

Teaching Chess Step By Step

Book 2: Excercises

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Founded by World Chess Champion Garry Kasparov, our mission is to bring the many educational benefits of chess to children by providing a complete chess curriculum and enrichment programs.

The Foundation promotes the study of chess as a cognitive learning tool in curricular classes and after-school programs for elementary, middle and high schools, both in the public and private school sectors.

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Introduction

This book is designed to be a companion of our manual, *Teaching Chess Step by Step*. It contains a series of exercises designed to reinforce the knowledge that children gain from the teacher's presentations in the class.

The exercises were designed for K-12 beginners. They require a minimum amount of explanation. The solution could be written in chess notation or drawn on the board.

The teacher can use the exercises for presentation in class or as homework. They are designed for individual or group use. With respect to homework, it is advised that during the class the teacher shows some examples that are slightly modified versions of the exercises in this book, so the children will gain some understanding of the subject matter and what is asked of them.

A few final points -

- * White is always at the bottom and moving up. Black is always at the top and moving down.
- * The side whose turn is to move is listed in the instructions for each page.
- * There are solutions at the end of the book. It is recommended that only the teacher has access to them.

Good luck!

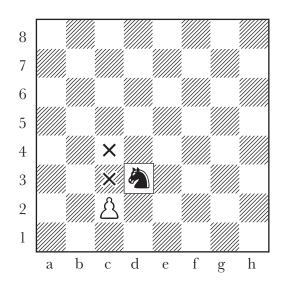
The Authors

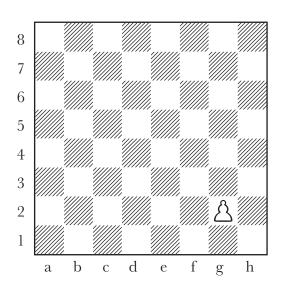




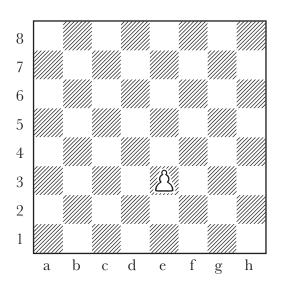
Lesson #4How the Pawns Move

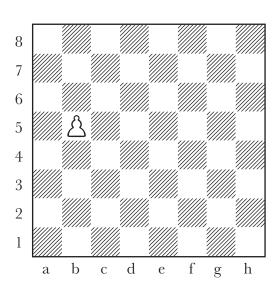
Find all the squares to where the White Pawn may move.





#1 <u>c3, c4, d3</u>



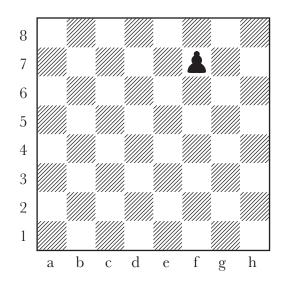


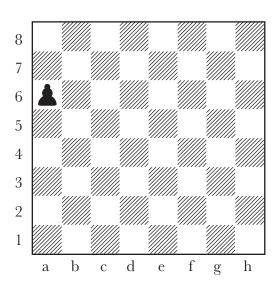
#3 #4



How the Pawns Move

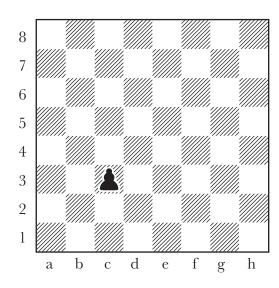
Find all the squares to where the **Black** Pawn may move.

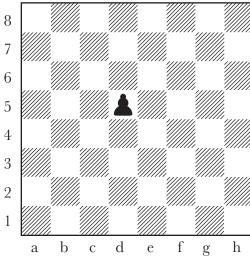




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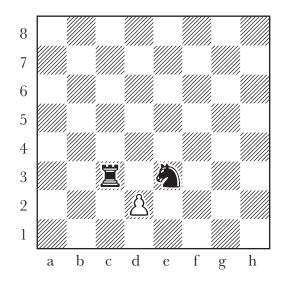


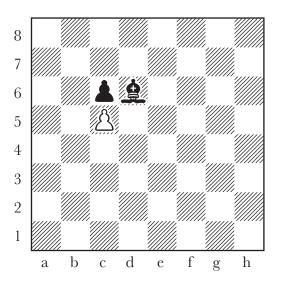
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How the Pawns Move

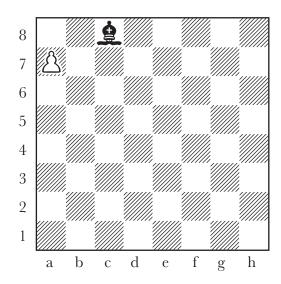
Find all the squares to where the White Pawn may move.





#9

#10



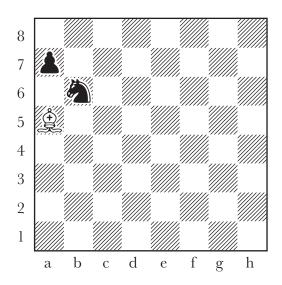
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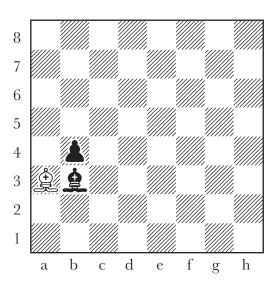
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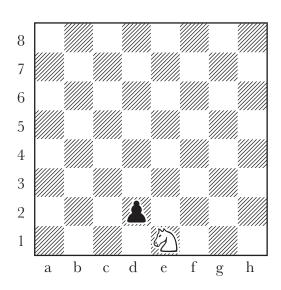
How the Pawns Move

Find all the squares to where the **Black** Pawn may move.

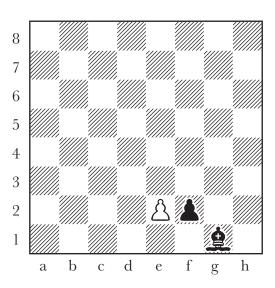




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