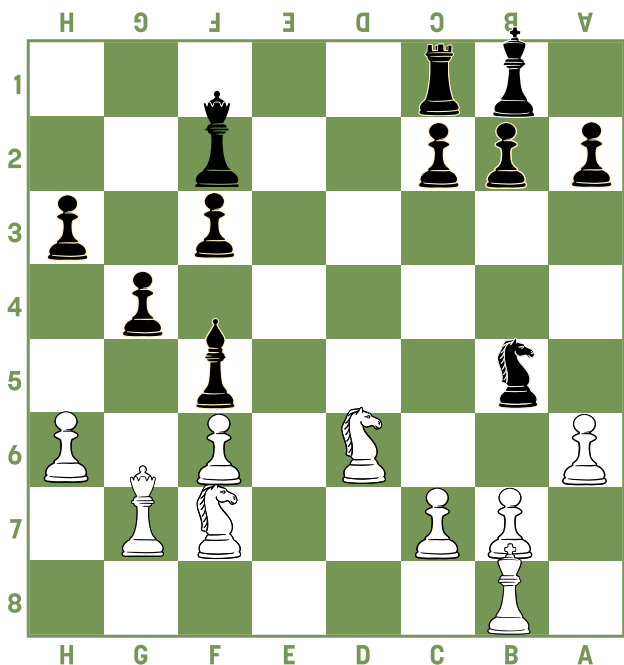
Name _____

Checkmate:

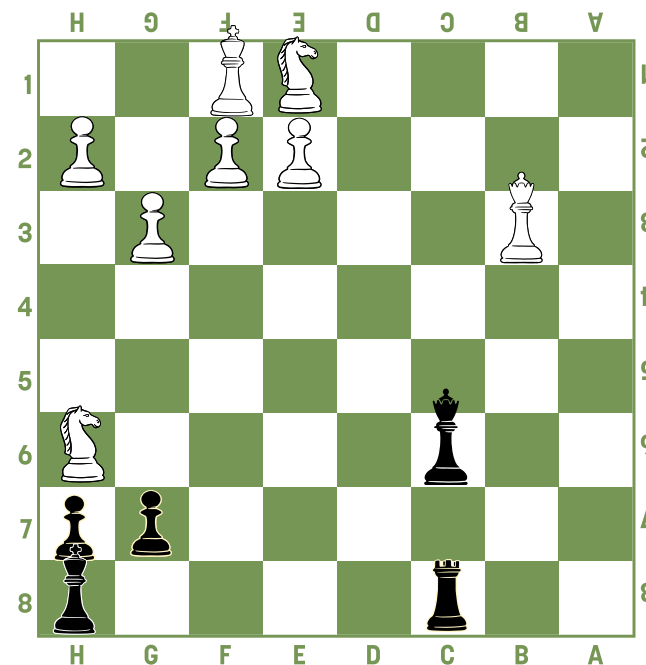
Find the move(s) that deliver checkmate
in one or two moves



Black to Move



Black to Move



White to Move

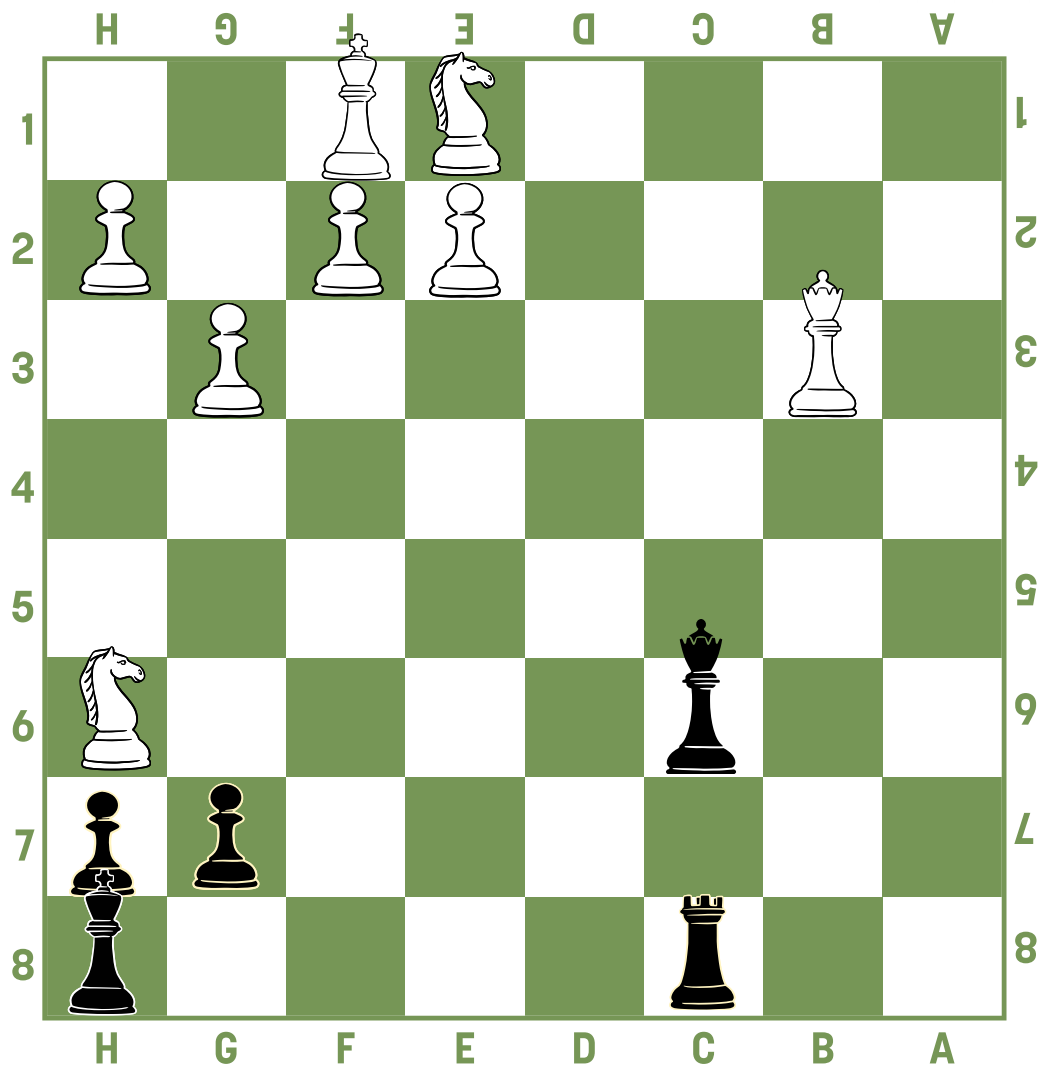


Name _____

Checkmate:

Find the move(s) that deliver checkmate in one or two moves

White to Move



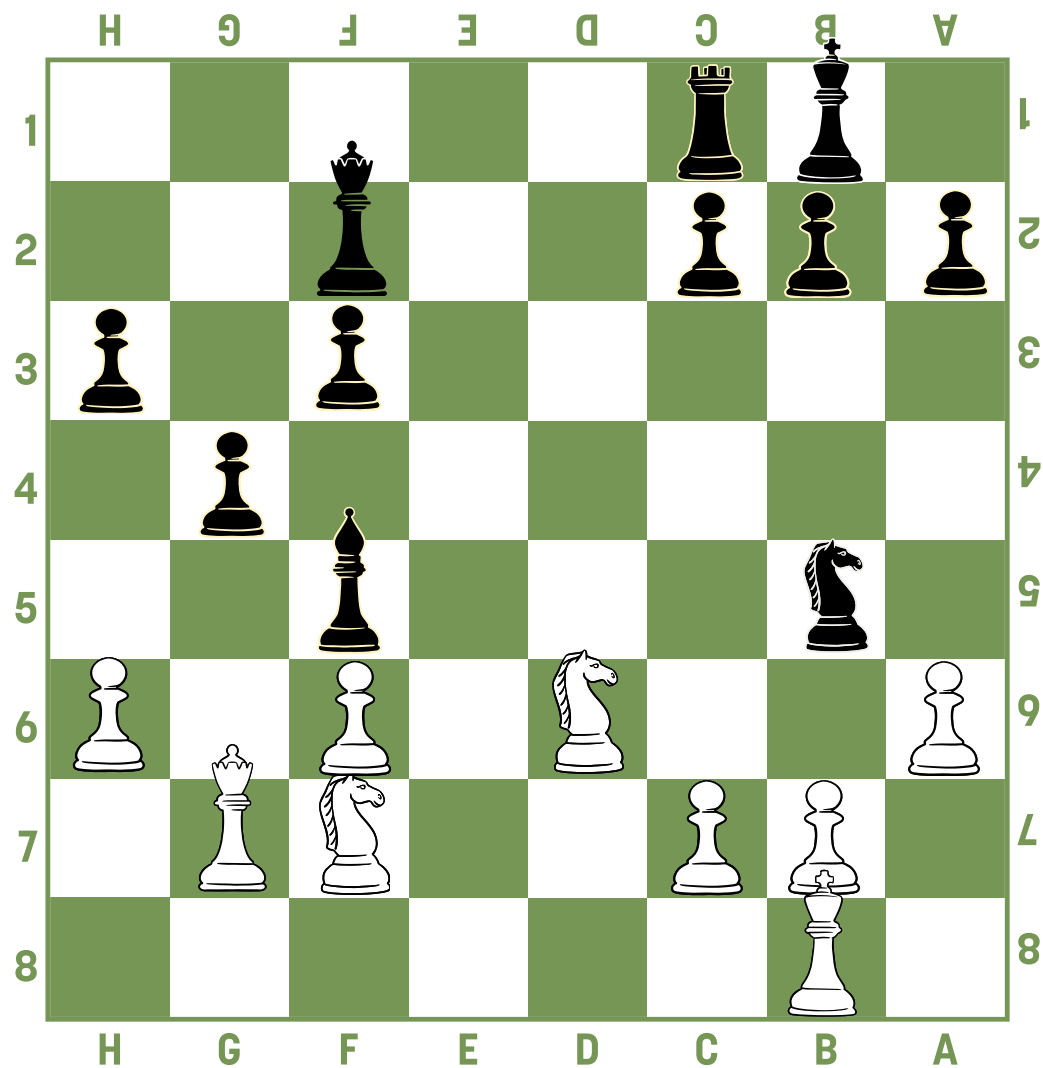


Name _____

Checkmate:

Find the move(s) that deliver checkmate in one or two moves

Black to Move



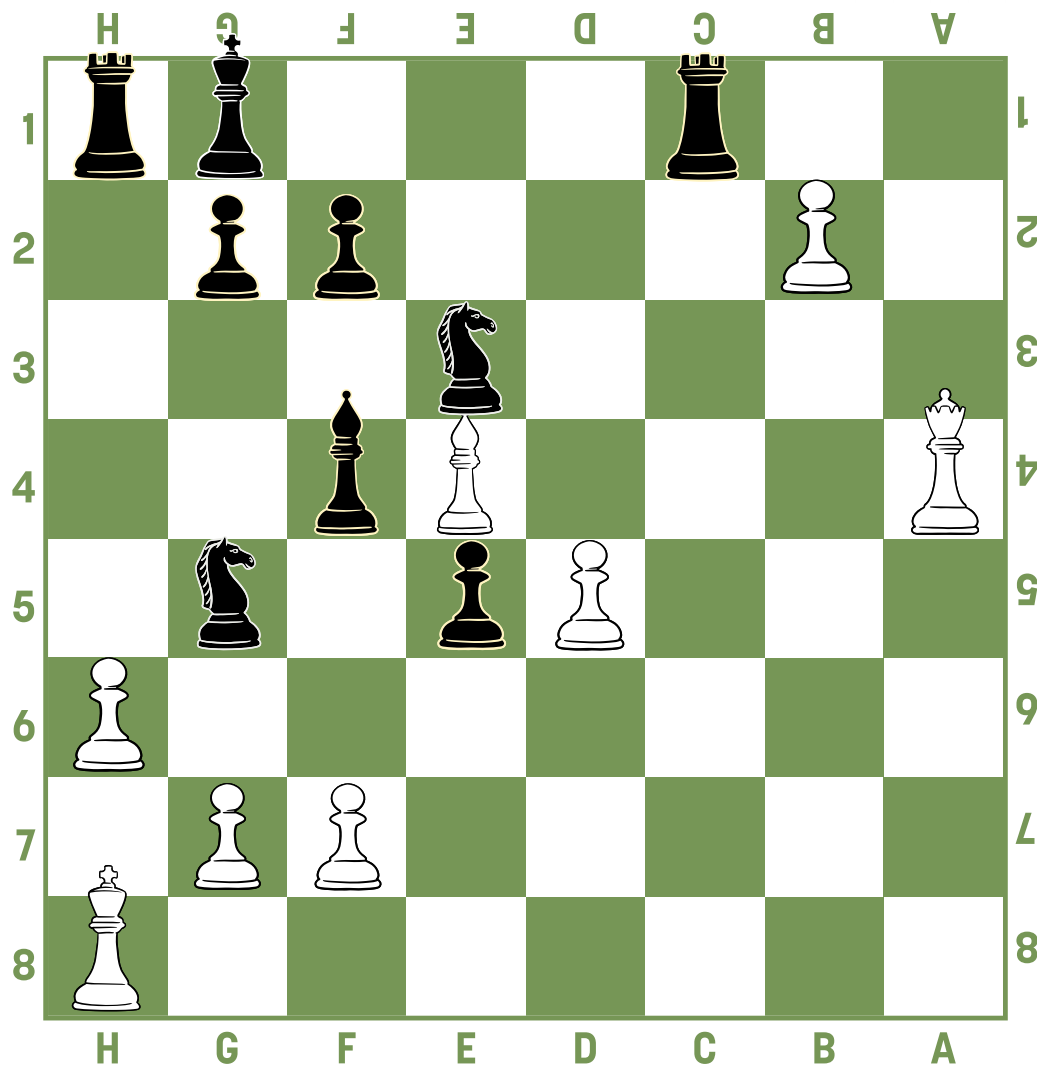


Name _____

Checkmate:

Find the move(s) that deliver checkmate in one or two moves

Black to Move

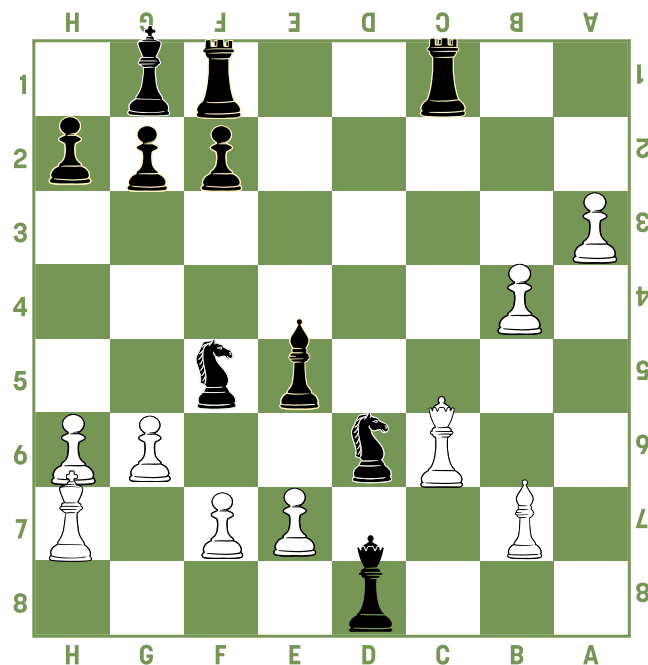




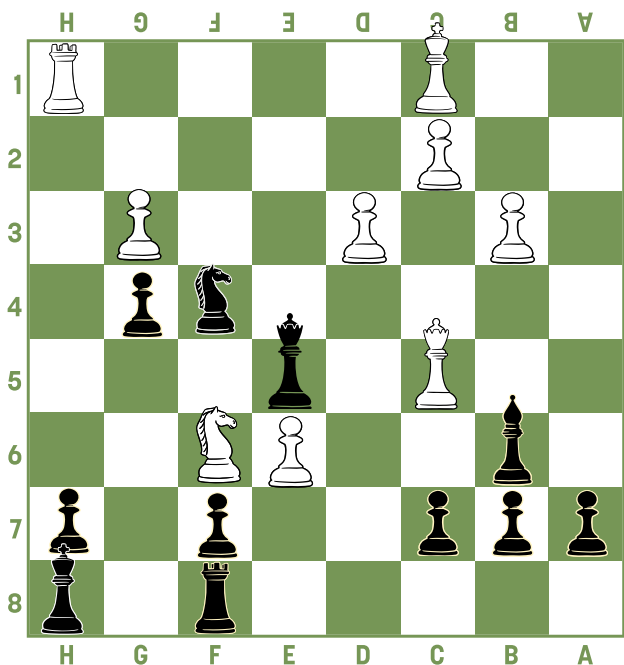
Name _____

Checkmate:

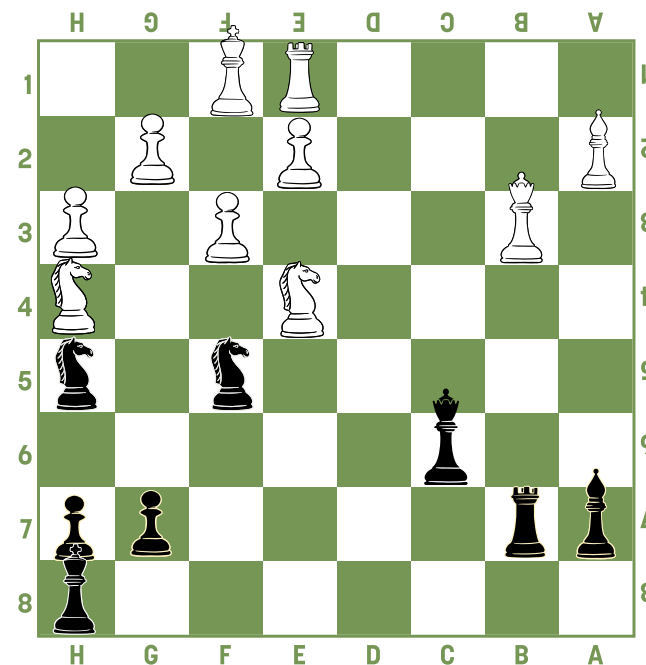
Find the move(s) that deliver checkmate
in one or two moves



White to Move



White to Move



Black to Move

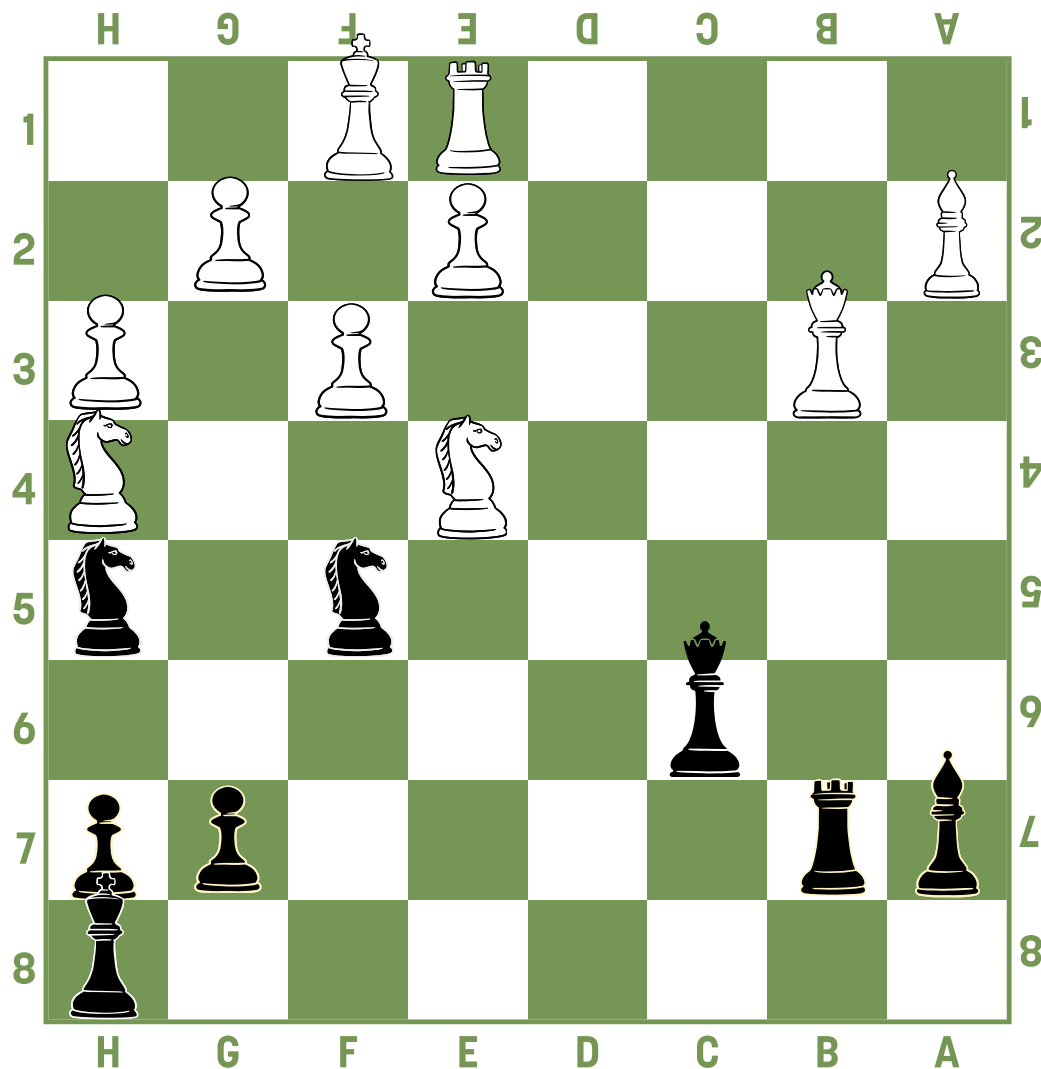


Name _____

Checkmate:

Find the move(s) that deliver checkmate in one or two moves

Black to Move



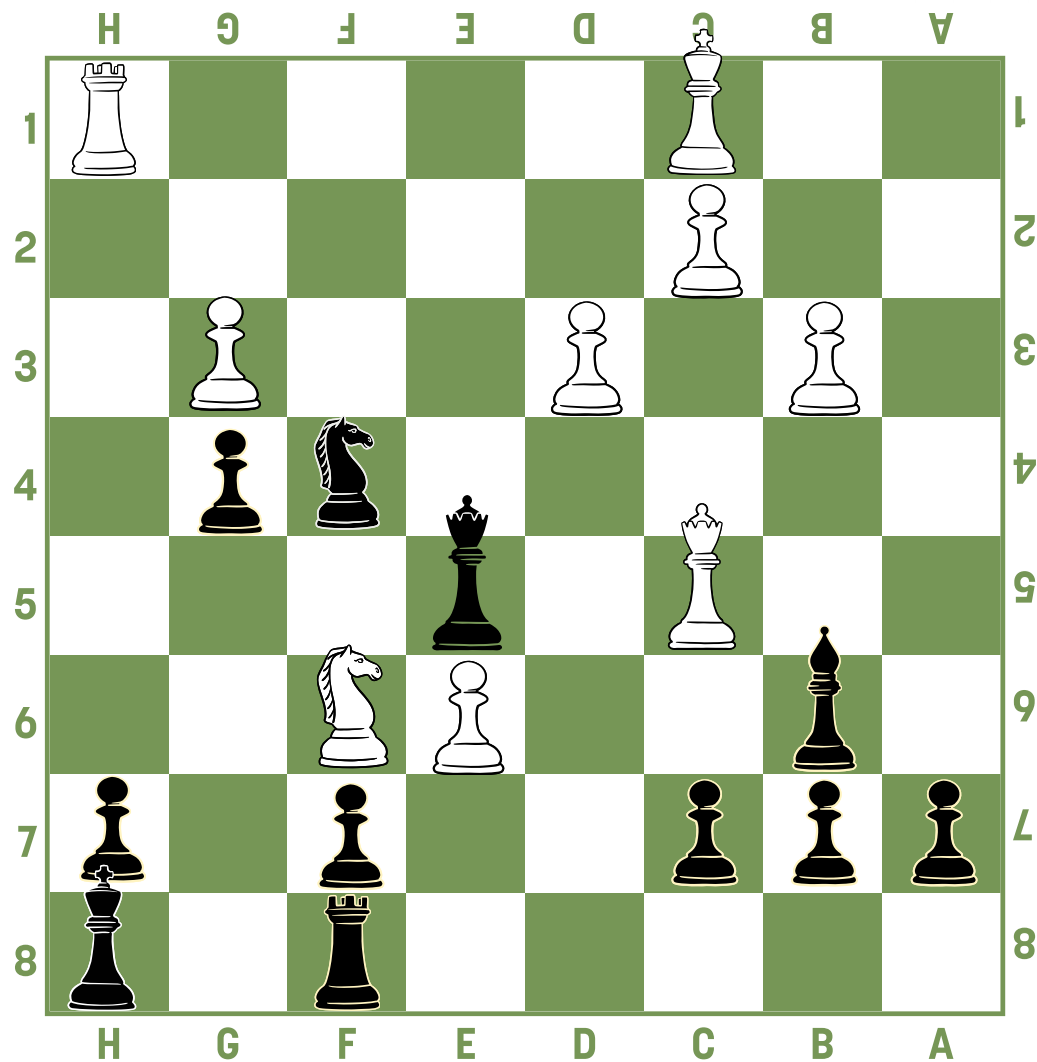


Name _____

Checkmate:

Find the move(s) that deliver checkmate in one or two moves

White to Move





Name _____

Checkmate:

Find the move(s) that deliver checkmate in one or two moves

White to Move

