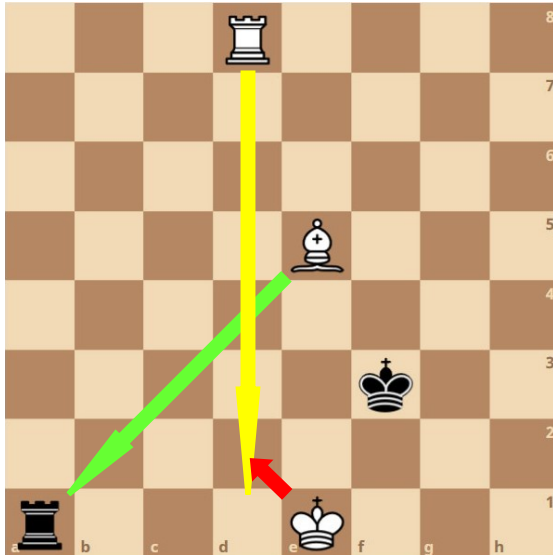


Lesson 7: CHECK and CHECKMATE



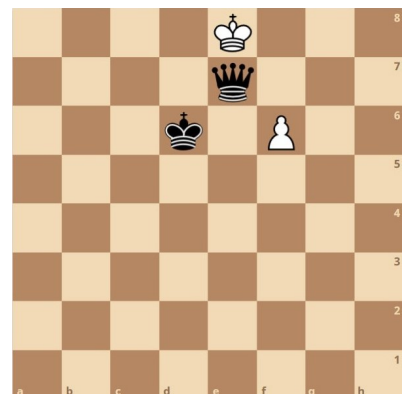
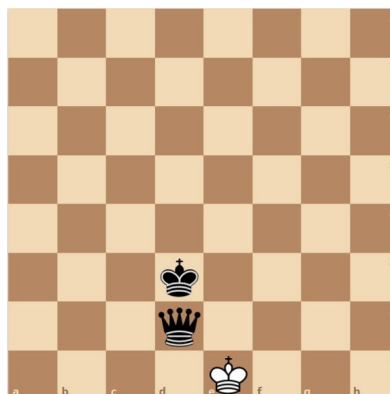
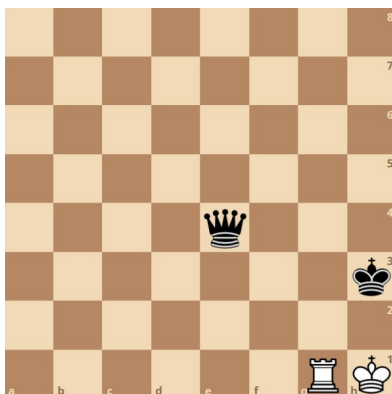
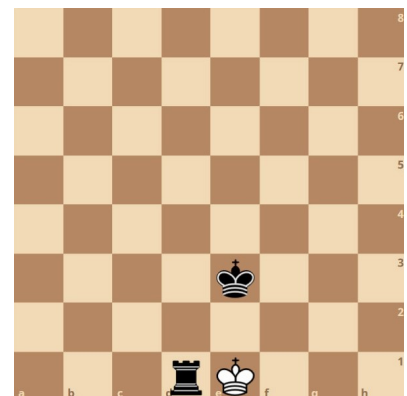
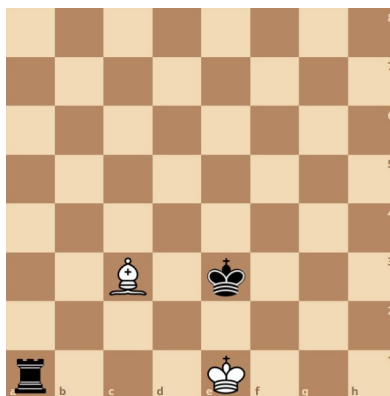
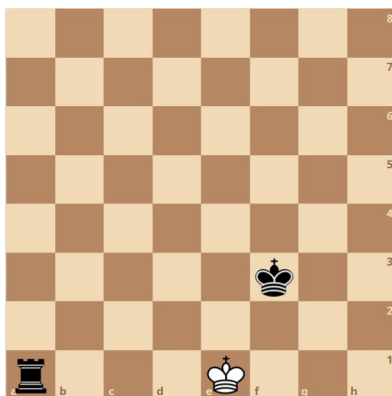
CHECK

If a king is attacked it is in **CHECK**. Before you do anything else, you must get out of **CHECK**. There are three ways of doing that:

- **A**void: move the king to a safe square.
- **B**lock: put another piece in the way.
- **C**apture the attacking piece.

Puzzle Corner

The White king is in check. Can you find the only move to help him escape? Which of the **A-B-C** methods did you use?



CHECKMATE

If your king is in check you **MUST** get out of check on your next move. Try to **A**void, **B**lock, or **C**apture. If you can't do any of these, it's CHECKMATE.

Checkmate is the end of a game of chess. The player who gets checkmate is the winner.

STALEMATE

If one player cannot move any of their pieces but is *not* in check, it's STALEMATE.

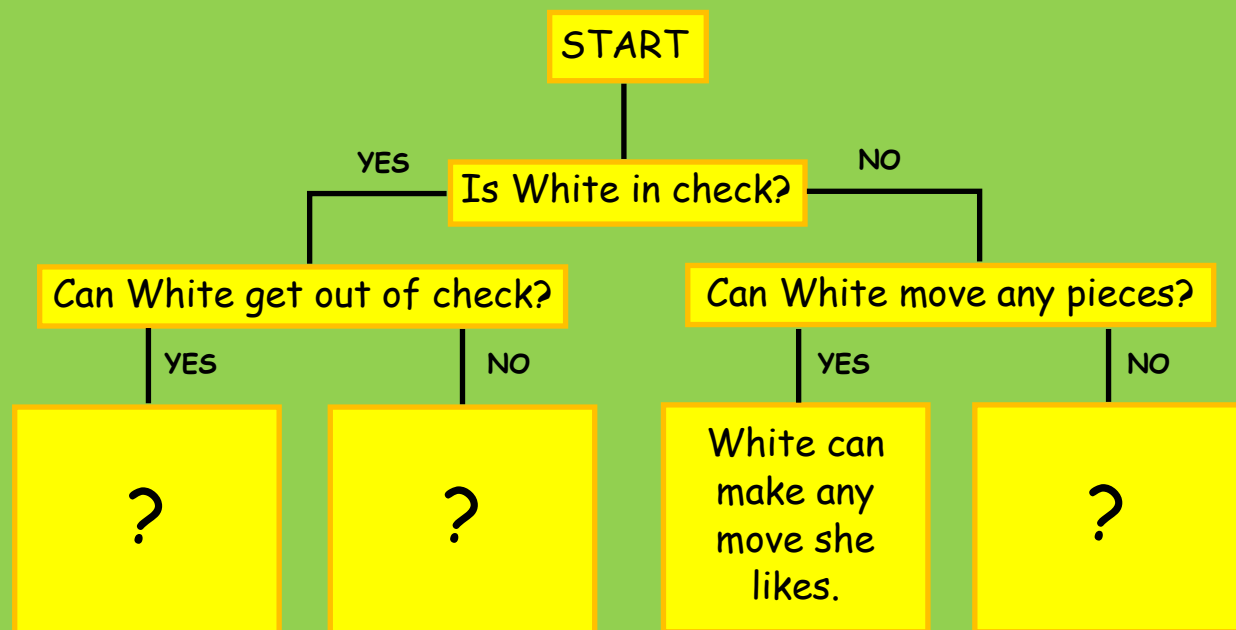
Stalemate also ends the game but it's a draw.

Congratulations! You now know enough to play a full game of chess. Well done! Now the fun can really start. Set the board up as shown in Lesson 6 and have a go.

Coding Club

Use your new knowledge to complete the algorithm. Put the answers 1-3 below into the correct boxes:

1. STALEMATE! The game ends in a draw.
2. It's just CHECK. White must get of check and the games continues.
3. CHECKMATE! Black wins the game.



Now try a full game of chess and use your algorithm to work out whether a position is CHECK, CHECKMATE, or STALEMATE.