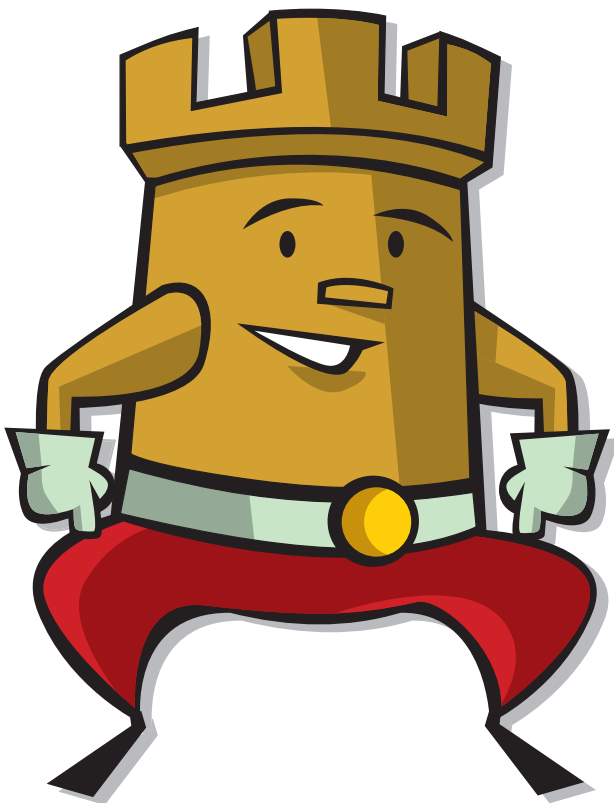


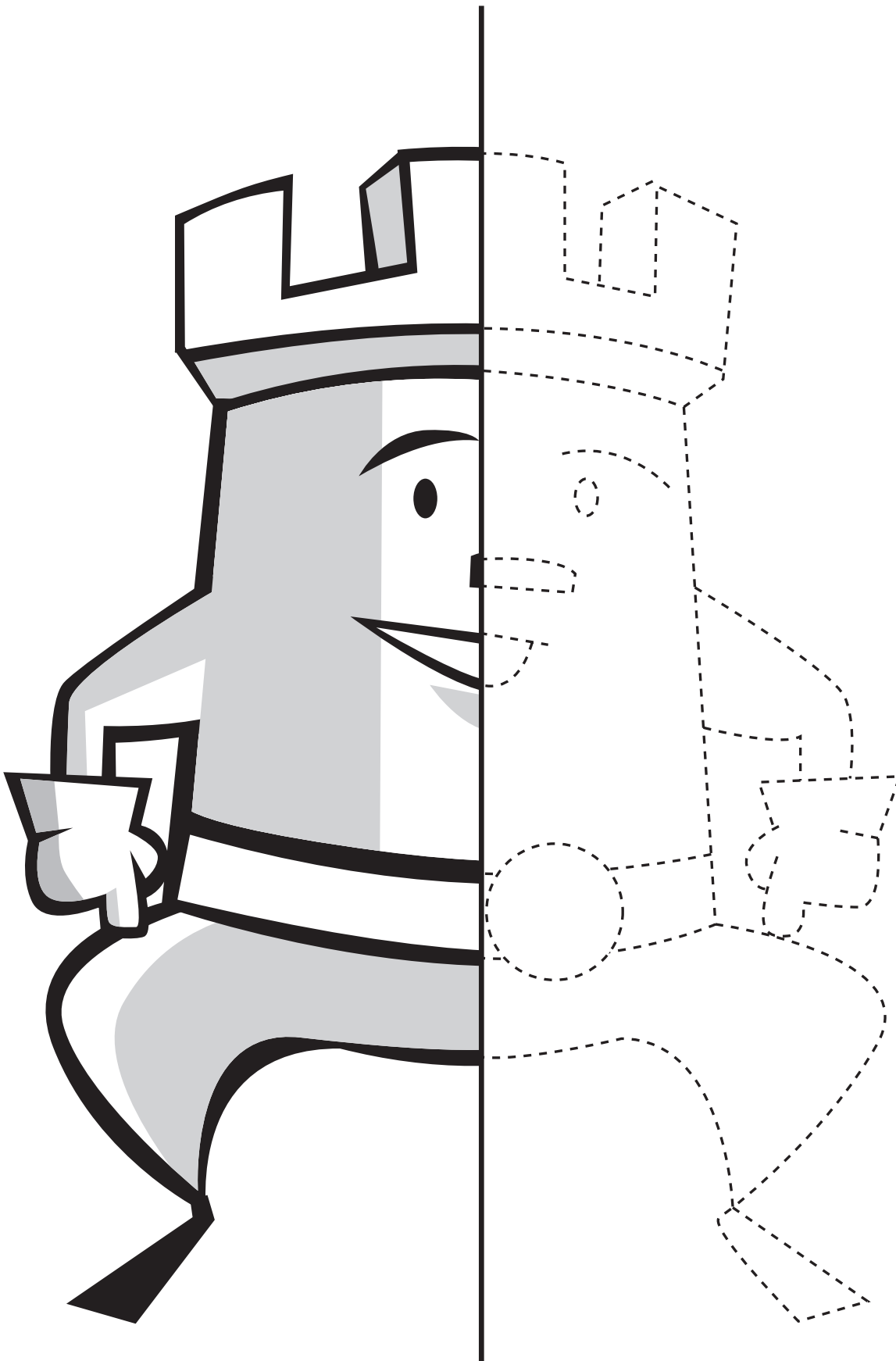
# The Rook



- Its movement
- Restrictions to its movement
- Capturing



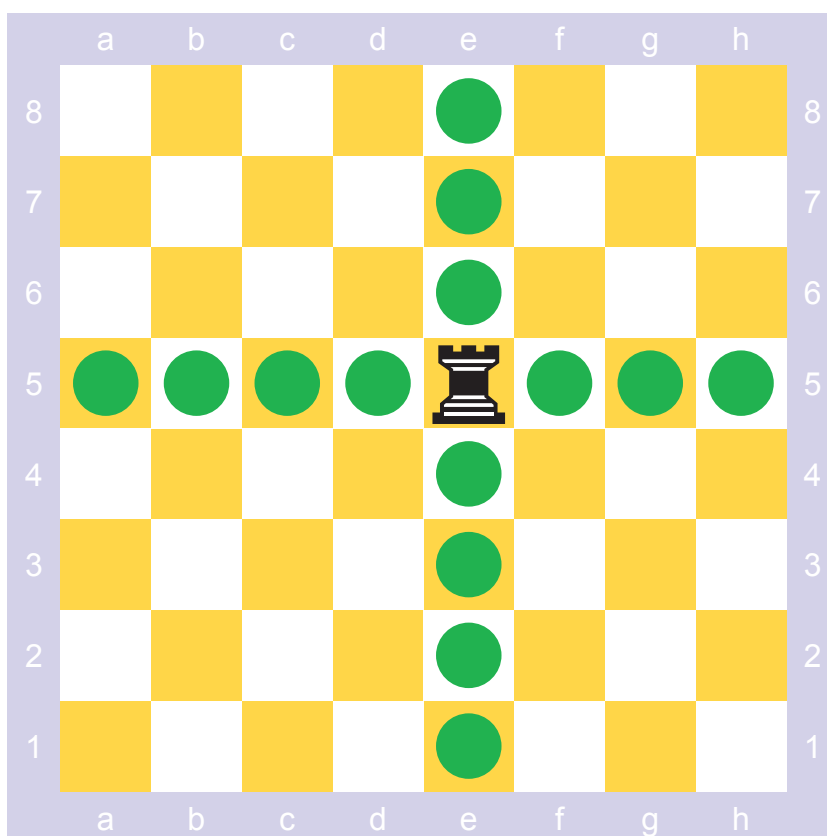
Finish drawing the piece following the dotted line.  
Then, colour it.





## Its movement

The rook can move along the squares of its row or column.



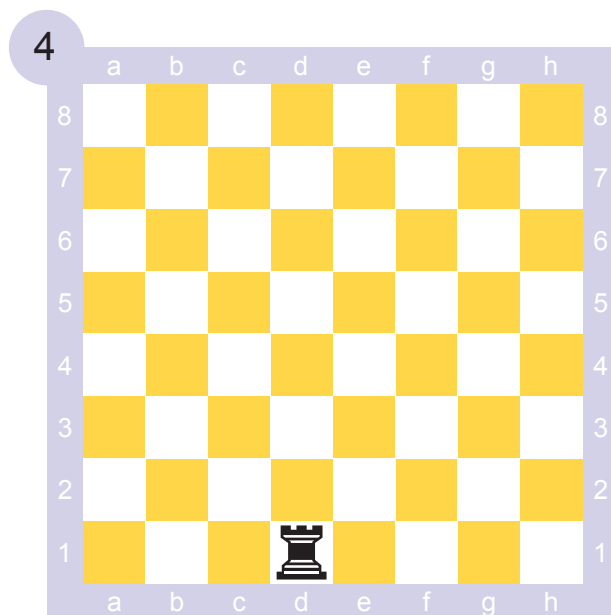
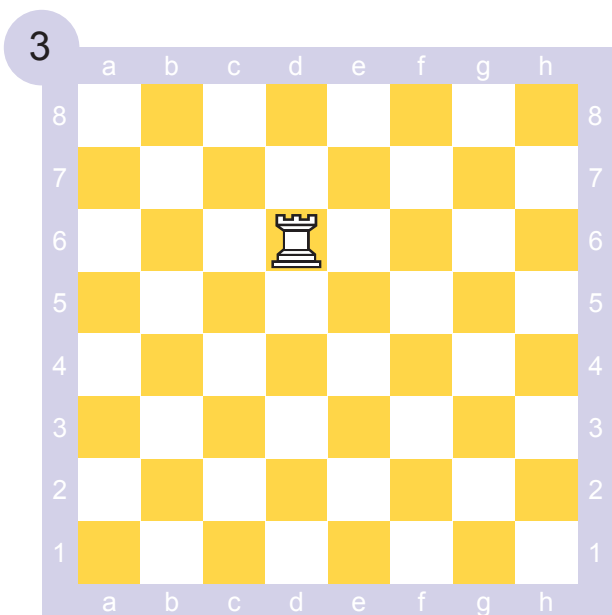
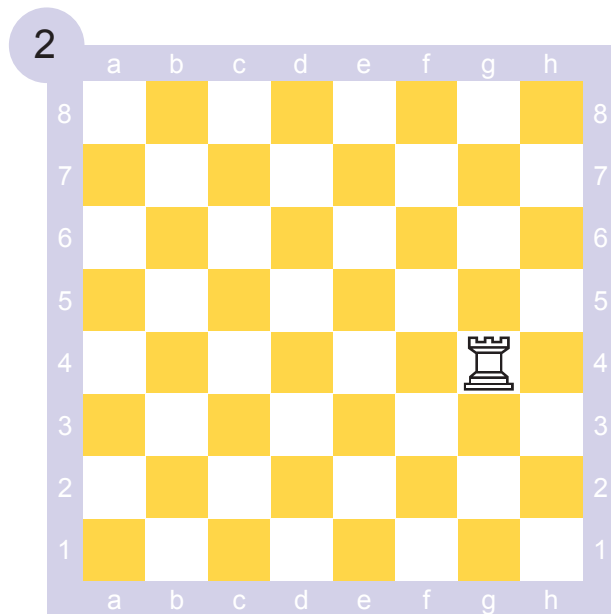
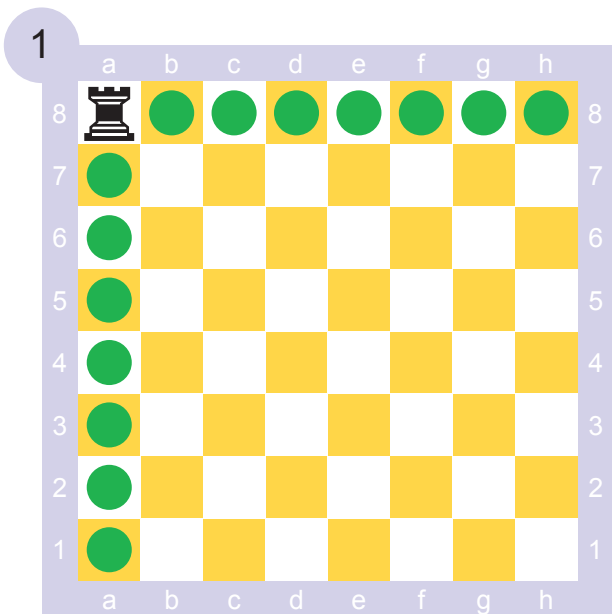
The green circles show the squares where the rook can move to.



The rook moves horizontally or vertically.



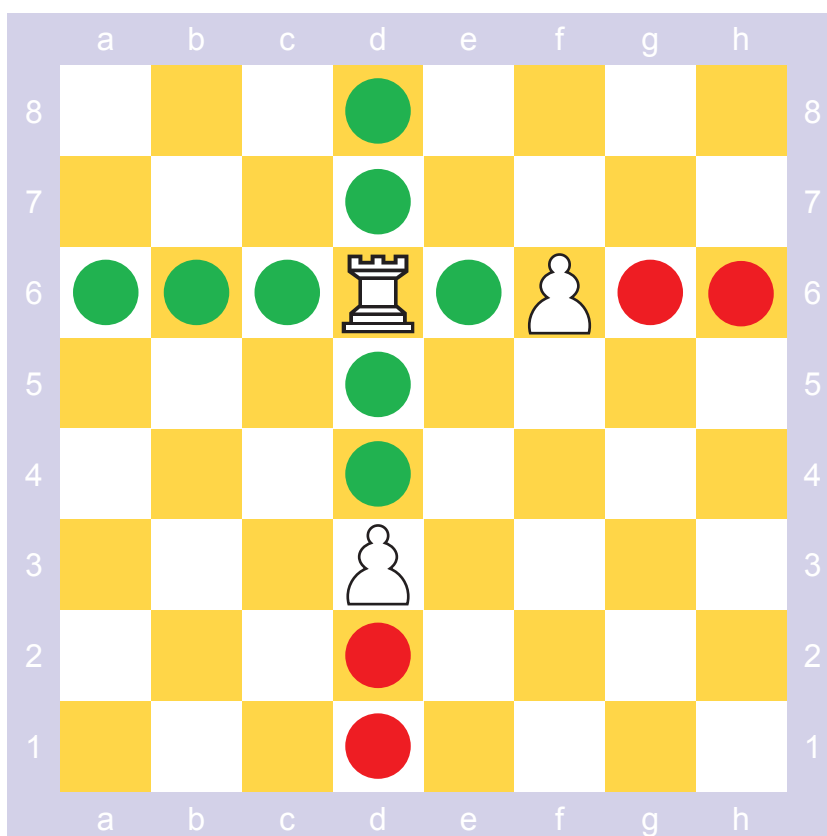
Draw a circle on the squares where the rook can move to.





## Restrictions to its movement

The rook cannot keep on moving when there is another piece in its way.



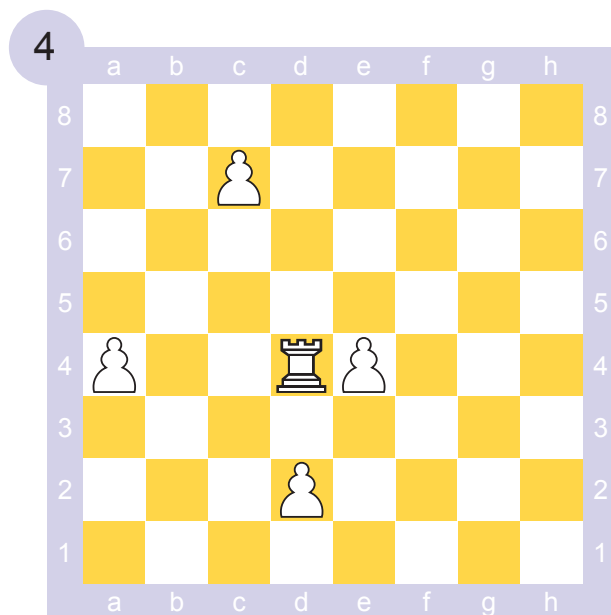
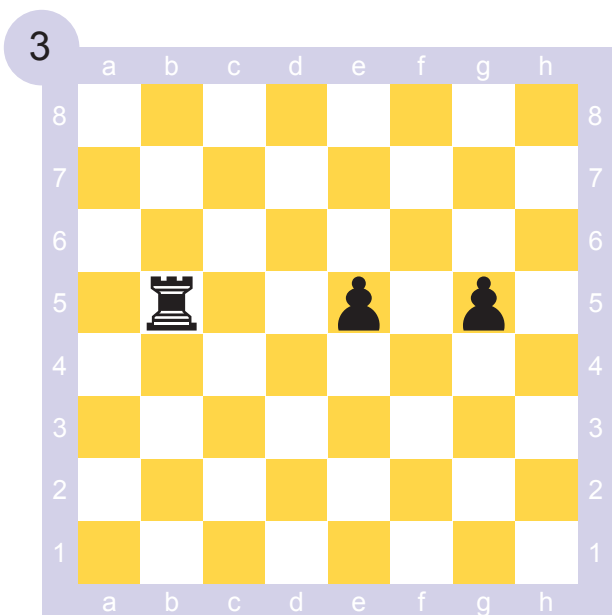
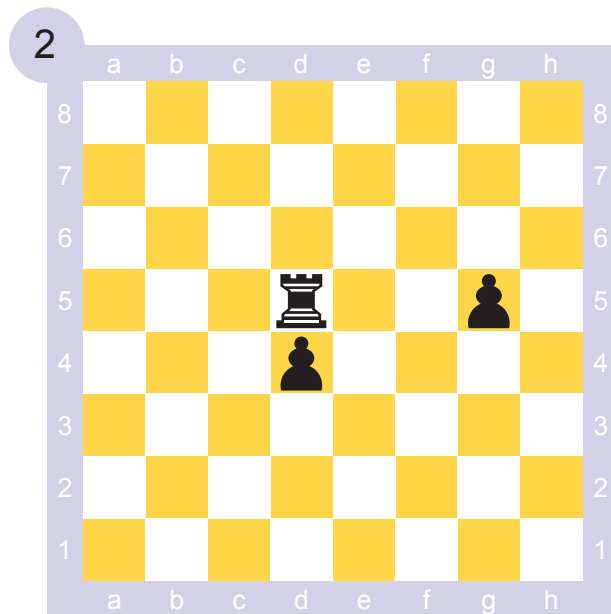
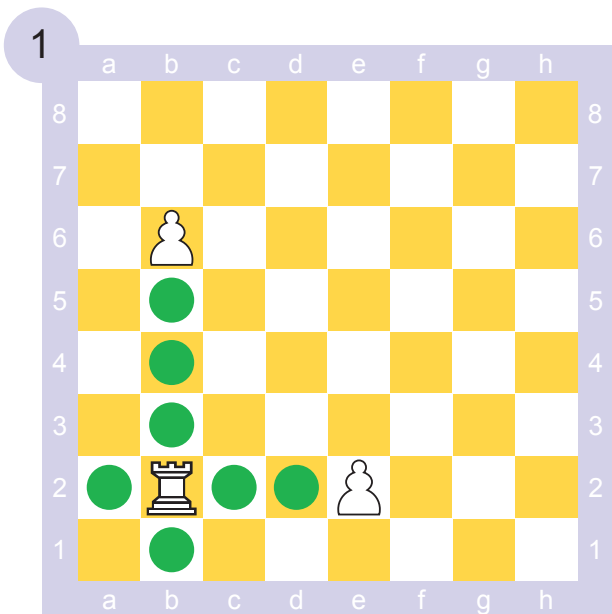
The red circles show the squares where the rook cannot move to.



The rook cannot jump over the other pieces.



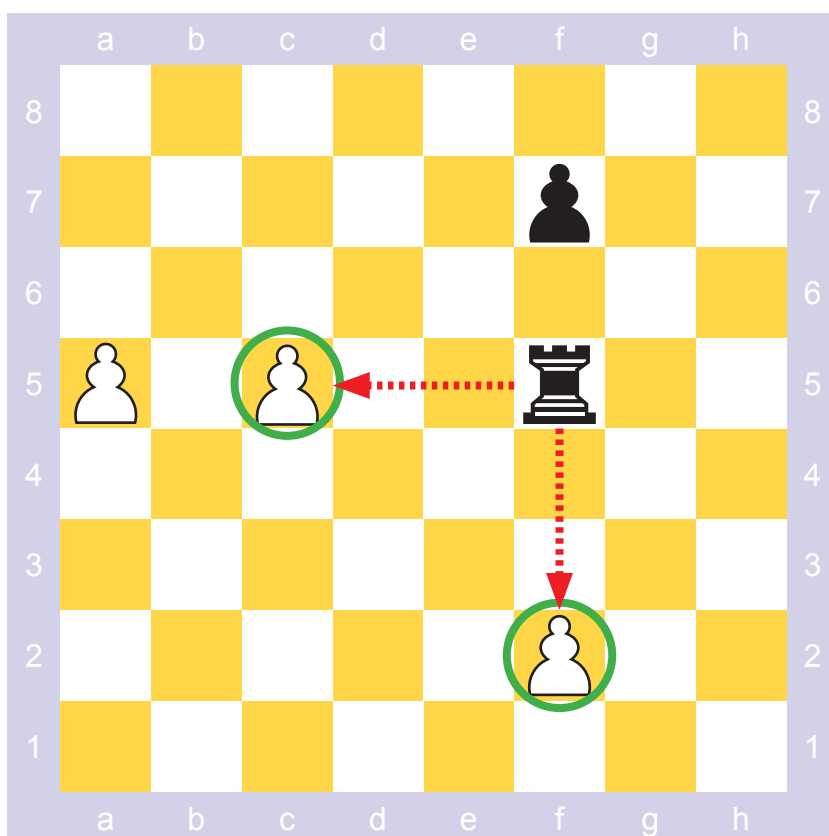
Draw a circle on the squares where the rook can move to.





## Capturing

The rook can capture the opponent's pieces in the same row or column.



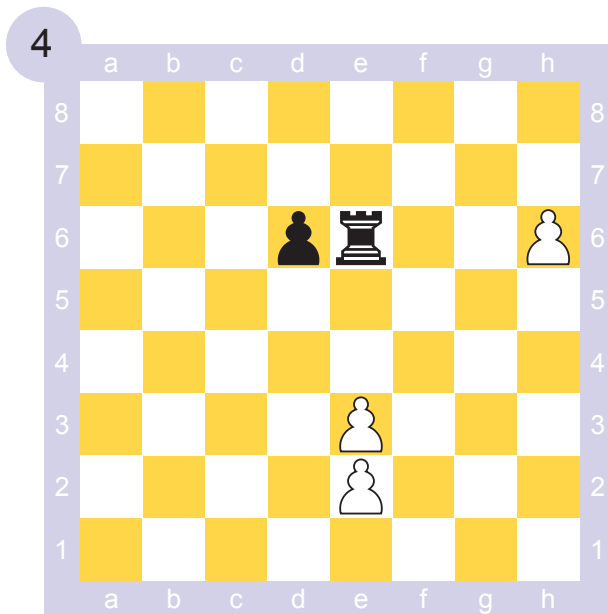
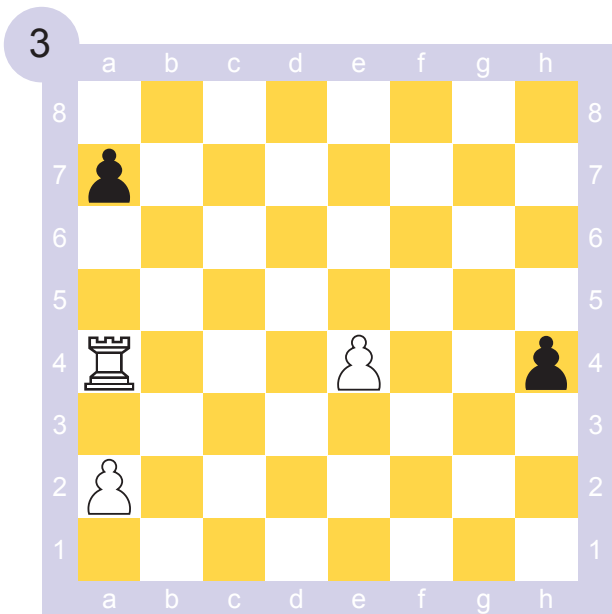
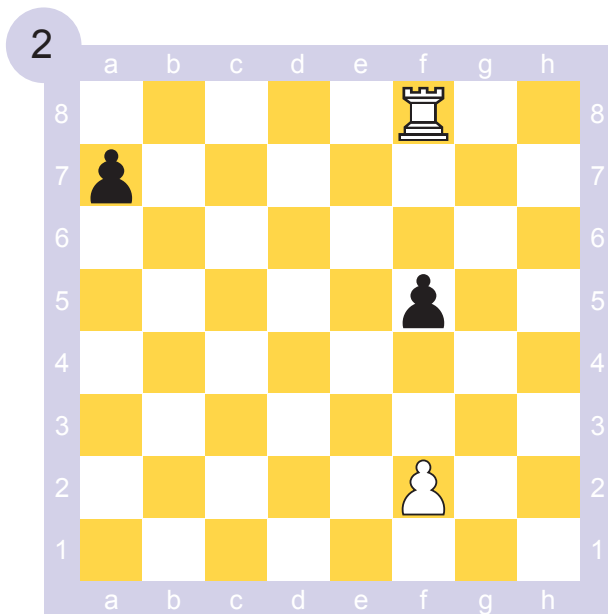
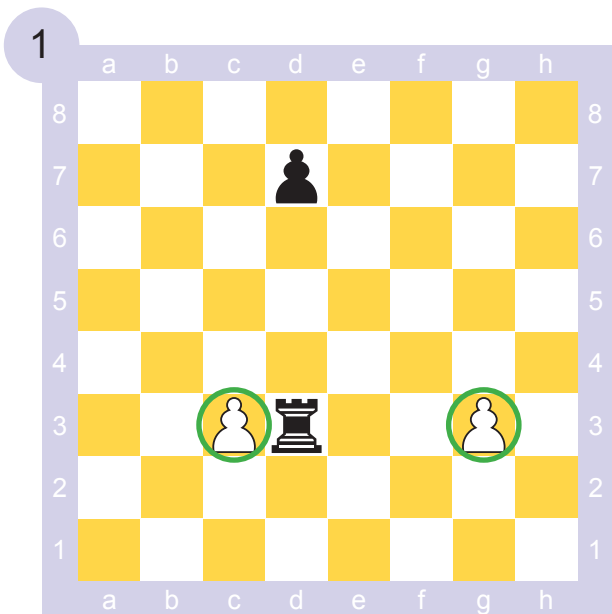
The green circle shows the pieces that the rook can capture.



Only one opponent's piece can be captured each time.



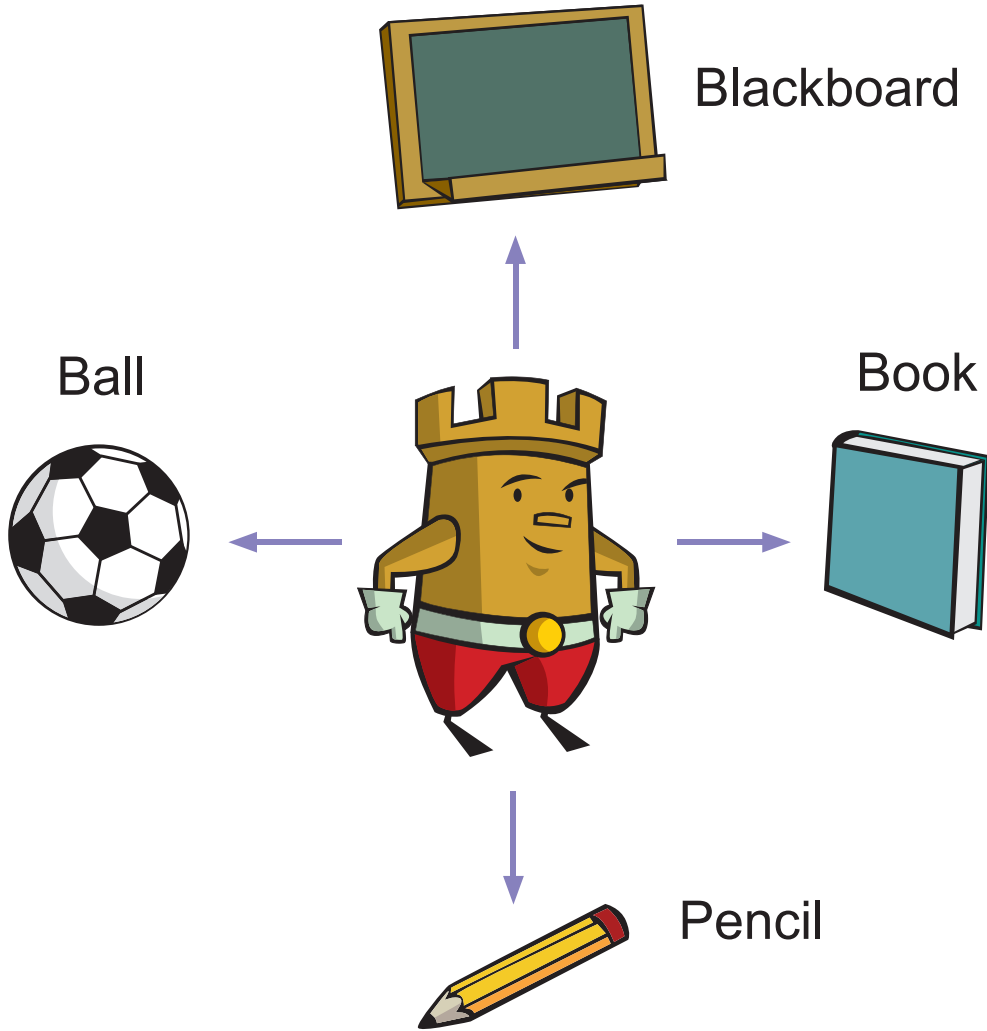
Circle the pieces that the rook can capture.







Write down the name of the objects around the rook.



Right



Ball

Left



Above



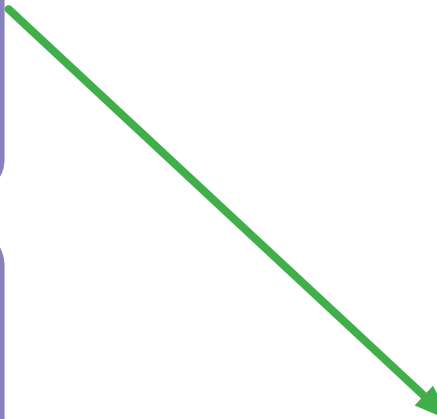
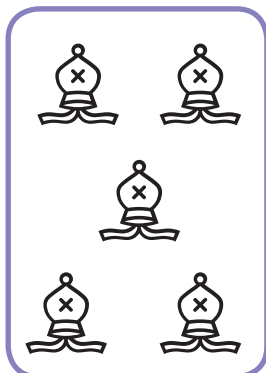
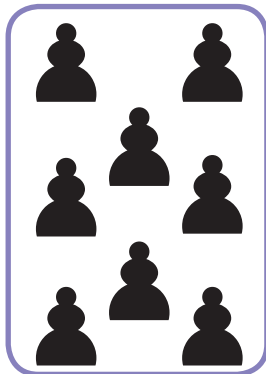
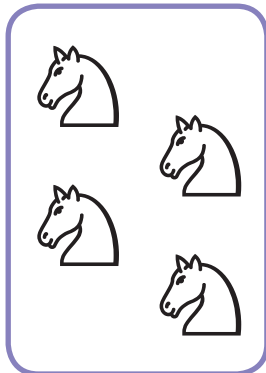
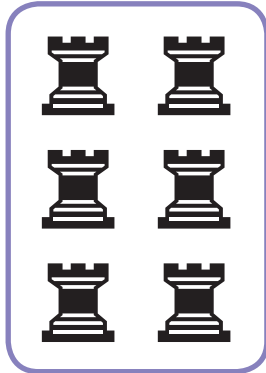
Below







Match the cards with the numbers.





Show the way that the rook must follow through the labyrinth to reach the castle.

