

LINC Chess Student Workbook



This book belongs to:



Important Information

My coach's name is: _____

My LINC Site Coordinator is: _____

My chess team meets twice a week: _____

and _____

To register for a tournament visit:

www.kclinc.org/chess

www.facebook.com/LINCchess

or call (816) 410-8435

Learn more about chess with our

New Parent Resource Guide

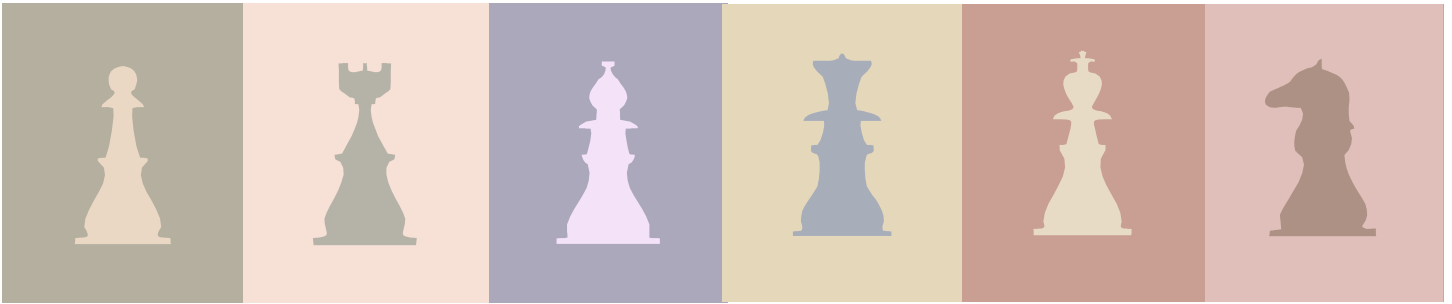
at www.kclinc.org/chess.



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Welcome to LINC Chess!

We are excited for you to start learning with us.

LINC believes that chess is a great way for children to learn and think strategically. LINC Chess programs use chess to enhance students' self-confidence, thinking skills, and academic achievement while encouraging sportsmanship and good character.

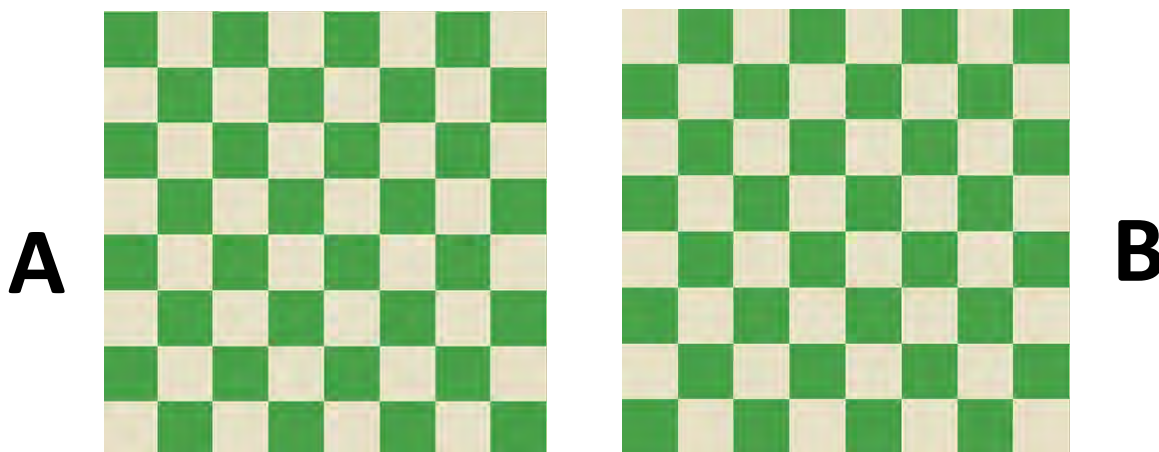
These lessons are designed for all levels, even if you know nothing about chess! They guide you through all parts of chess — the board, the pieces, and strategies — until you are ready to play a full game.

Along the way you can collect stickers to track your progress. Sometimes this is achievement in chess such as mastering a piece or learning a new move. For those, look for a  .

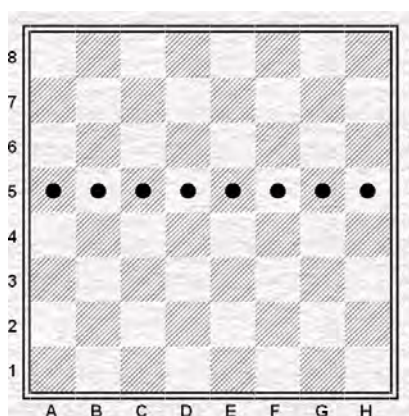
The Chess Board

Each chess board is made up of 32 light and 32 dark squares. A light square should always be in the bottom right-hand corner. (Light is on the right)

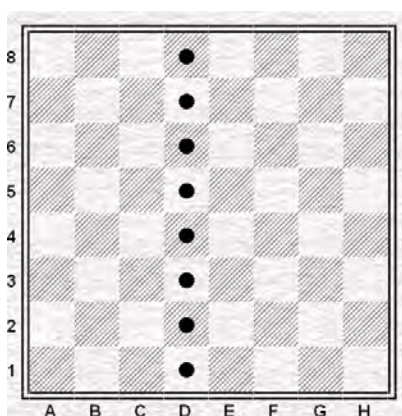
Put a circle around the correct chess board.



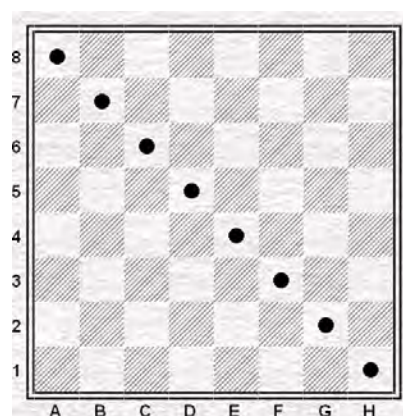
There are three important groups of squares:



Ranks
(1-8)



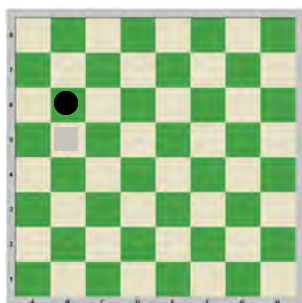
Files
(a-h)



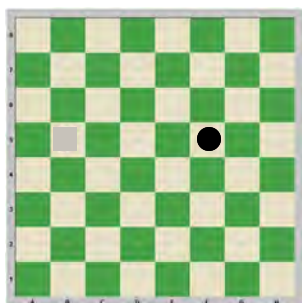
Diagonals

Squares are named by combining their rank and file. For example, the left square on the bottom rank is a1 and the right square on the top rank is h8.

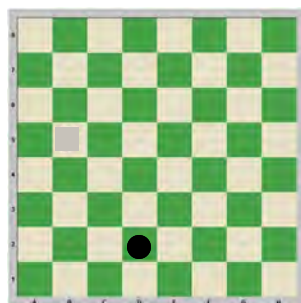
Identify the file and rank of the square with the circle. The first board is done for you.



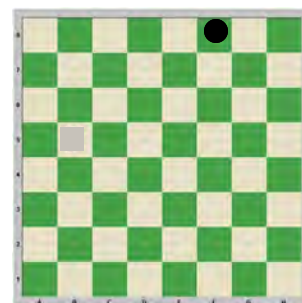
Square: b6



Square:

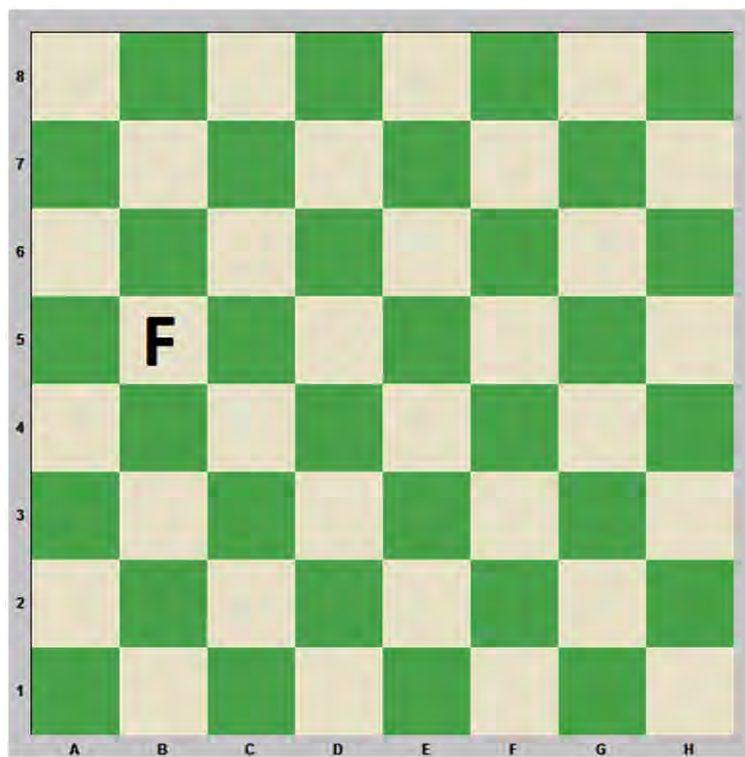


Square:



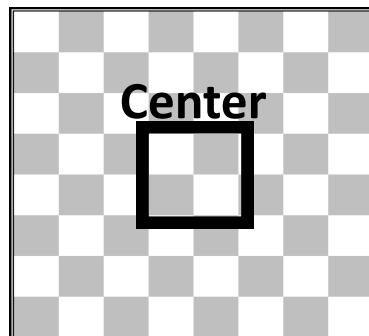
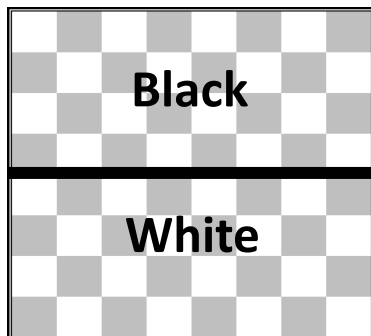
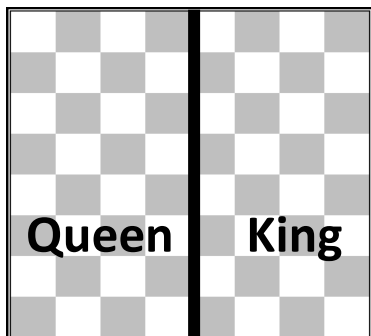
Square:

Write the letter in the correct square. The letter F has been written for you.



~~F: b5~~ J: c2 K: g8 L: e5 M: a7
 O: h1 R: f4 S: b3 T: a1 U: d6

There are three important areas of the chess board:



There are six types of chess pieces. Each player gets 8 pawns, 2 each of bishops, rooks, and knights, one queen and one king.



Pawn

On the first move a pawn may move one or two squares forward on the file. Every following move can only be one square forward on the file. Pawns capture forward on the diagonal.



Bishop - B

Moves and captures along the diagonals.

A bishop is worth 3 pawns.



Knight - N

Moves in an "L" pattern: 2 squares along the file and 1 along the rank, or 2 on the rank and 1 on the file. Knights are the only pieces that may jump over other pieces. It only captures on the square it lands on.

A knight is worth 3 pawns.



Rook - R

Moves and captures along the ranks and files.

A rook is worth 5 pawns.



King - K

Moves and captures one space along the ranks, files, and diagonals.

A king is worth the whole game.



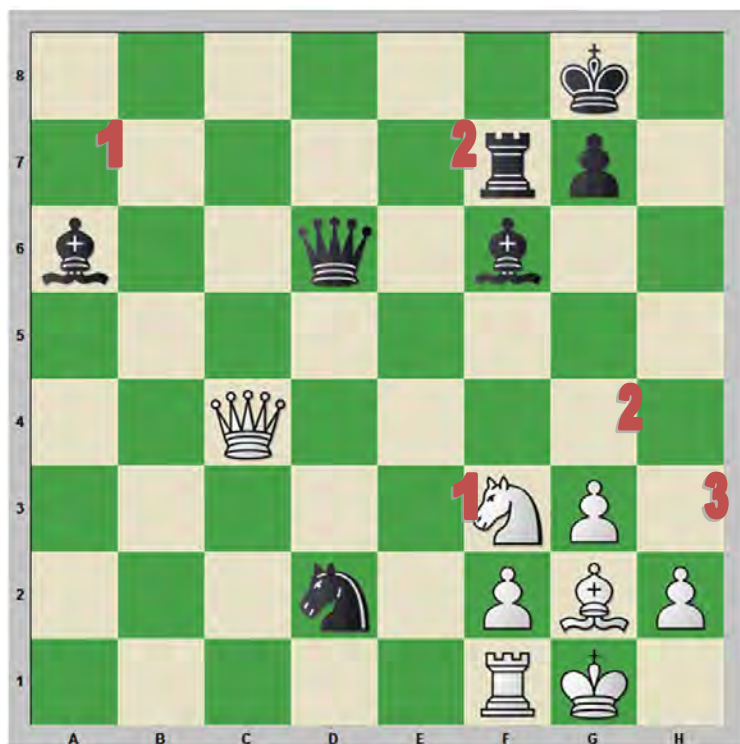
Queen - Q

Moves and captures along the ranks, files, and diagonals.

A queen is worth 9 pawns.



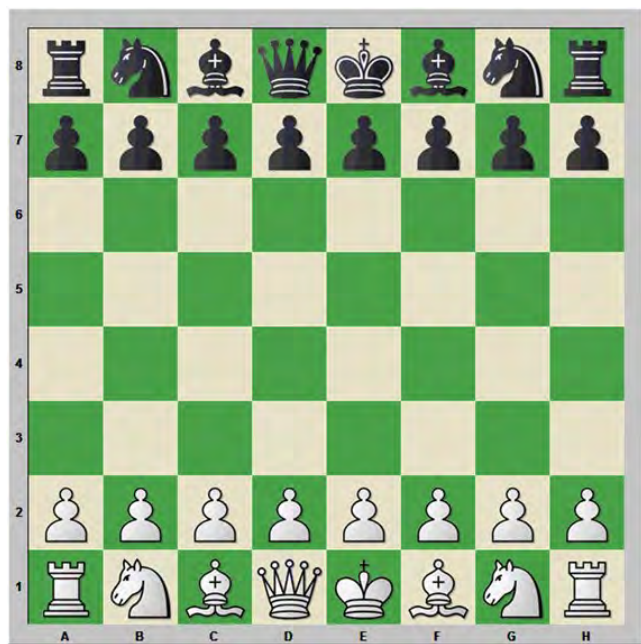
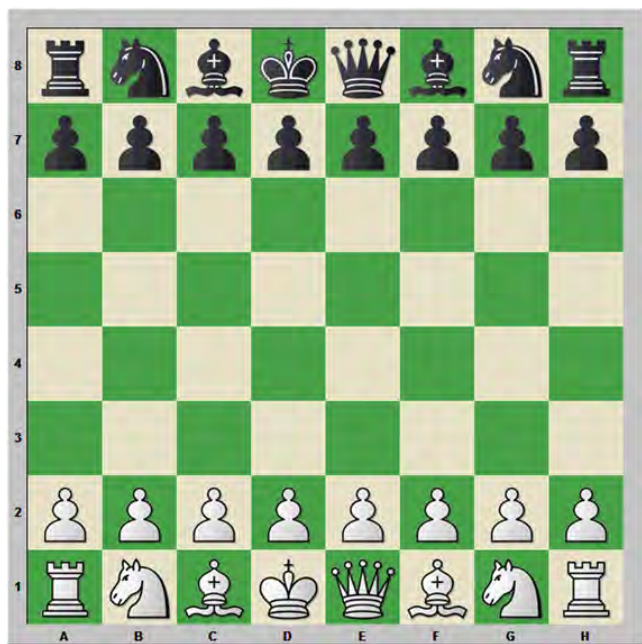
Use the following board to answer the questions below.



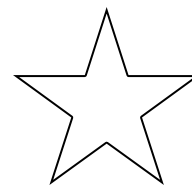
Write the chess notation for each piece. (The piece notation and the square it is on)

- | | | | |
|--------------|------------|----------------|-------|
| White Queen | _____ | Black King | _____ |
| White Knight | <u>Nf3</u> | Black Queen | _____ |
| White Rook | _____ | Black Knight | _____ |
| White Bishop | _____ | Black Rook | _____ |
| White Pawn 1 | _____ | Black Bishop 1 | _____ |
| White Pawn 2 | _____ | Black Bishop 2 | _____ |
| White Pawn 3 | _____ | Black Pawn | _____ |

Circle the chessboard that is set up correctly to start the game.



When you have answered the questions and shown your coach, put your sticker here!



Parents,

Learn more chess information at the new Parent Resource Guide at www.kclinc.org/chess

Exercises by Piece

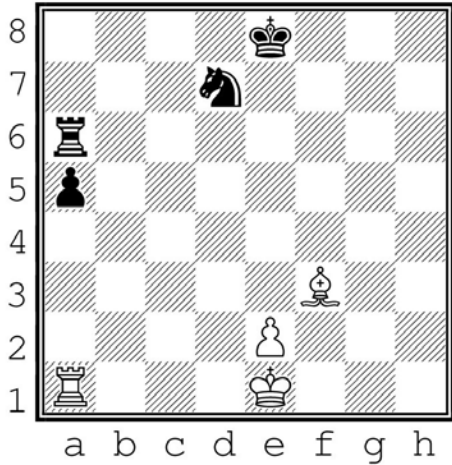
The

Pawn



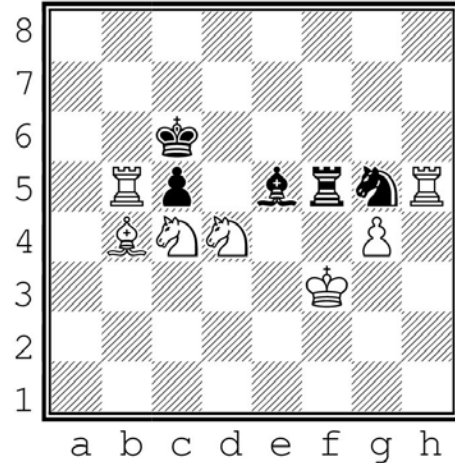
WORKSHEET

Put and "x" on the squares the white pawn can move to.



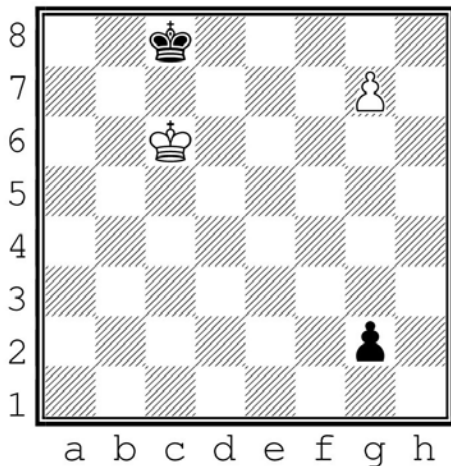
Put and "+" on the squares the black pawn can move to.

Circle every piece that can be captured by the white pawn.

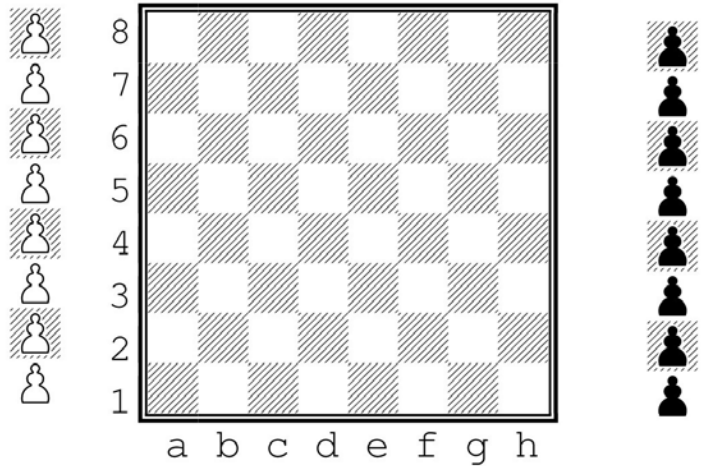


Circle every piece that can be captured by the black pawn.

What happens when a pawn reaches the other side of the board?



Indicate the starting positions of the white pawns with a "P"

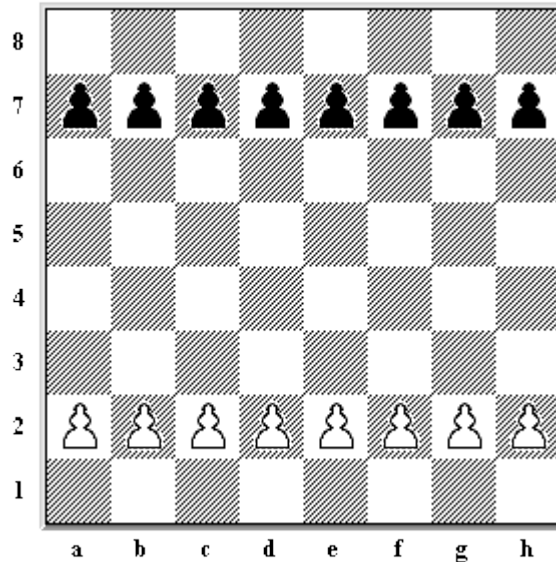


Indicate the starting positions of the black pawns with a "P"



The Pawn Game

The object of the pawn game is to get one of your pawns to the rank at the opposite end of the board. This means a white pawn that reaches the 8th rank or a black pawn that reaches the 1st rank wins. White moves first.



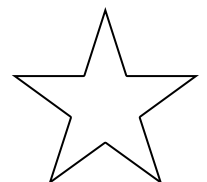
You win the game if you are the first to reach the last rank (your opponent's first rank) with a pawn

The game is a draw if either player does not have a legal move and the other player did not move a pawn to the last rank.

“Touch” Rules:

1. If you touch a piece you must move it if you can
2. If you touch an opponent’s piece you must capture it if you can
3. If you take your hand off a piece it must remain on that square and your move is over.

Win against your opponent



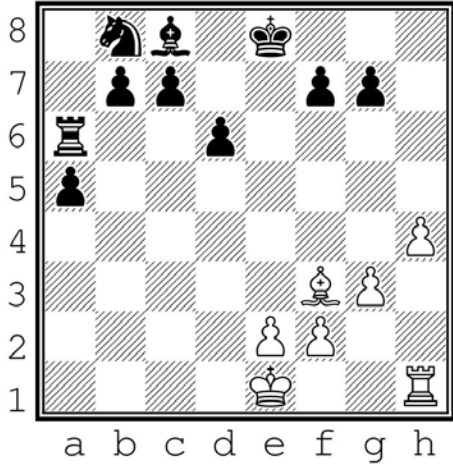
The

Rook



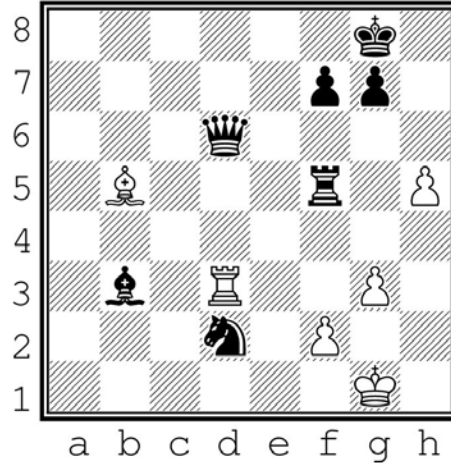
WORKSHEET

Put and "x" on the squares the white Rook can move to.



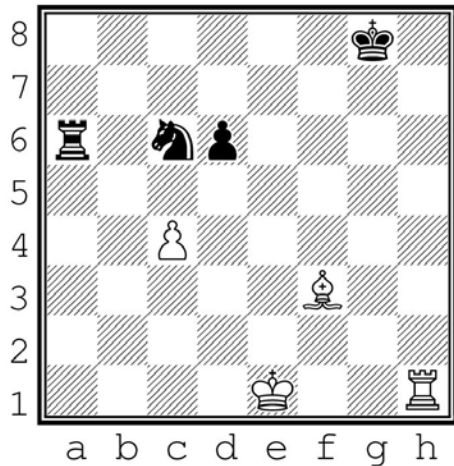
Put and "+" on the squares the black Rook can move to.

Circle the pieces the white Rook can take.



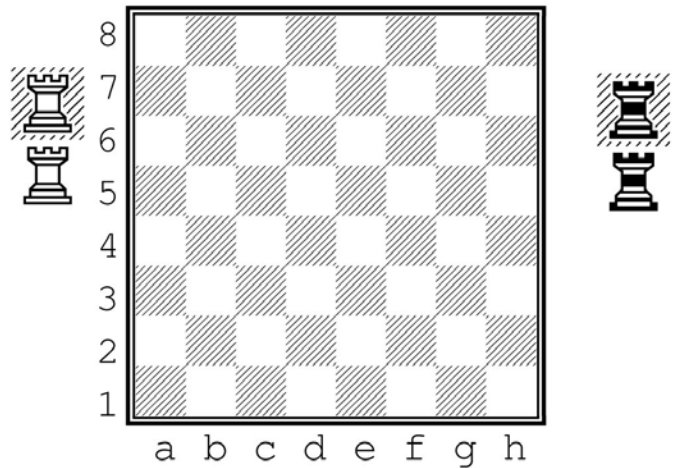
Circle the pieces the black Rook can take.

For the white rook to capture the black pawn, what squares would it move to? _____, _____



For the black rook to capture the white pawn, what squares would it move to? _____, _____

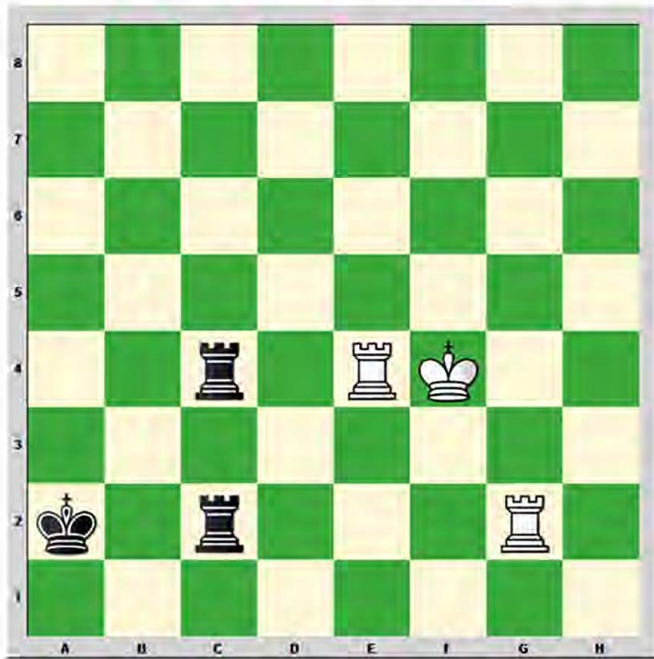
Indicate the starting positions of the white Rooks with a "R"



Indicate the starting positions of the black Rooks with a "R"

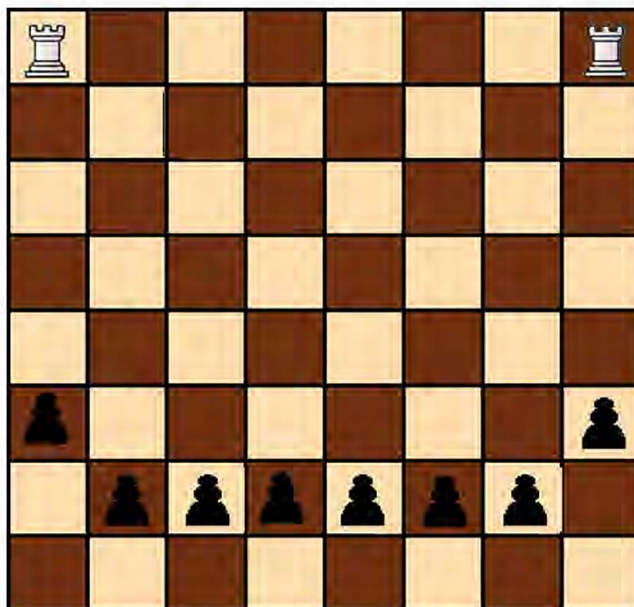
What are the Rook moves?

Put an "X" on all the squares that each rook can move to. Circle pieces that can be

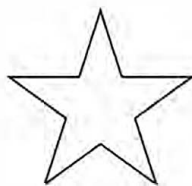


Rook vs. Pawn Game

Can you capture all of the pawns before they reach the final rank? Once you can win this game try playing against five pawns. When you can beat that, try against six pawns. Add the pawns to the right of the row.



Earn this sticker by showing your coach that you can win the game above playing black or white.

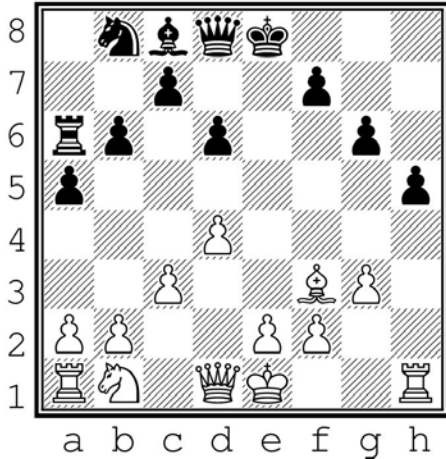


Bishop



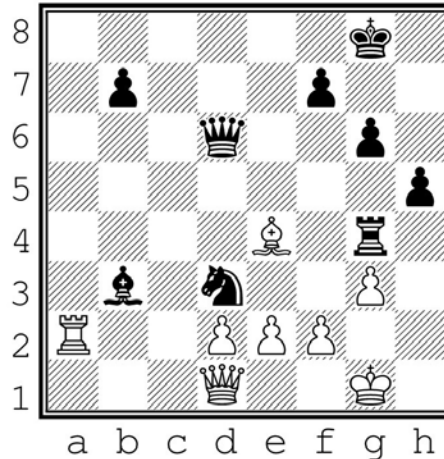
WORKSHEET

Put and "x" on the squares the white Bishop can move to.



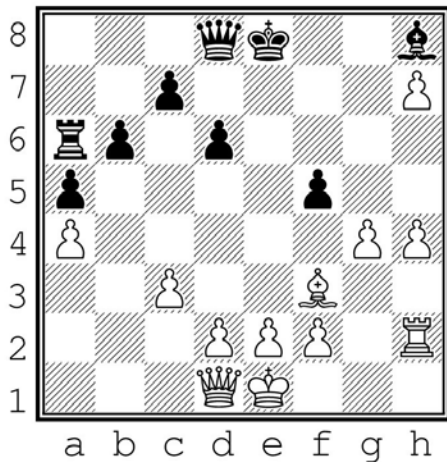
Put and "+" on the squares the Black Bishop can move to.

Circle the pieces the white Bishop can take.



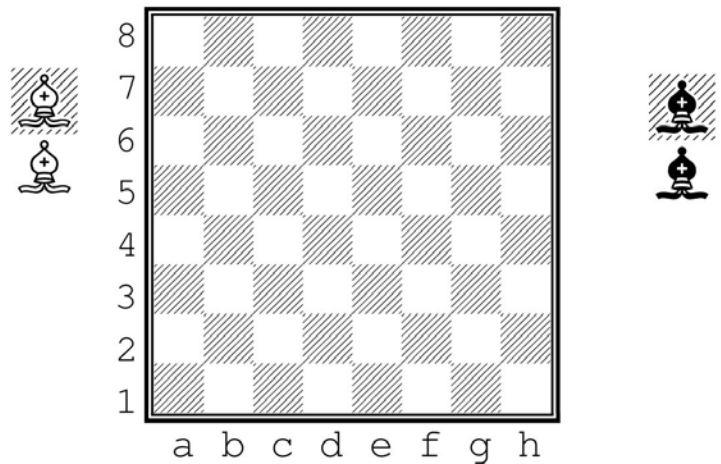
Circle the pieces the black Bishop can take.

For the white Bishop to capture the black rook at a6, what squares would it move to? _____, _____

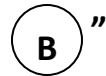


For the black Bishop to capture the white rook at h2, what squares would it move to? _____, _____

Indicate the starting positions of the white Bishops with a "B"

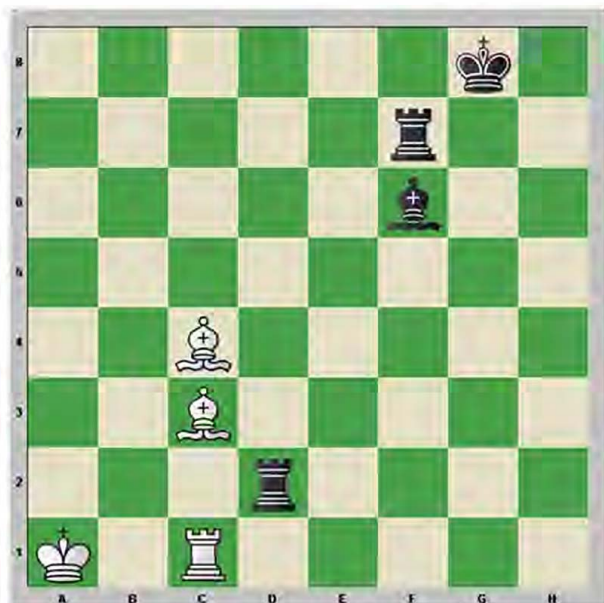


Indicate the starting positions of the black Bishops with a "B"



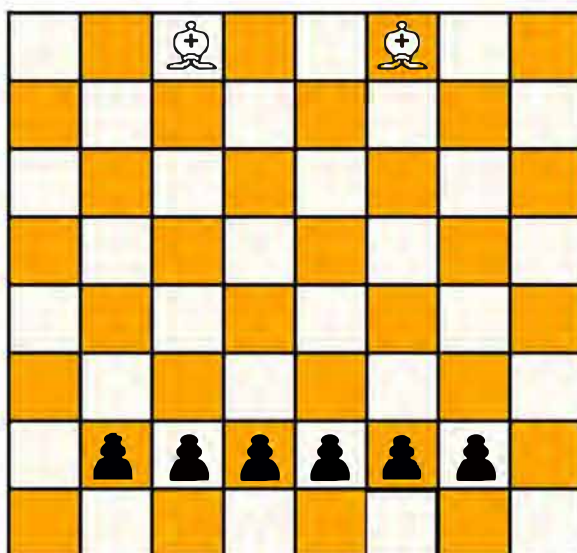
What are the Bishop moves?

Put an "X" on all the squares the bishops can move. Circle any pieces that can be captured on that move.

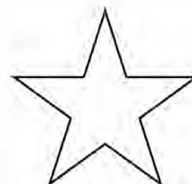


Bishop vs. Pawn Game

Can you capture all of the pawns before they reach the final rank? Once you can win this game try playing against three pawns. When you can beat that, try against four pawns. Add the pawns to the right of the row.



Can you win the game playing white?
Playing black?

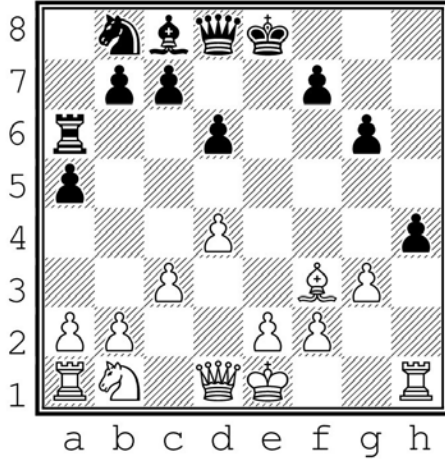


Queen



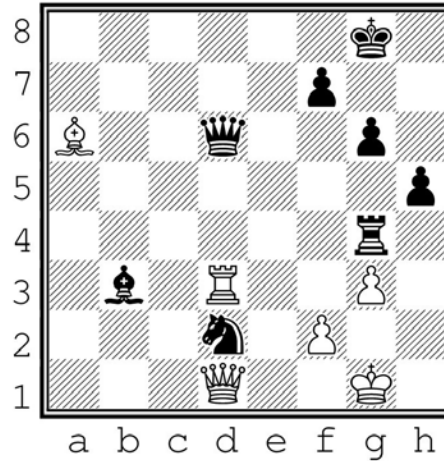
WORKSHEET

Put and "x" on the squares the white Queen can move to.



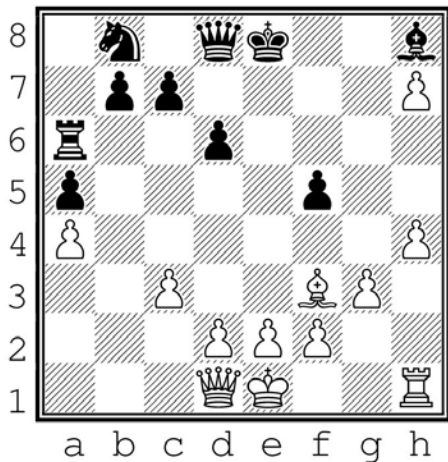
Put and "+" on the squares the Black Queen can move to.

Circle the pieces the white Queen can take.



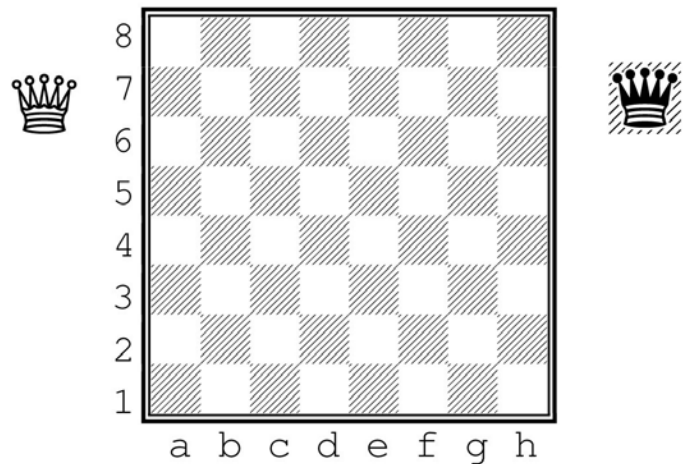
Circle the pieces the black Queen can take.

For the white queen to capture the black pawn at f5, what squares would it move to? _____, _____



For the black queen to capture the white pawn at h7, what squares would it move to? _____, _____

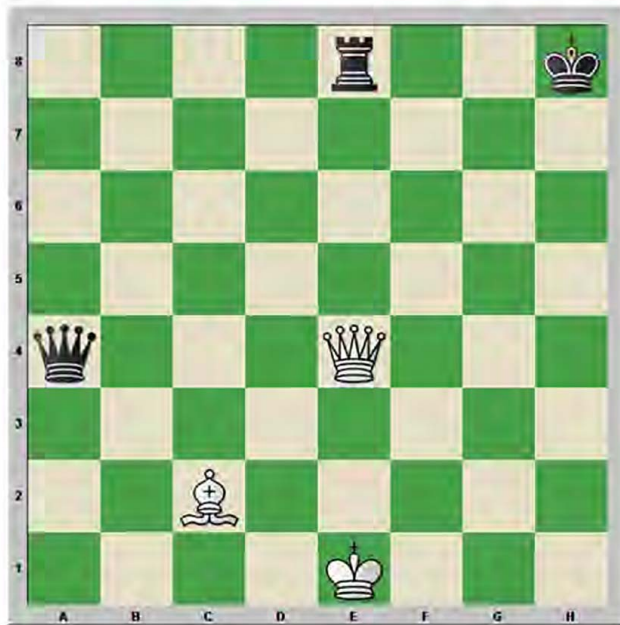
Indicate the starting positions of the white Queen with a "Q"



Indicate the starting positions of the black Queen with a "Q"

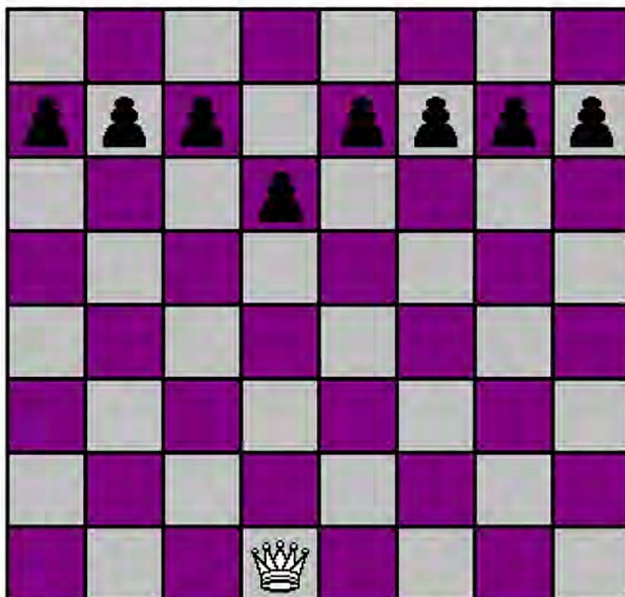
What are the Queen moves?

Put an "X" on all the squares the queens can move. Circle any pieces that can be captured on that move.



Queen vs. Pawn Game

Can you capture all of the pawns before they reach the final rank? Once you can win this game try playing against seven pawns. When you can beat that, try against eight pawns.



Show your coach you can win the game playing black or white.



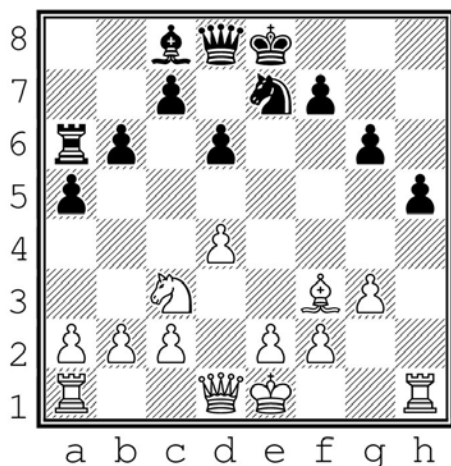
The

Knight



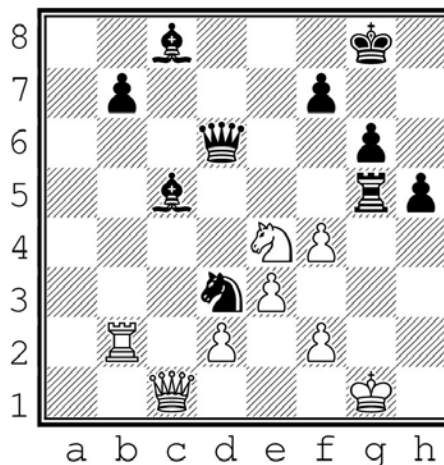
— WORKSHEET —

Put and “x” on the squares the white Knight can move to.



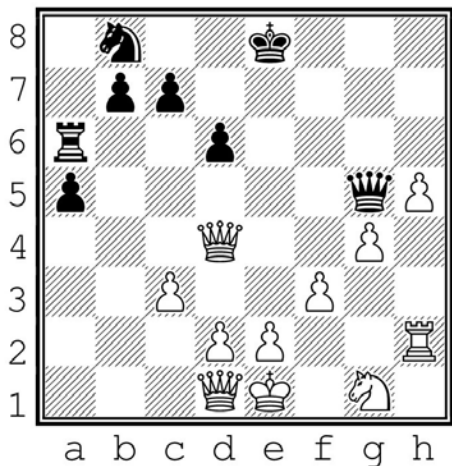
Put and “+” on the squares the Black Knight can move to.

Circle the pieces the white Knight can take.



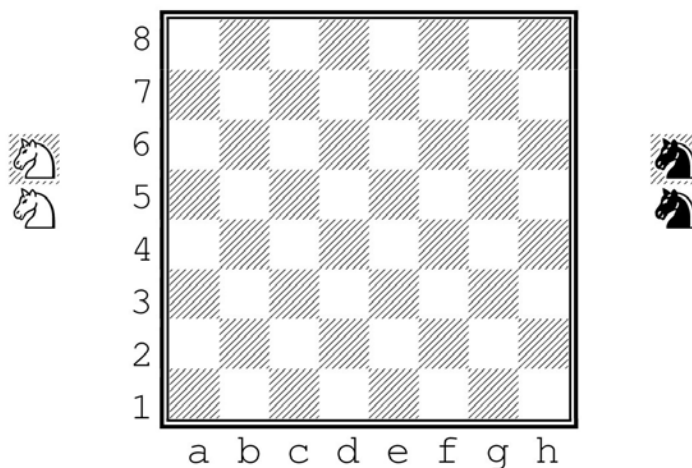
Circle the pieces the black Knight can take.

For the white Knight to capture the black queen at g5, what squares would it move to? _____, _____



For the black Knight to capture the white queen at d4, what squares would it move to? _____, _____

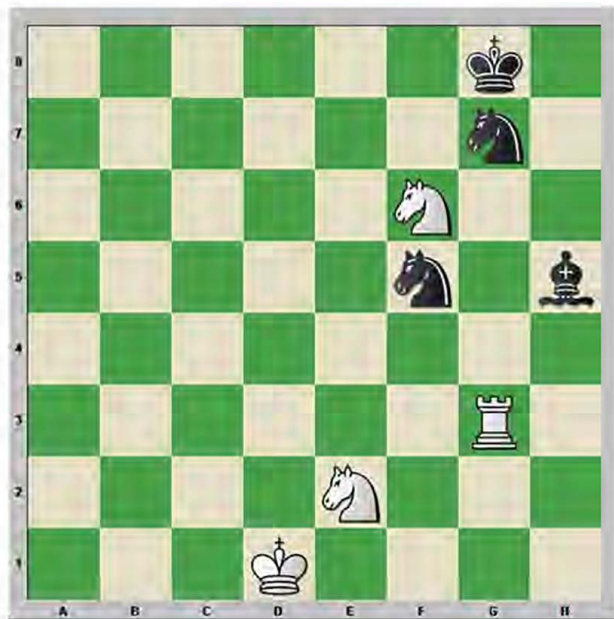
Indicate the starting positions of the white Knight with a “N”



Indicate the starting positions of the black Knight with a “N”

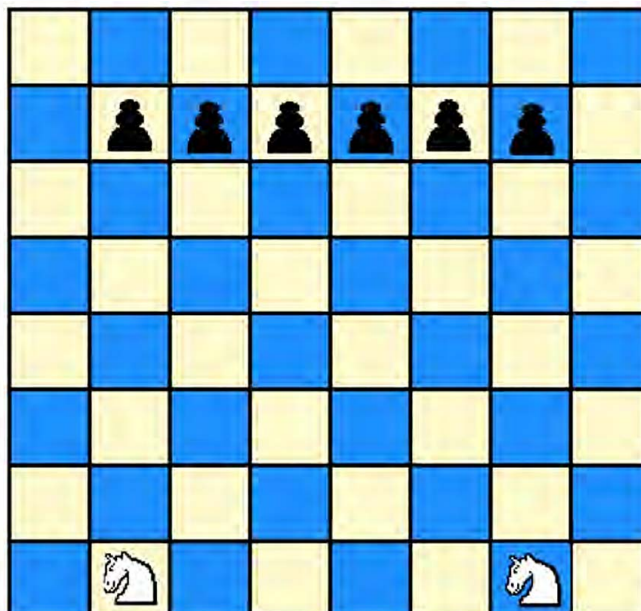
What are the Knight moves?

Put an "X" on all the squares the knights can move. Circle any pieces that can be captured on that move.



Knight vs. Pawn Game

Can you capture all of the pawns before they reach the final rank? Once you can win this game try playing against three pawns. When you can beat that, try against four pawns. Add the pawns to the right of the row.



Show your coach you can win the game playing black or white.



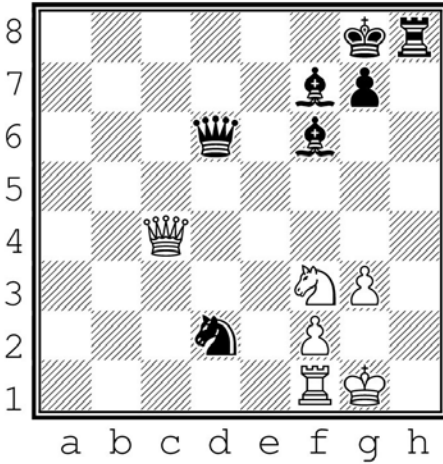
The

King

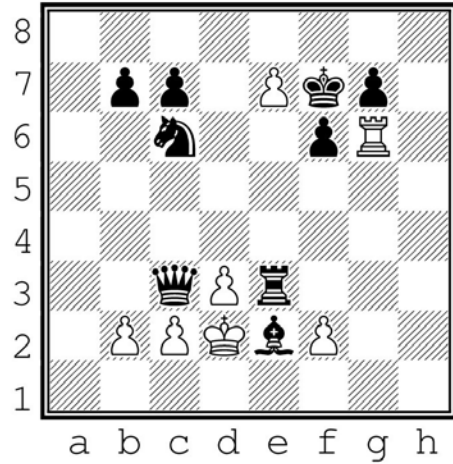


WORKSHEET

Put and "x" on the squares the white King can move to.



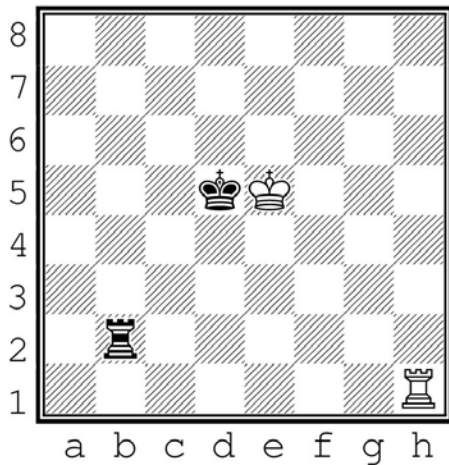
Circle the pieces the white King can take.



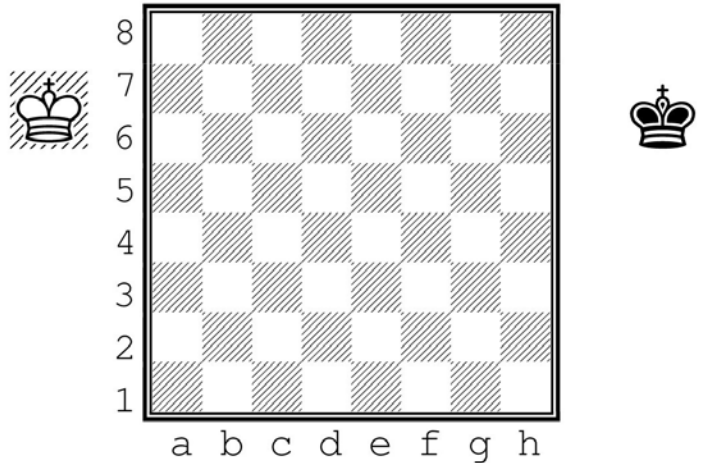
Put and "+" on the squares the Black King can move to.

Circle the pieces the black King can take.

What is wrong with this position?



Indicate the starting positions of the white King with a "K"



Indicate the starting positions of the black King with a "K"

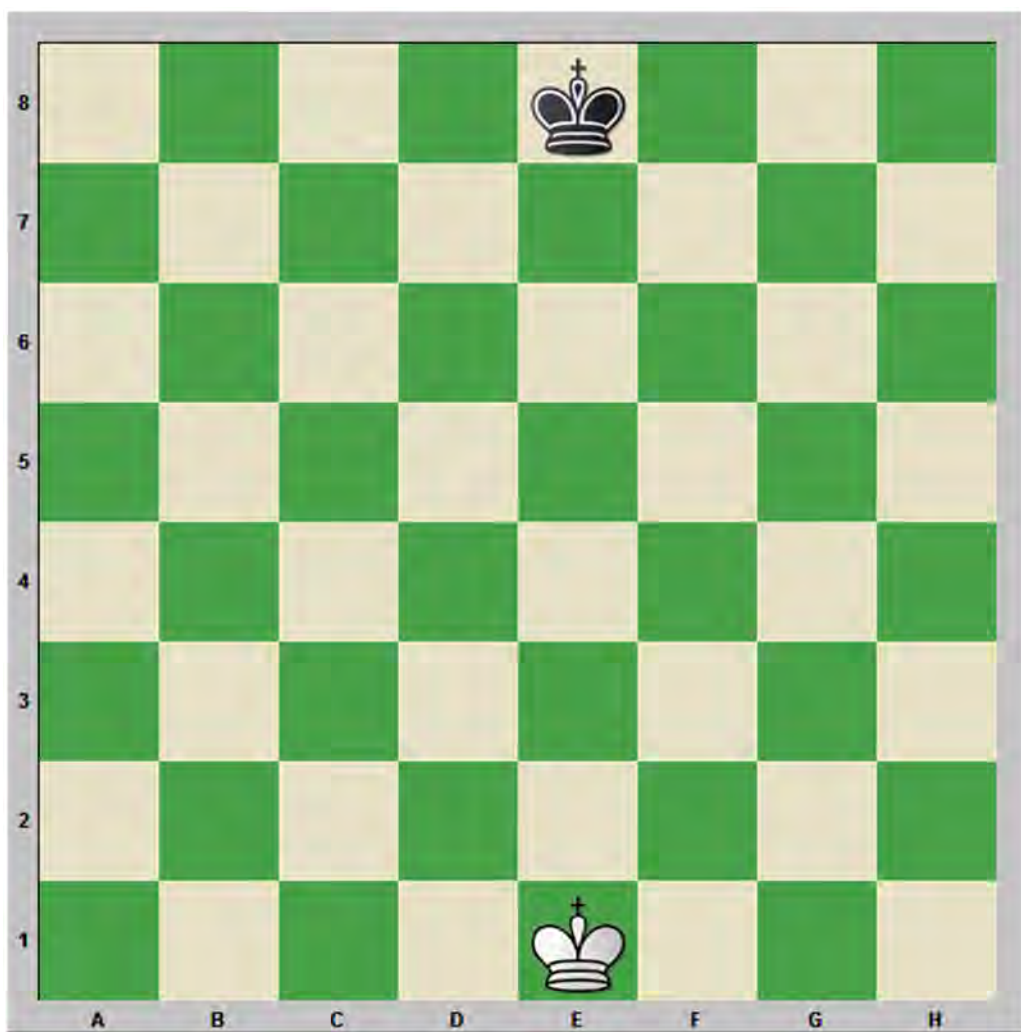


King vs. King

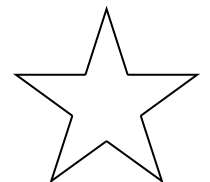
The point of the game is to try to force your way to the other side of the board. Whoever gets to the other side of the board first wins.

White moves first, just like in regular chess.

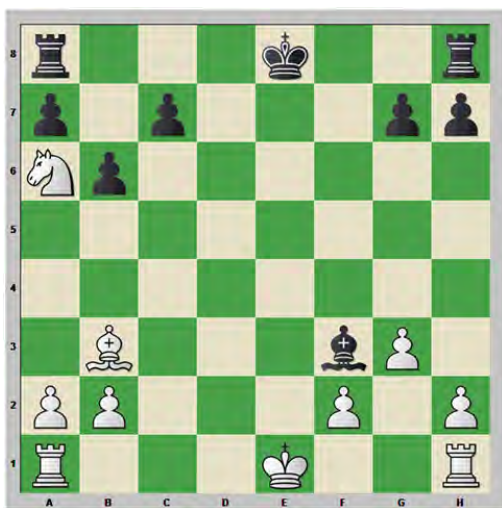
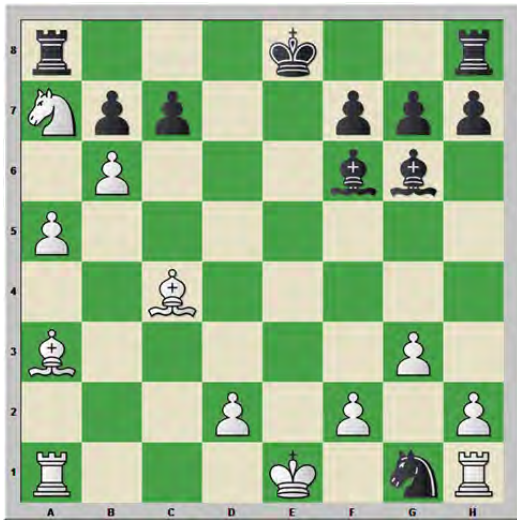
If your opponent can prevent you from getting to the other side and can also make no progress, then it is a draw.



Earn this sticker by showing your coach that you can win the game above playing black or white.



Which King can Castle?

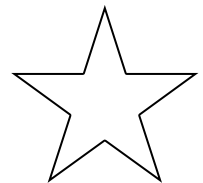


Rules for castling

1. Can't move out of check
2. Can't move through check
3. Can't move into check

Must be the first time the King and the Rook have moved in the game.

Earn this sticker by showing your coach that you know how to castle.



Check !

Is when the King is being threatened by an opponent's piece but you can make a legal move to get away from the threat.

3 ways the King can get out of check:

1. Capture the piece threatening your King.
2. Block the threat with one of your pieces
3. Avoid or Run away from the threat

Checkmate !

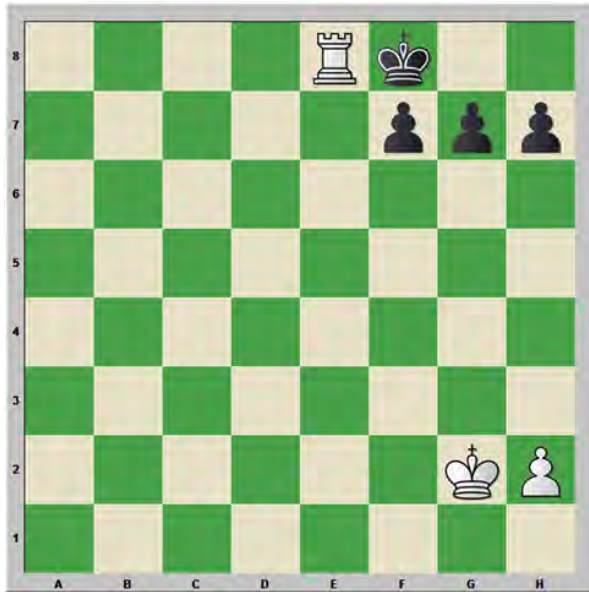
Is when the King is in check by an opponent's piece and there is no legal move to get out of the check.

Stalemate !

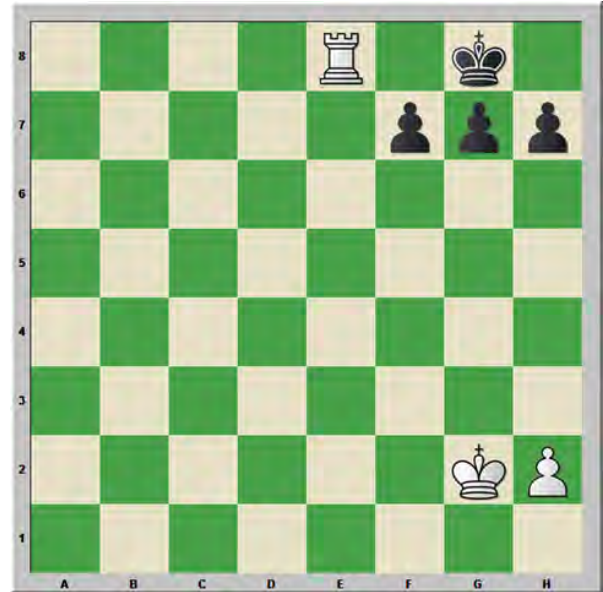
Is when the King is not in check by an opponent's piece and there is no legal move that can be made by any piece.

Examples of Check and Checkmate!

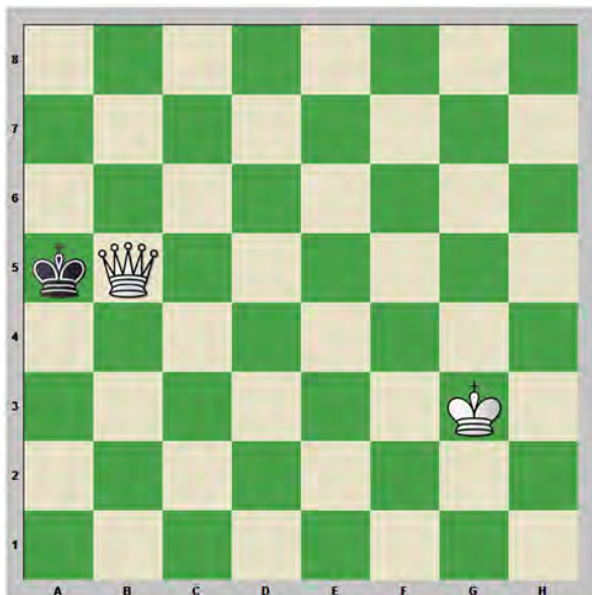
Check



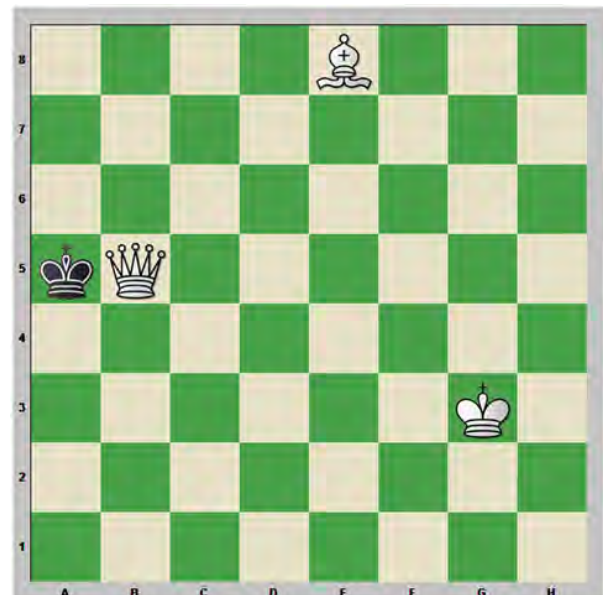
Checkmate



Check



Checkmate

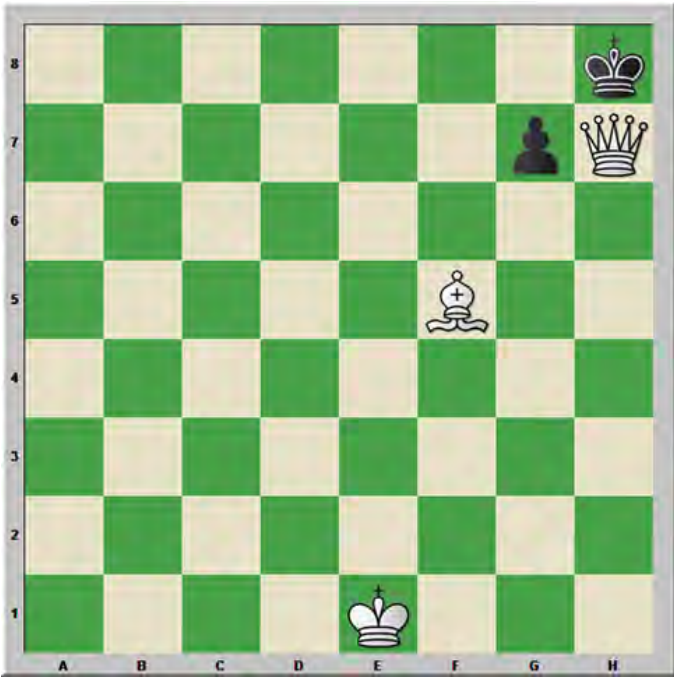


Check or Checkmate?

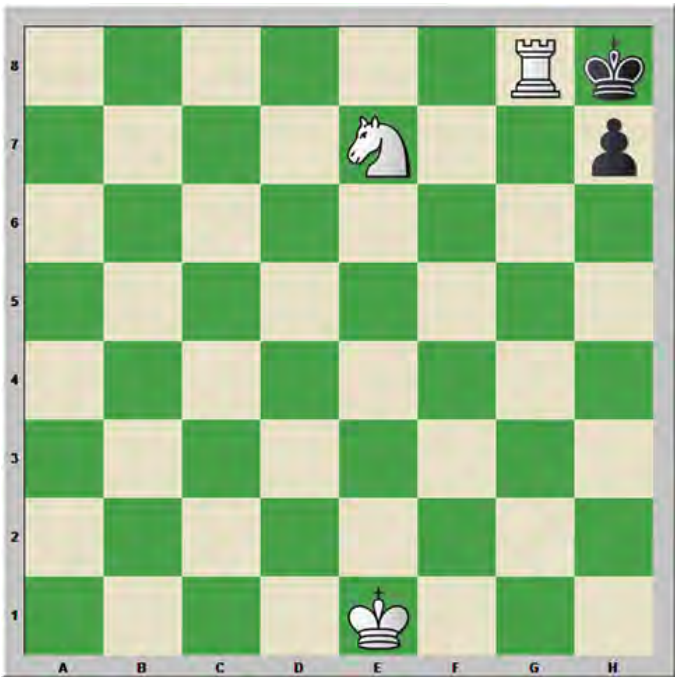
1 Answer: _____



2 Answer: _____



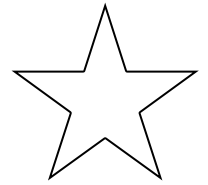
3 Answer: _____



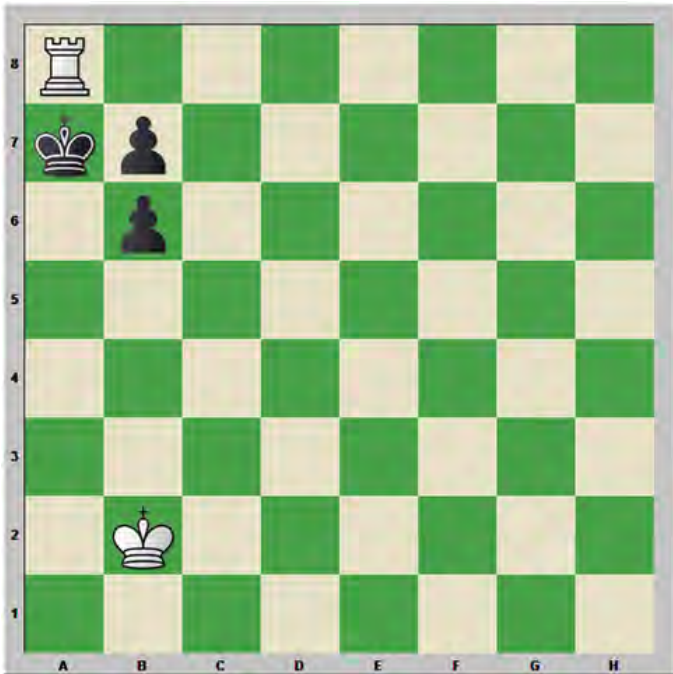
4 Answer: _____



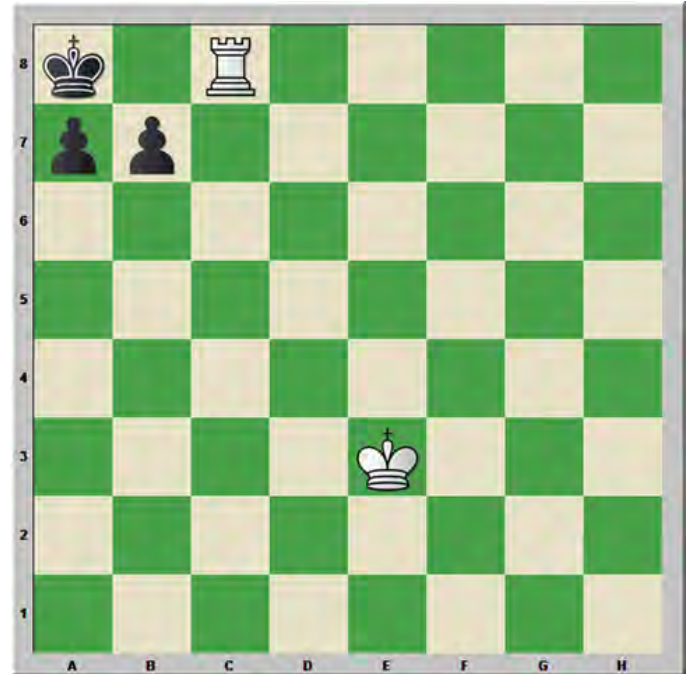
When you think you have all of these situations figured out, show your coach to earn a sticker!



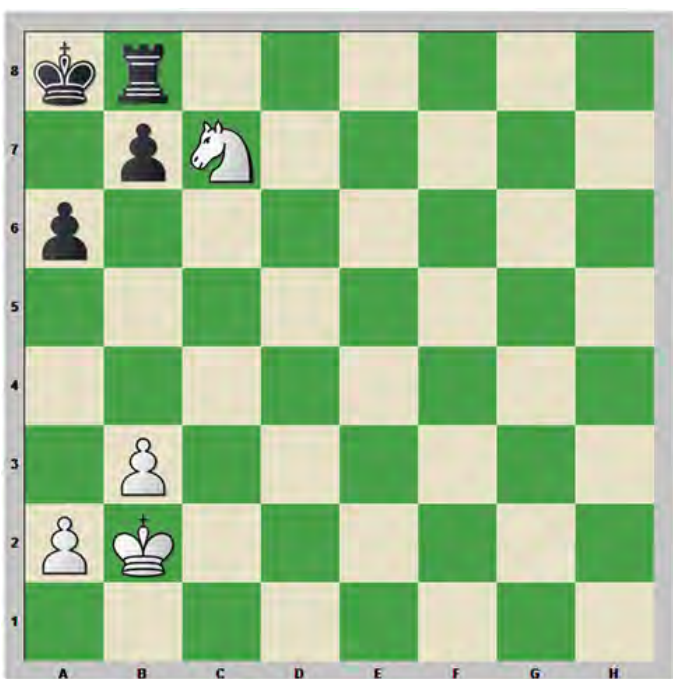
5 Answer: _____



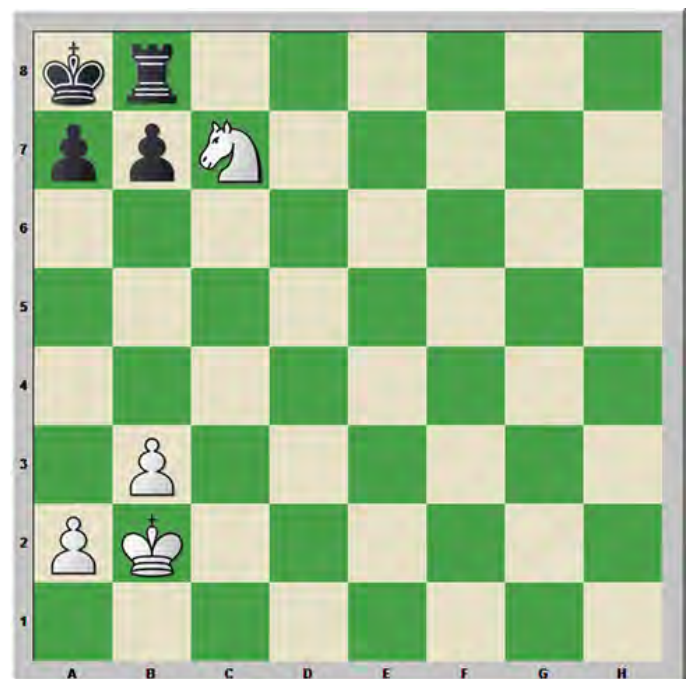
6 Answer: _____



7 Answer: _____



8 Answer: _____



Check - Checkmate - Stalemate

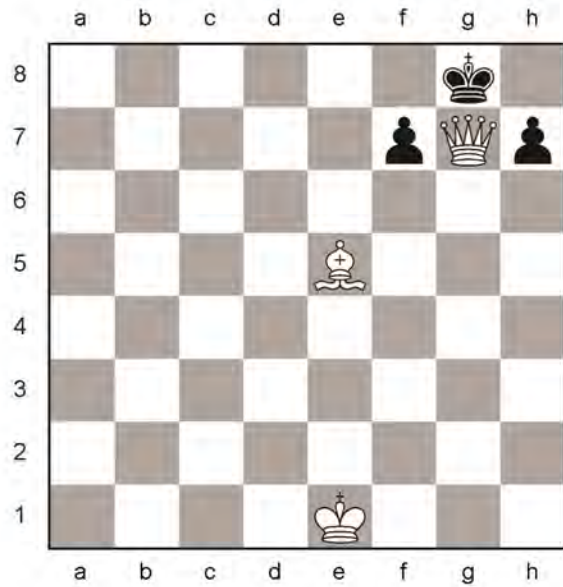


Diagram 1: Black to move

- Check
- Checkmate
- Stalemate
- Neither

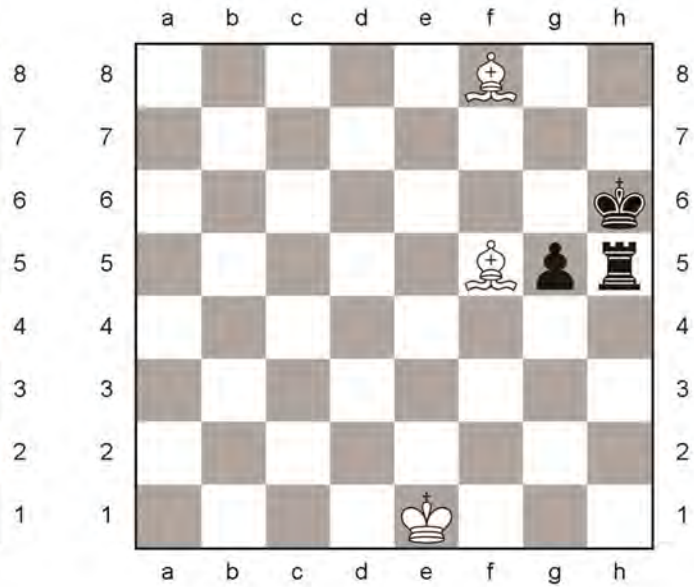


Diagram 3: Black to move

- Check
- Checkmate
- Stalemate
- Neither

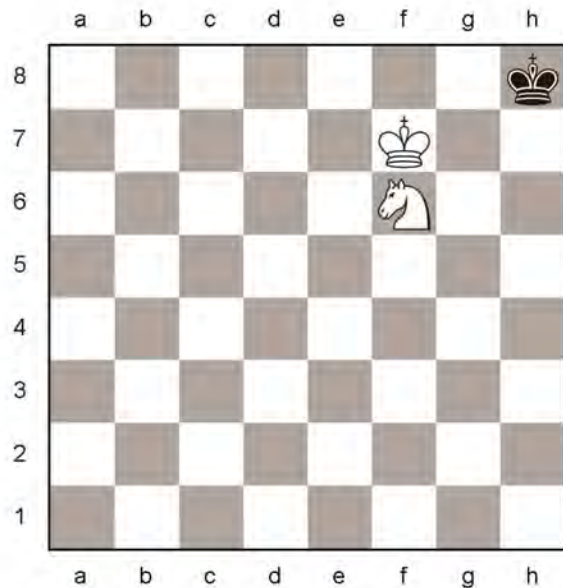


Diagram 2: Black to move

- Check
- Checkmate
- Stalemate
- Neither

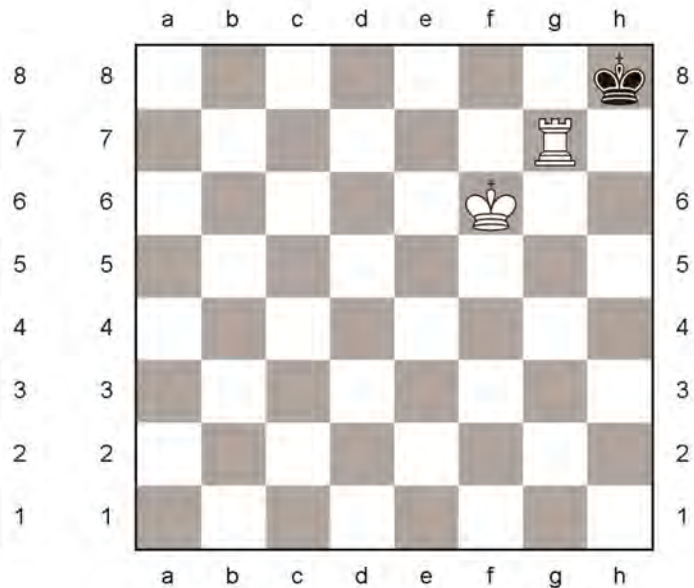


Diagram 4: Black to move

- Check
- Checkmate
- Stalemate
- Neither

When you think you have all of these situations figured out, show your coach to earn a sticker!

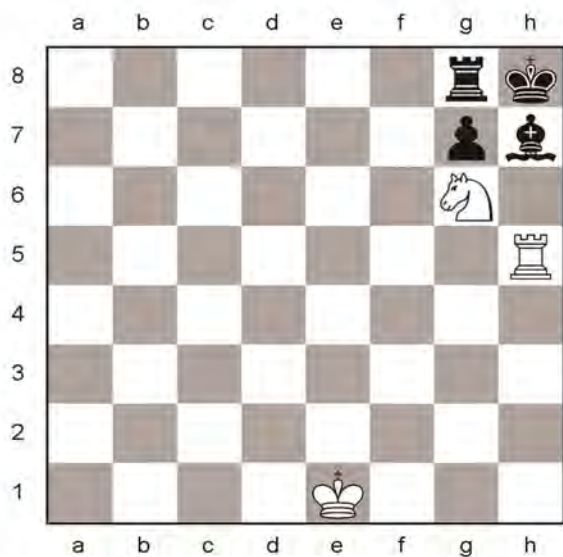
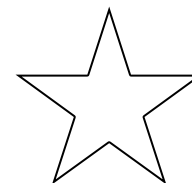


Diagram 5: Black to move

- Check
- Checkmate
- Stalemate
- Neither

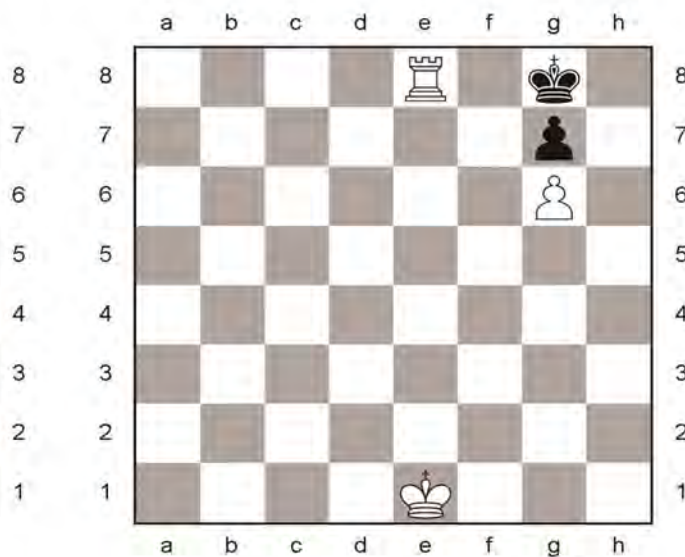


Diagram 7: Black to move

- Check
- Checkmate
- Stalemate
- Neither

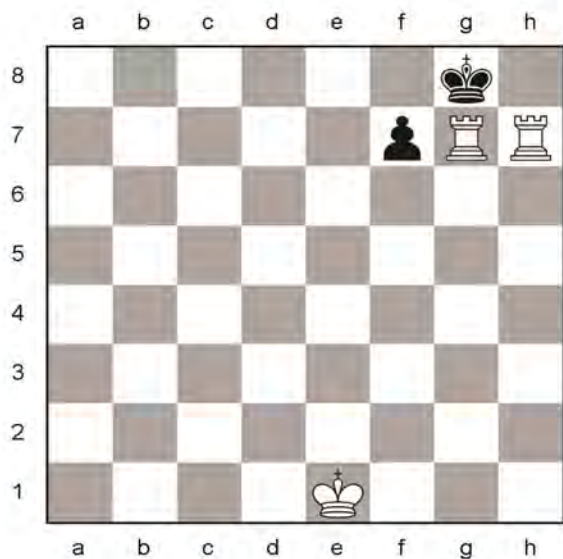


Diagram 6: Black to move

- Check
- Checkmate
- Stalemate
- Neither

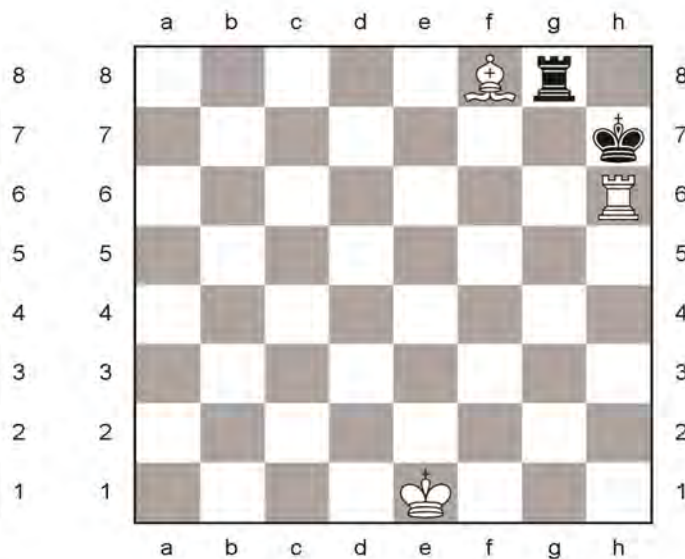
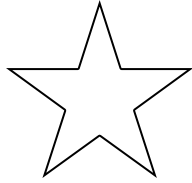
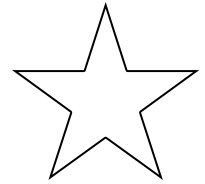


Diagram 8: Black to move

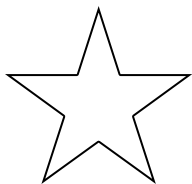
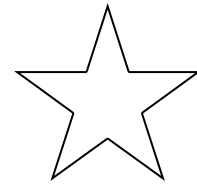
- Check
- Checkmate
- Stalemate
- Neither

Queen—Rook checkmate



Rook—Rook checkmate

Queen—King checkmate



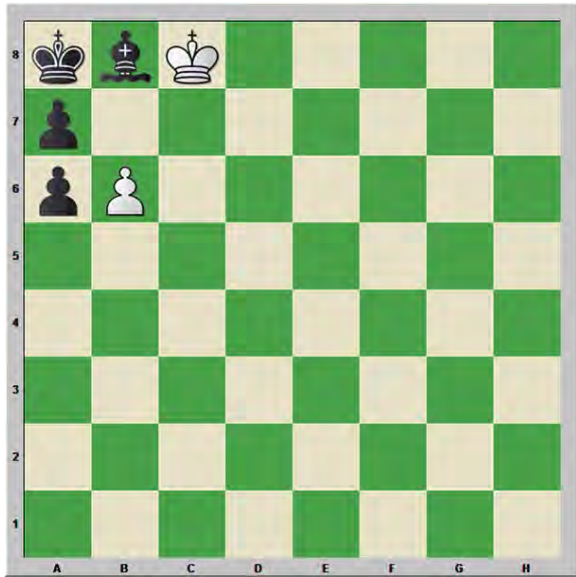
Rook-King checkmate

Parents,

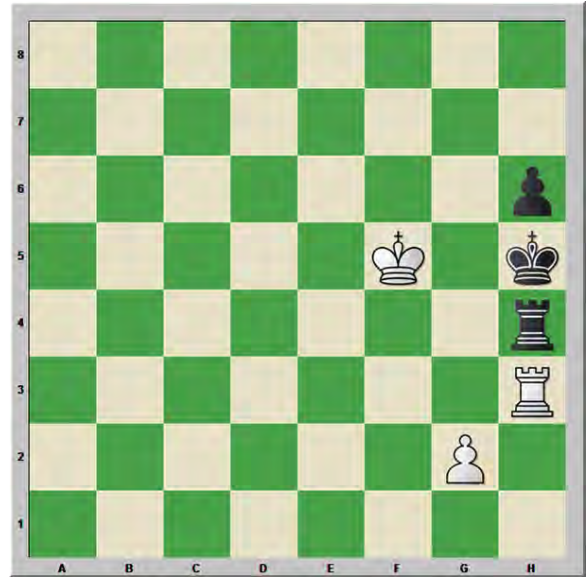
Learn more chess information at the new Parent Resource
Guide at www.kclinc.org/chess

“Mate in One” - Pawn

1



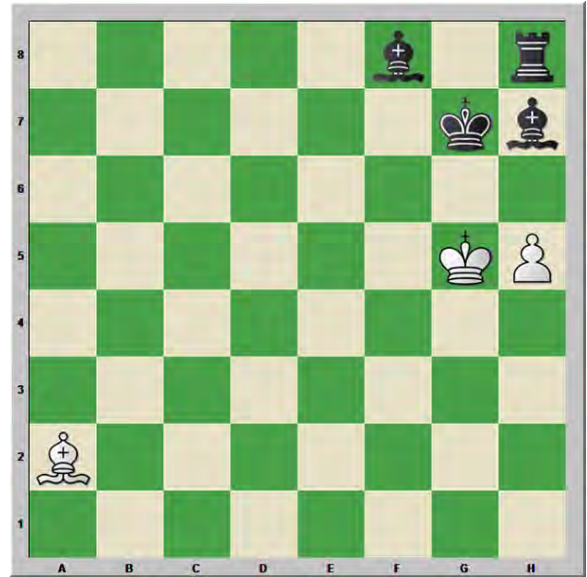
2



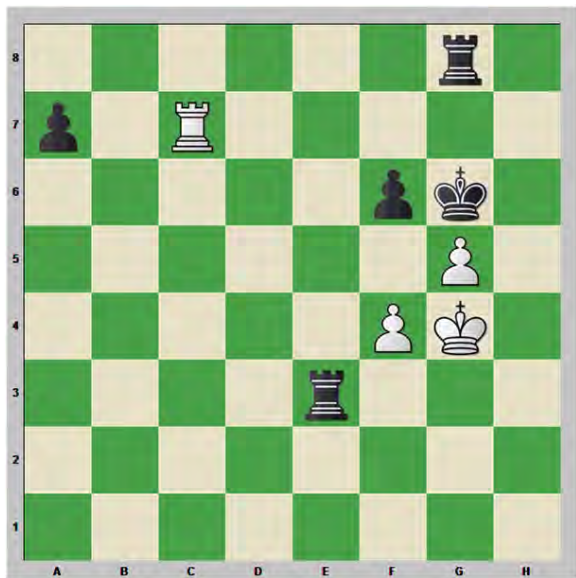
3



4



5



Answers:

1. _____

2. _____

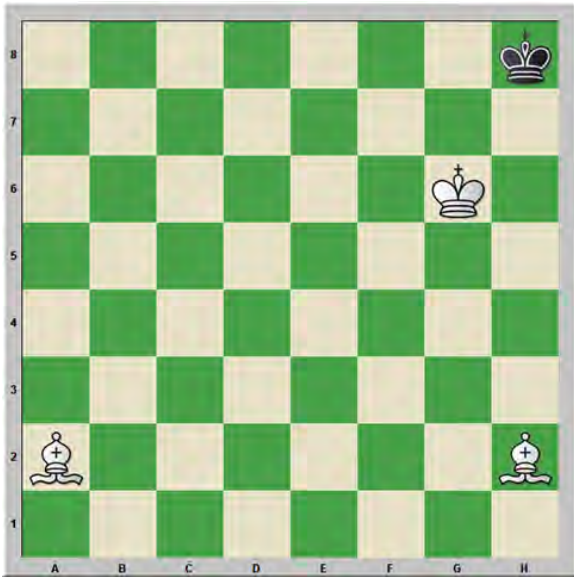
3. _____

4. _____

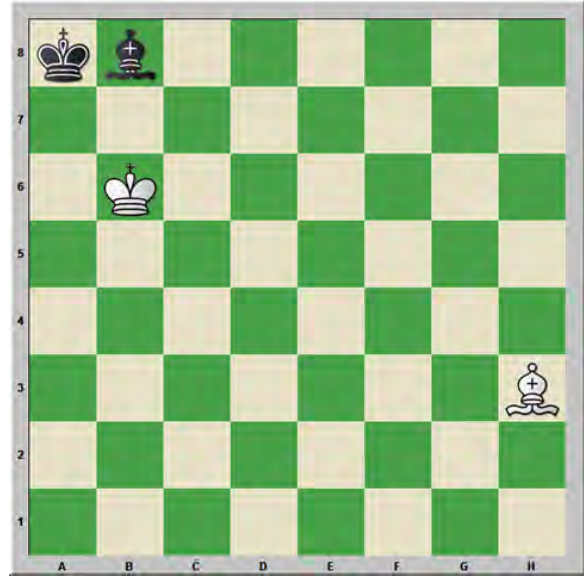
5. _____

“Mate in One” - Bishop

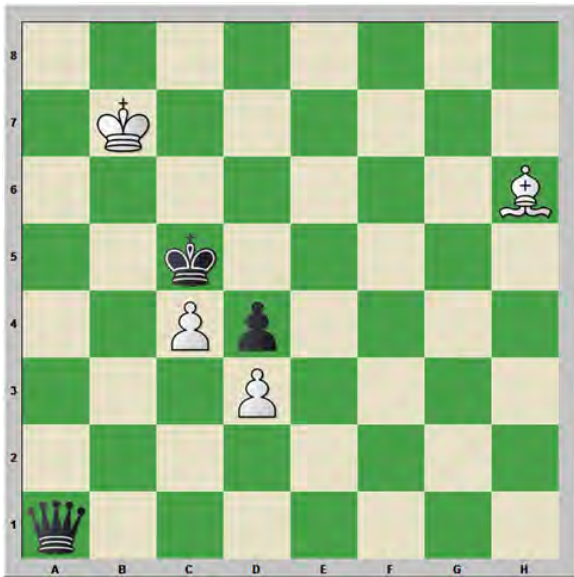
1



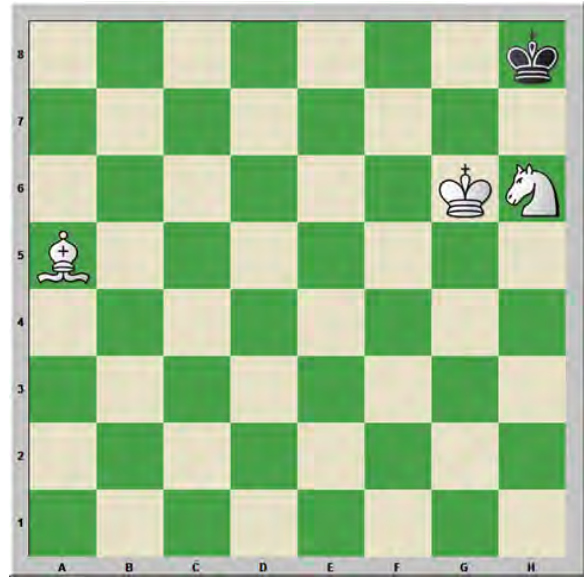
2



3



4



5



Answers:

1. _____

2. _____

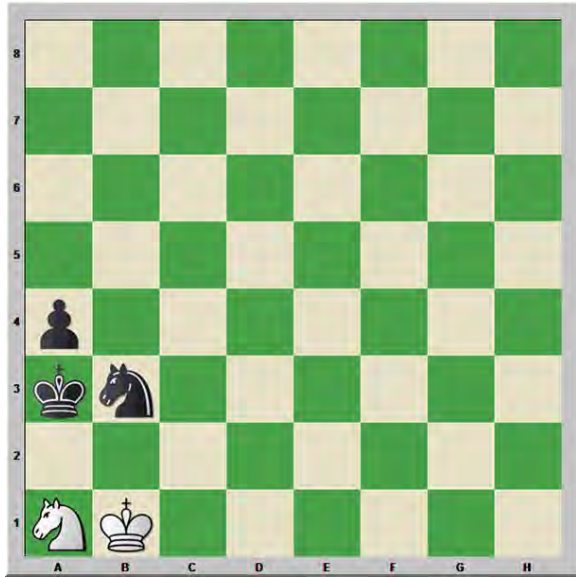
3. _____

4. _____

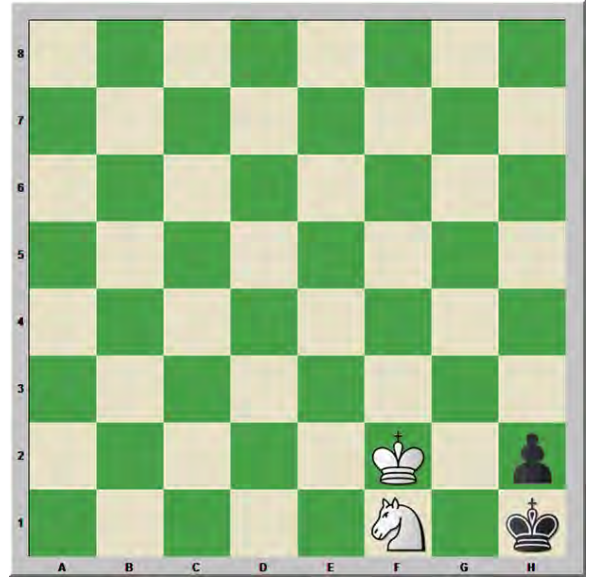
5. _____

“Mate in One” - Knight

1



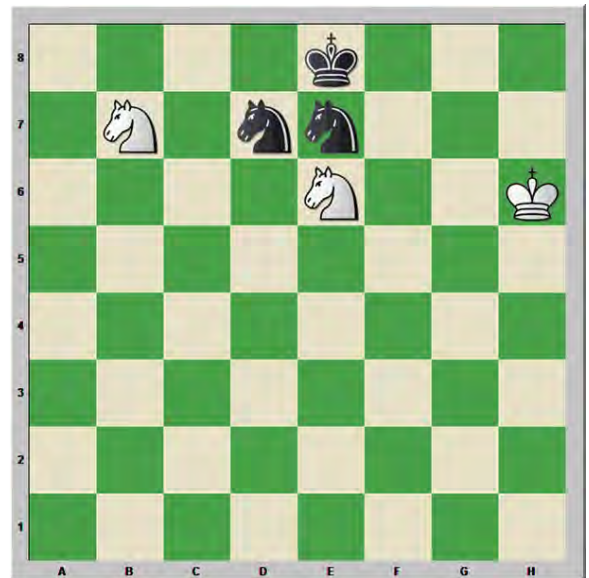
2



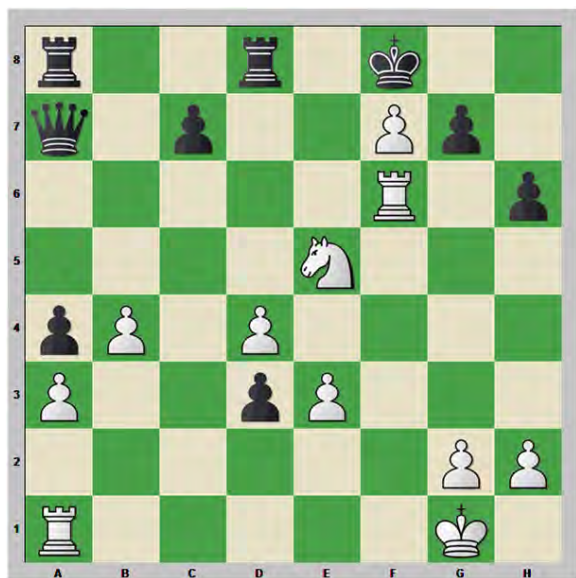
3



4



5



Answers:

1. _____

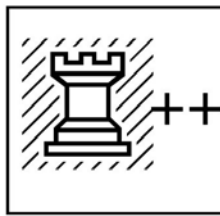
2. _____

3. _____

4. _____

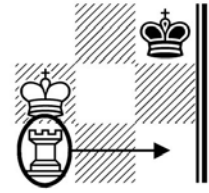
5. _____

One Rook
Mate in One
(white to move)

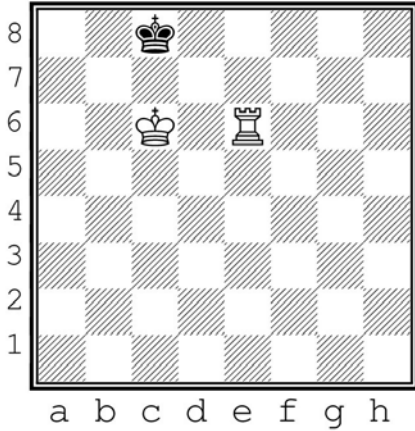


Directions:

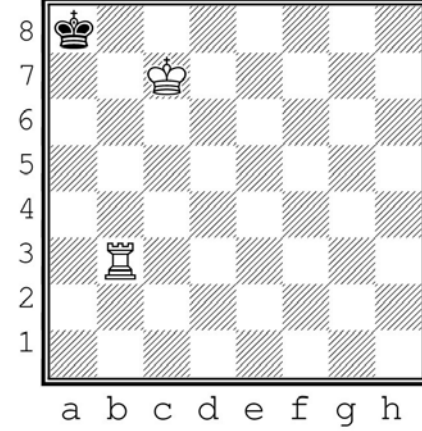
Circle piece and draw arrow to square for checkmate move



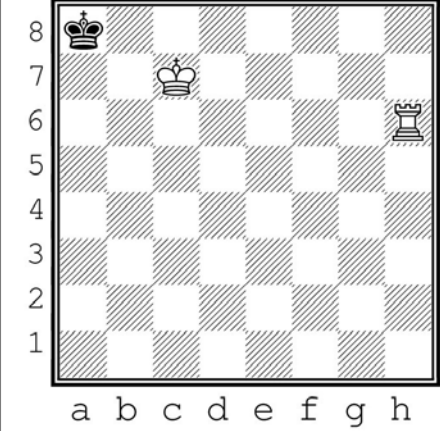
1



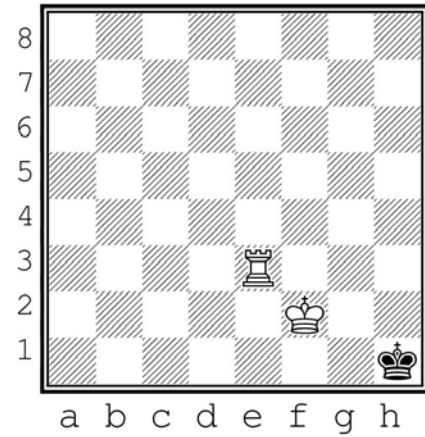
2



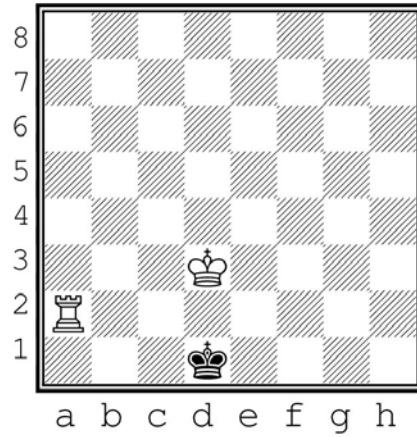
3



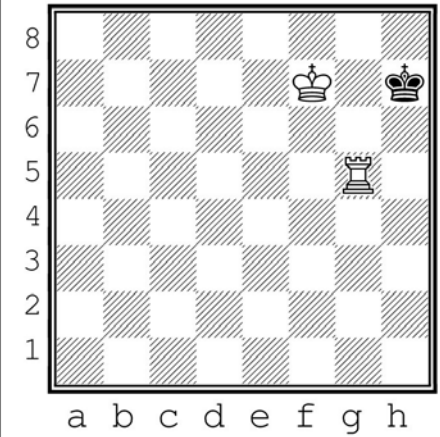
4



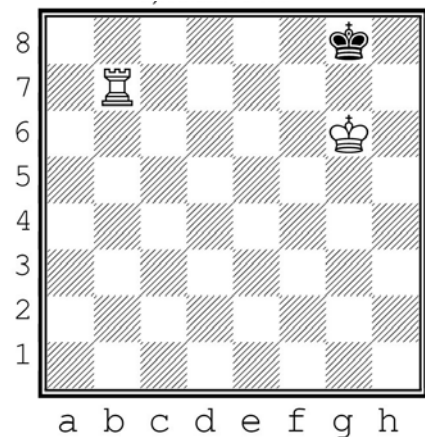
5



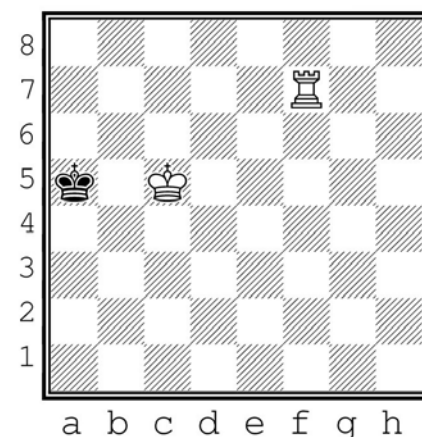
6



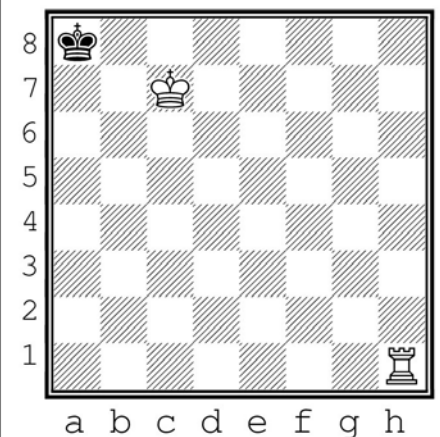
7



8

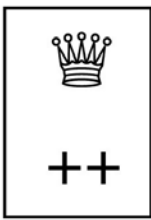


9



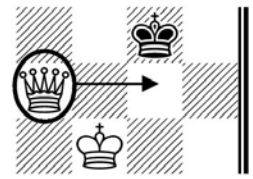
Queen Mate in One

(white to move)

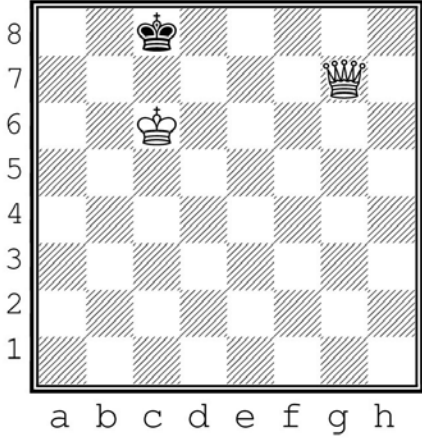


Directions:

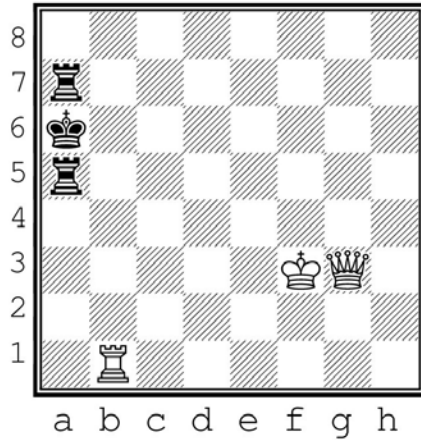
Circle piece to move and draw arrow to square for checkmate



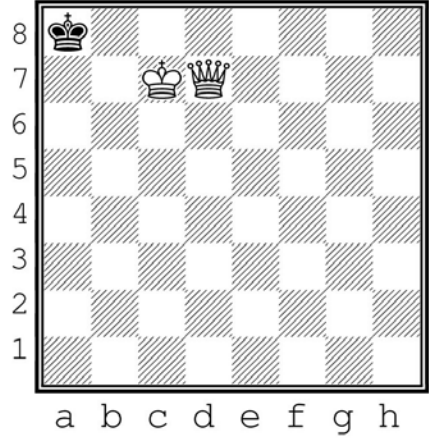
1



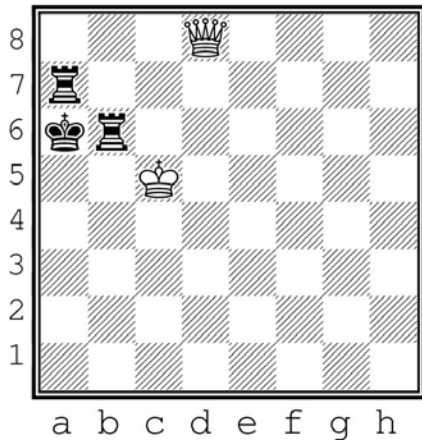
2



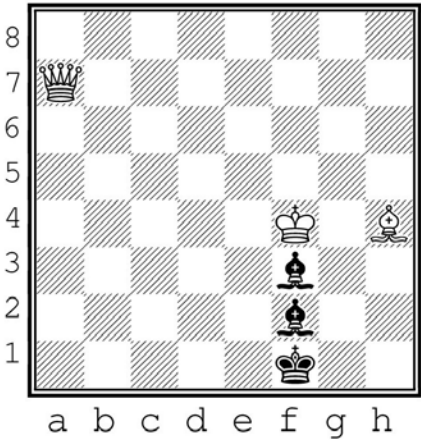
3



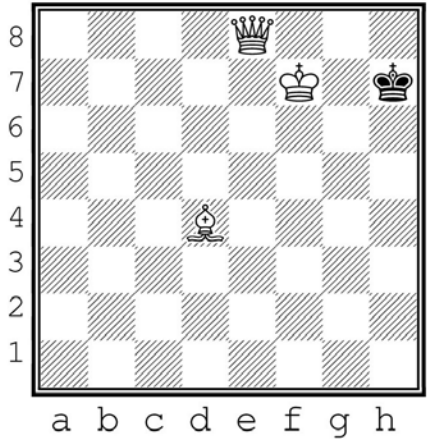
4



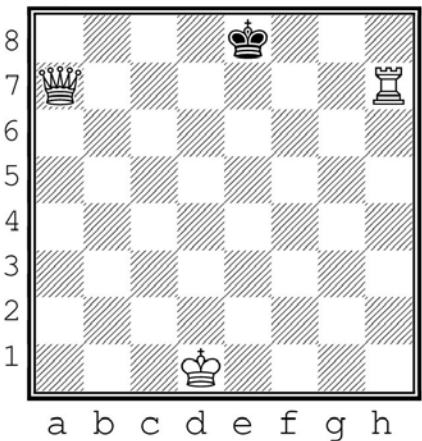
5



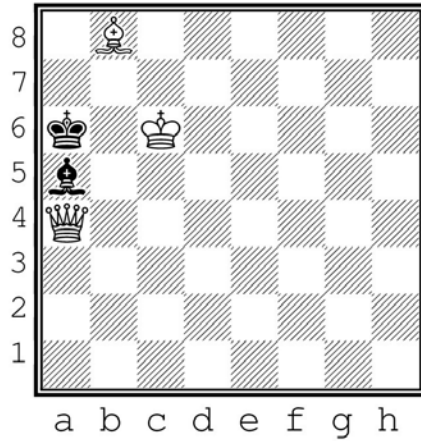
6



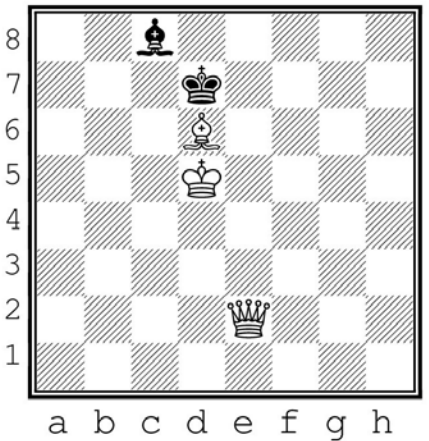
7



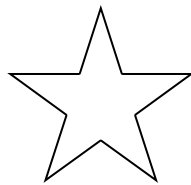
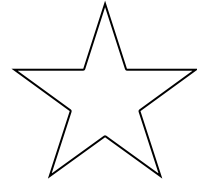
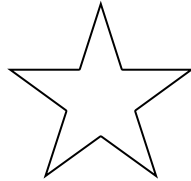
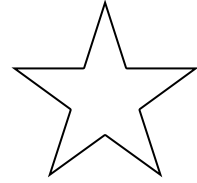
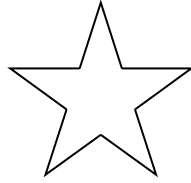
8



9



“Mate in One” - Sticker Page



I learned critical thinking - how to think before I act to figure out the best solution.



Checkmate in One Move

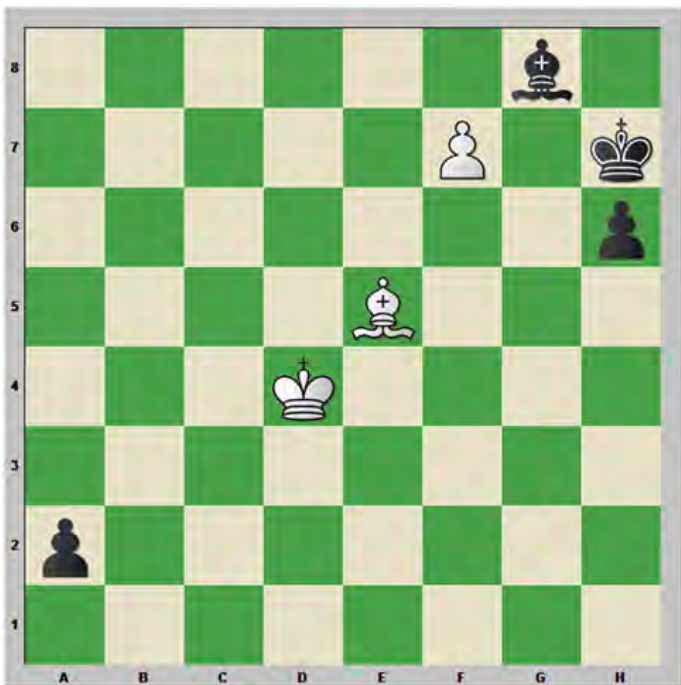
1 Answer: _____



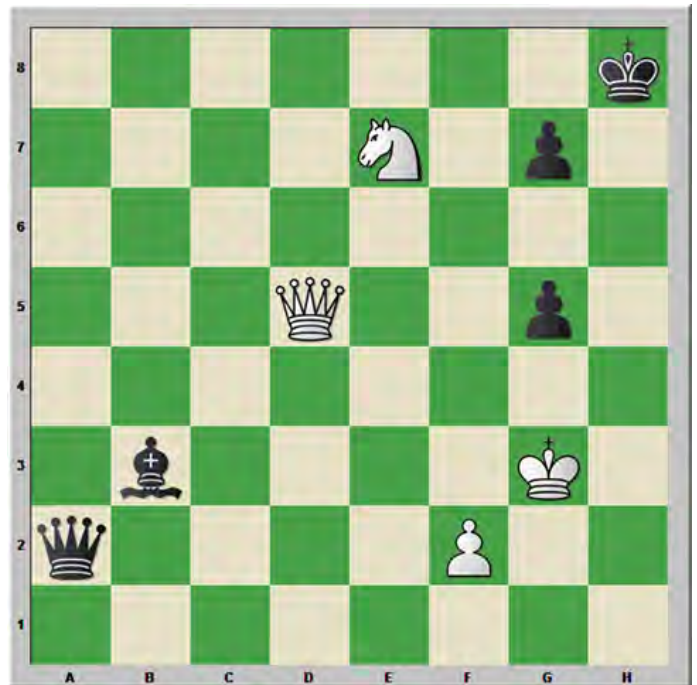
2 Answer: _____



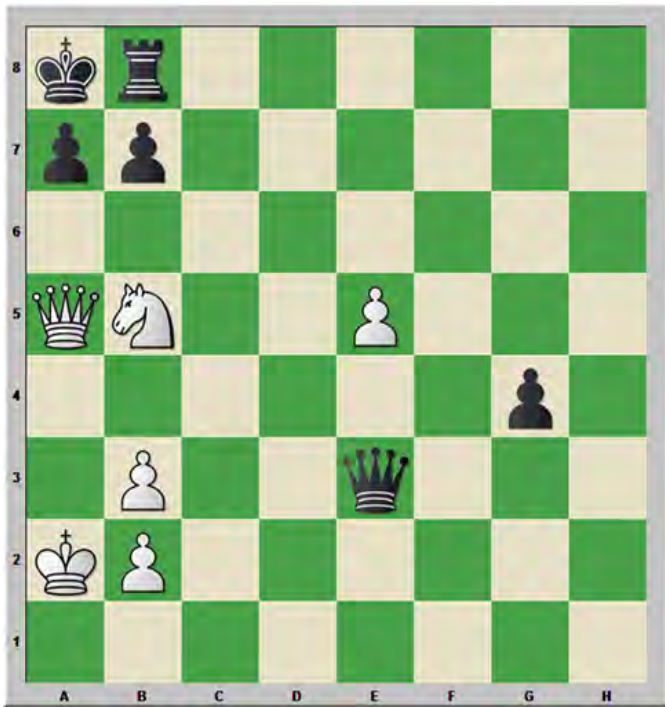
3 Answer: _____



4 Answer: _____



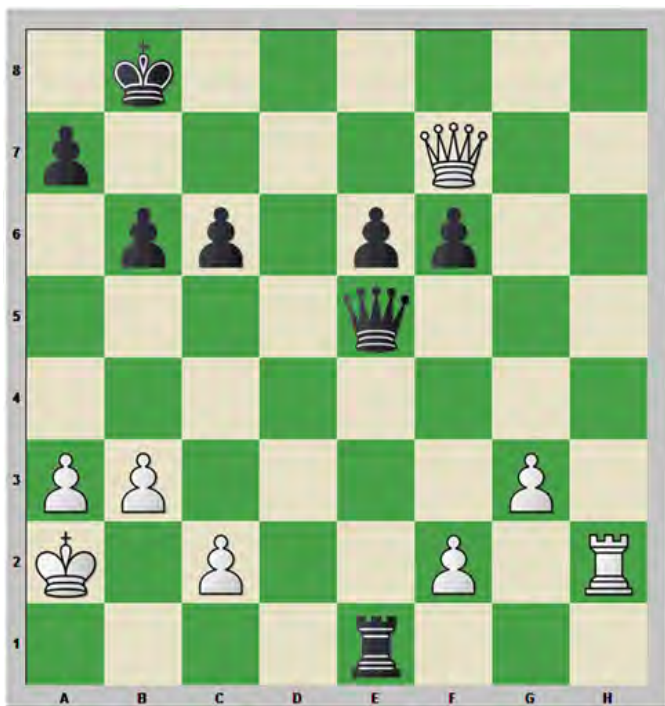
5 Answer: _____



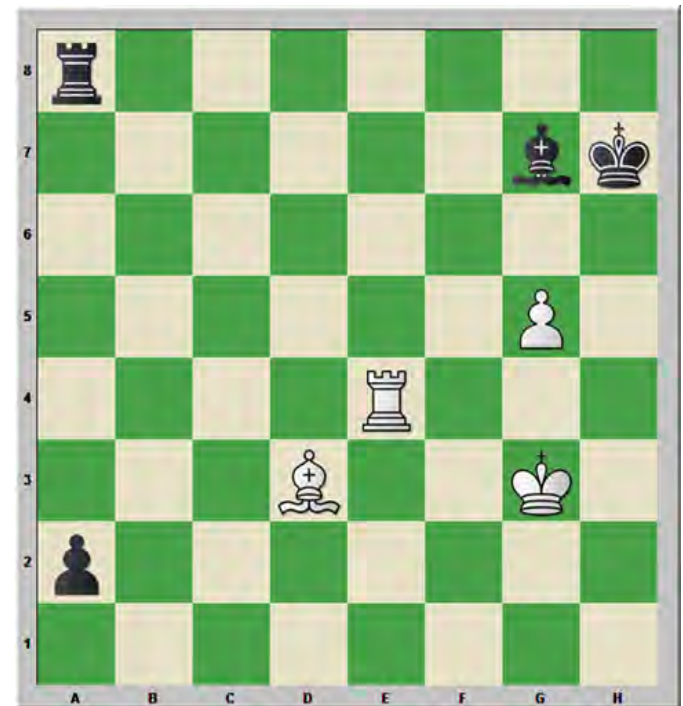
6 Answer: _____



7 Answer: _____



8 Answer: _____





Chess Notations

K—King

Q—Queen

R—Rook

B—Bishop

N—Knight

X—Capture

+ - Check

++ or # - Checkmate

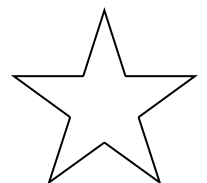
0-0—Castle King Side

0-0-0—Castle Queen Side

e.p.—En Passent

#	White	Black	11		22		
1			12		23		
2			13		24		
3			14		25		
4			15		26		
5			16		27		
6			17		28		
7			18		29		
8			19		30		
9			20		31		
10			21		32		

Can you Notate a game?



Tournaments

LINC hosts chess tournaments during the school year that are open to any interested student in grade K-12 in the Kansas City Metro area.

Tournaments are free. You are encouraged to pre-register online at www.kclinc.org/chess, or register at the door. Online pre-registration opens one month before each tournament and closes the Friday before a tournament at noon.

This year's tournaments are:

LINC First Tournament — TBA

Girls Tournament — TBA

LINC Second Tournament— TBA

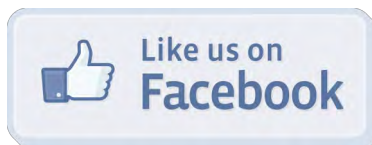
LINC End of year Tournament—TBA

LINC Tournament Rules

1. Be respectful
2. Be as quiet as possible
3. Shake hands before and after a game
4. Reset pieces after a game
5. Report results after the game

Chess “Touch” Rules

1. If you touch a piece you must move it if you can
2. If you touch an opponent's piece you must capture it if you can
3. If you take your hand off a piece the move is over



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facebook.com/kclinc

Learn more chess information at the new Parent Resource Guide at
www.kclinc.org/chess