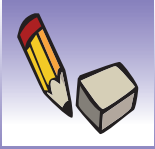


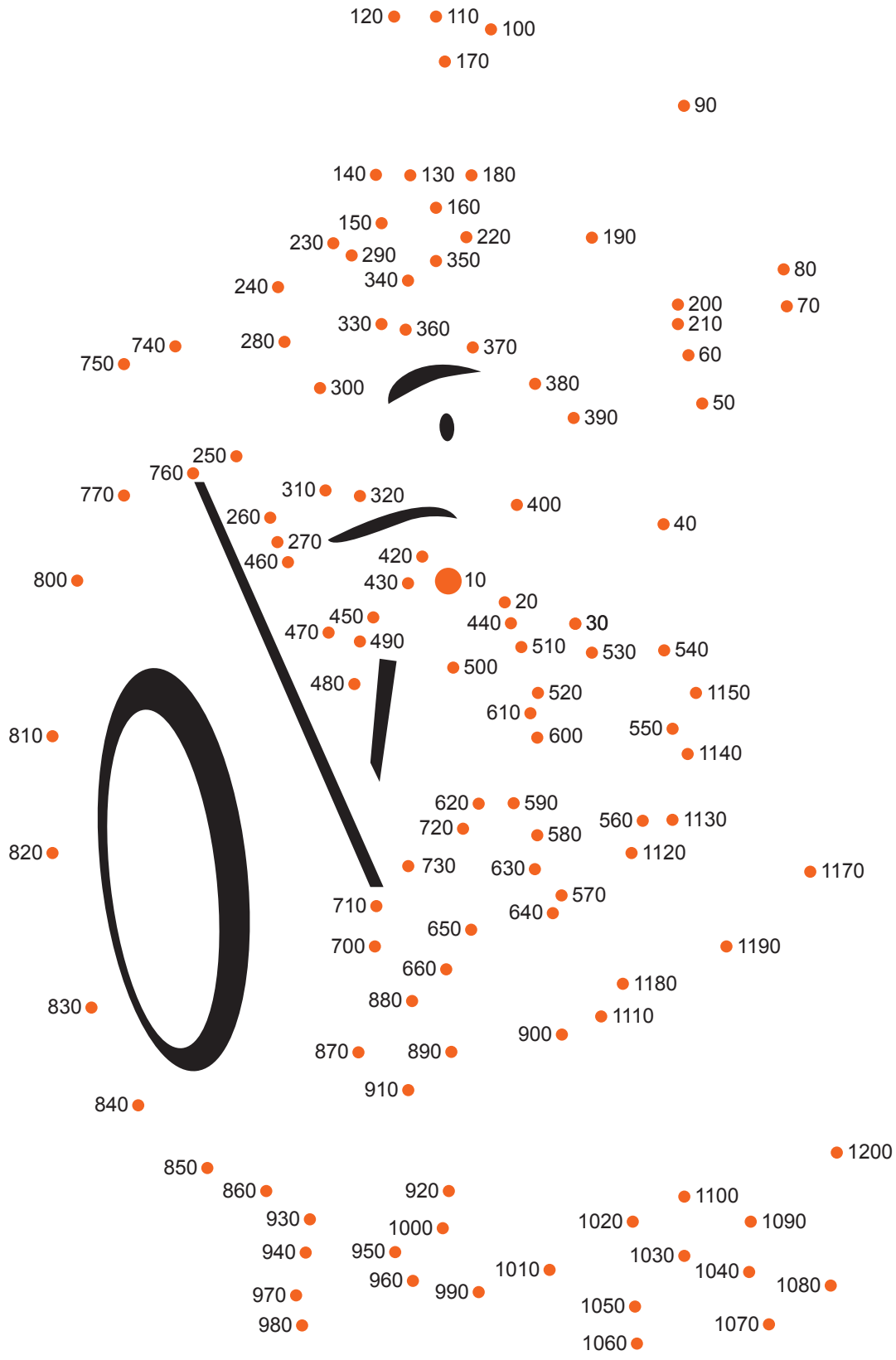
Defending

- Moving
- Capturing
- Defending
- Interposing





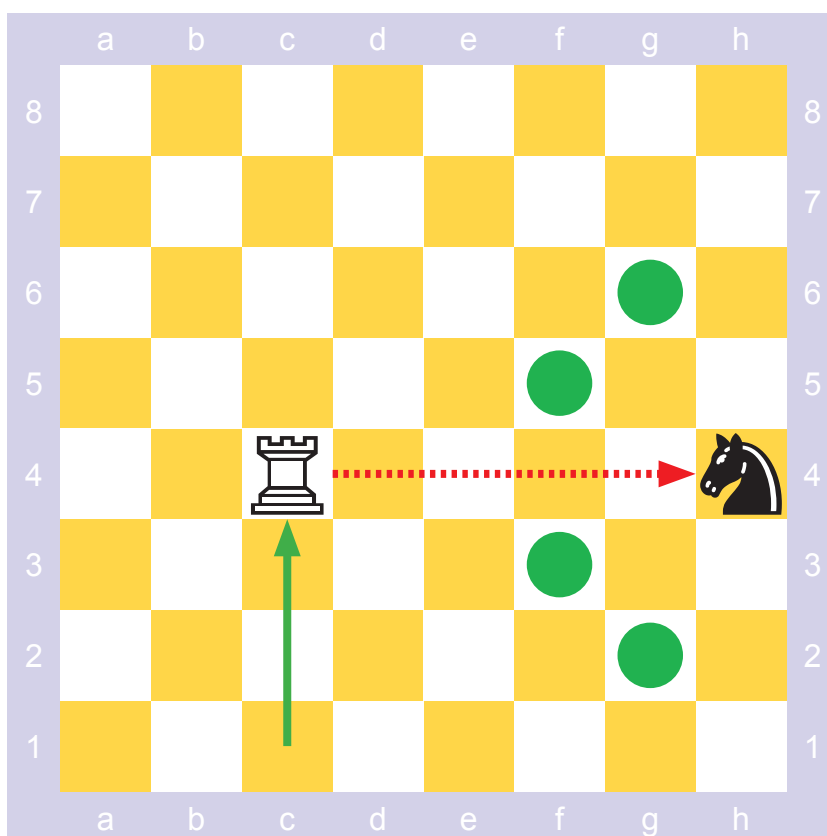
Finish drawing the piece by joining the dots in numeric order.





Moving

The attacked piece is moved to another square which is not threatened.



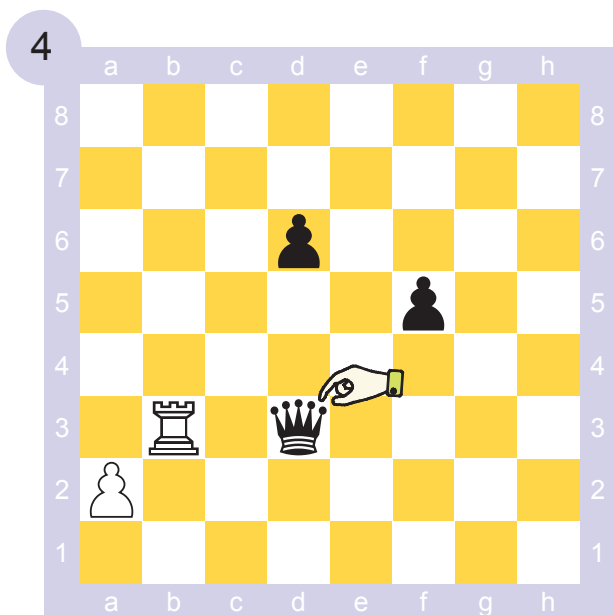
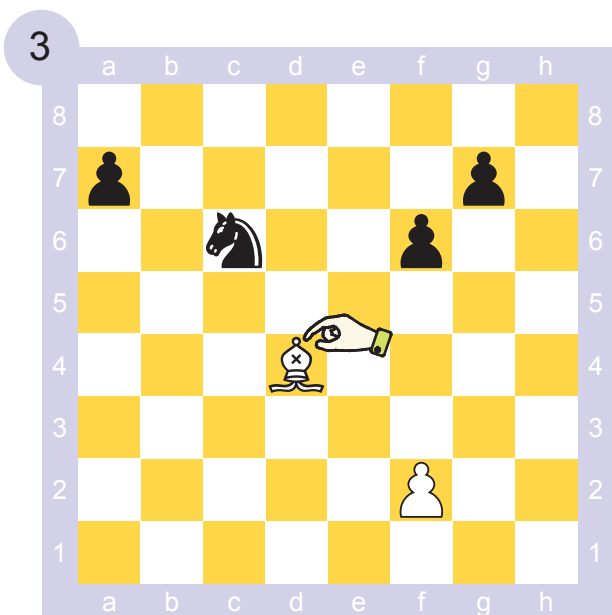
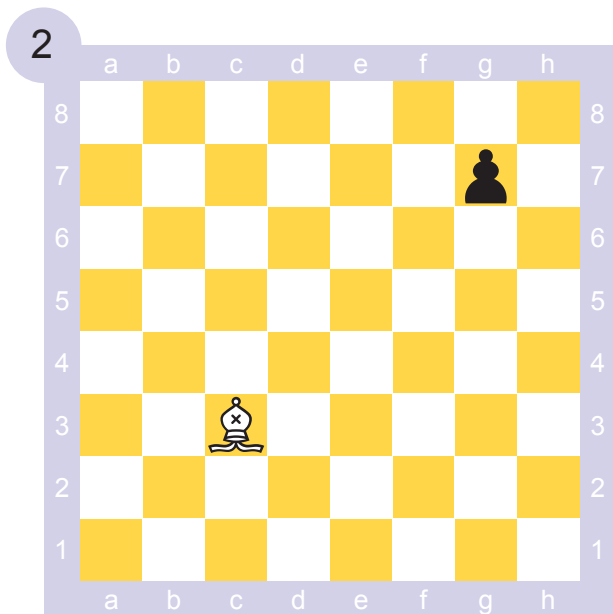
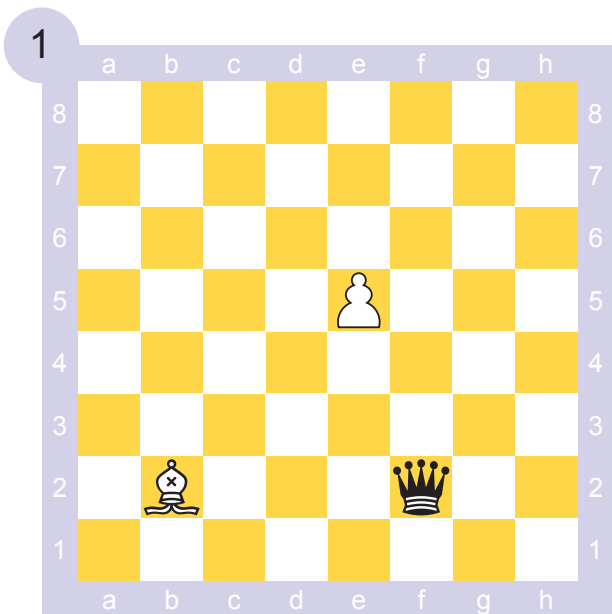
The knight which is threatened by the rook, can move to any of the squares with a green circle on them.



This defensive option is the simplest one.



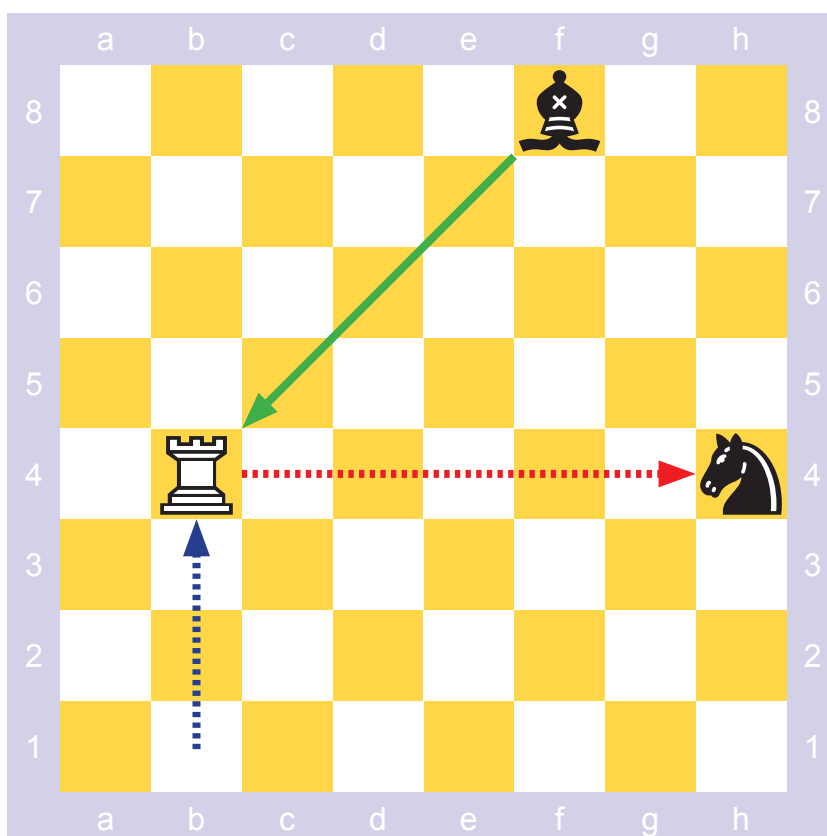
Draw a circle on the squares where the threatened piece can go to.





Capturing

The attacking piece is captured by the threatened one or by another piece.



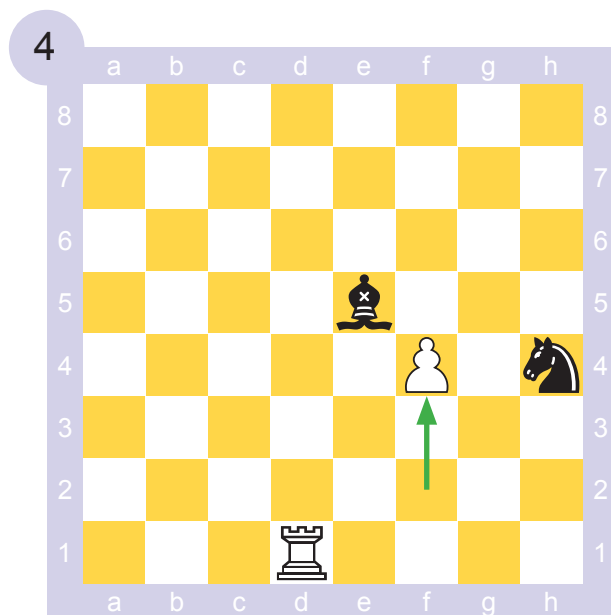
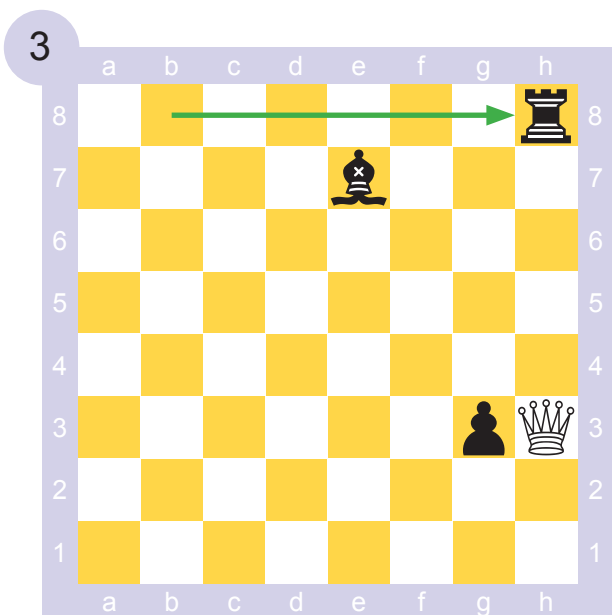
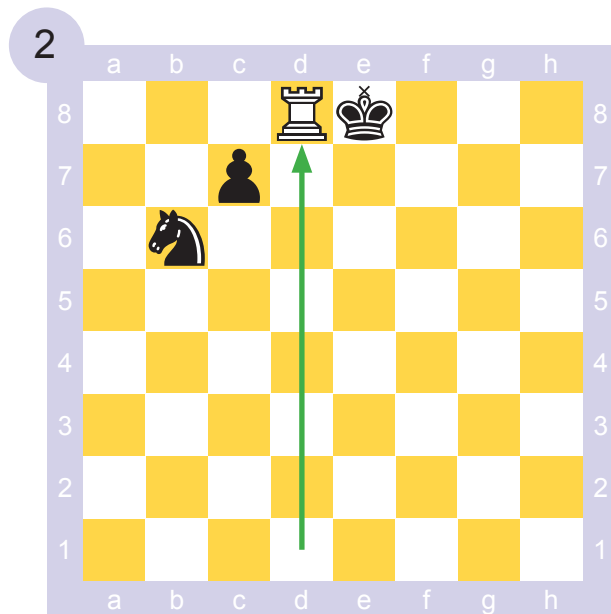
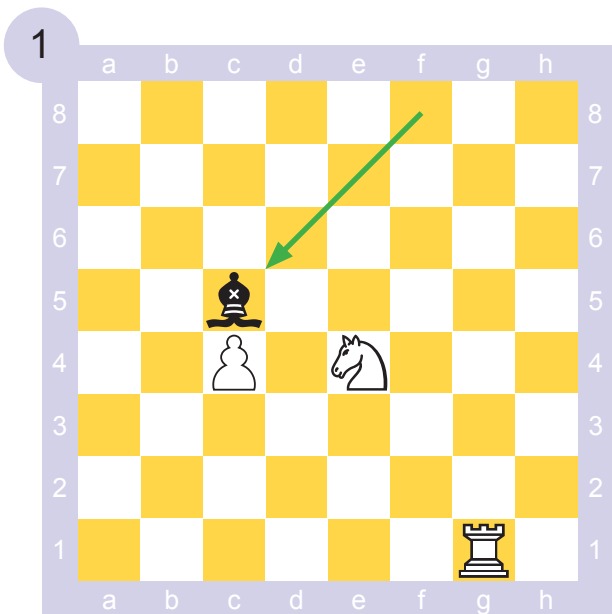
The rook is threatening the knight, but it is captured by the bishop.



If the option is to capture, points should not be lost in the exchange.



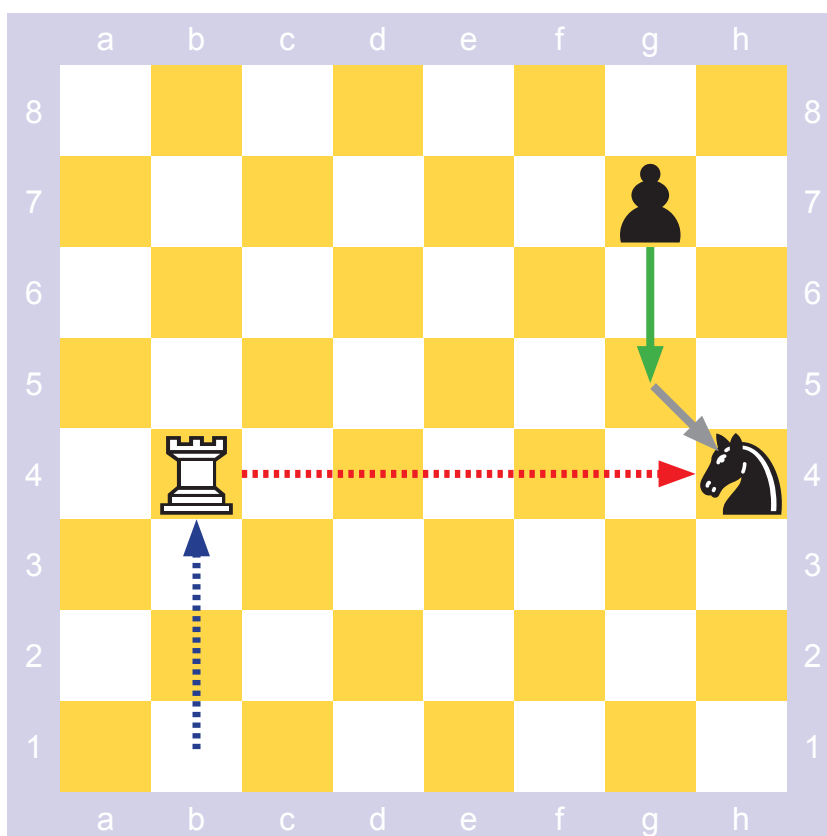
Show with an arrow, how the attacking piece can be captured.





Defending

The attacked piece is defended with another piece.



The pawn advances two squares and defends the knight. If the rook captures the knight, the pawn will capture the rook.

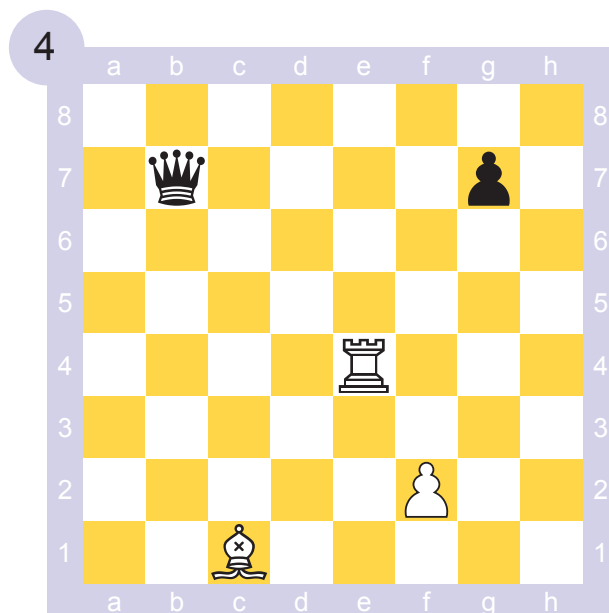
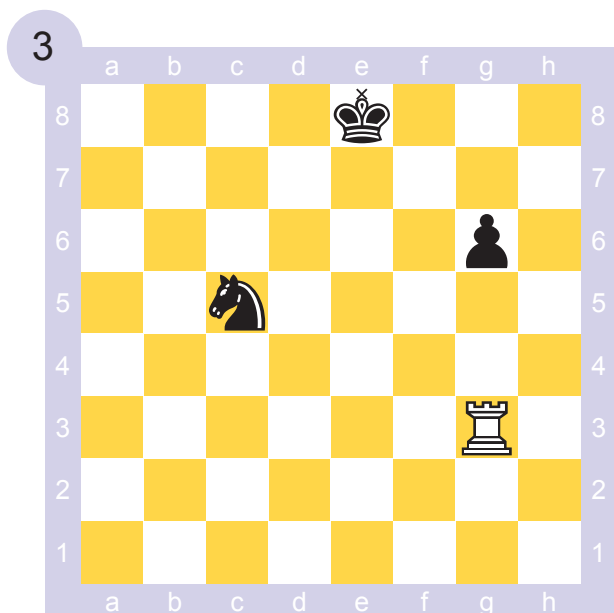
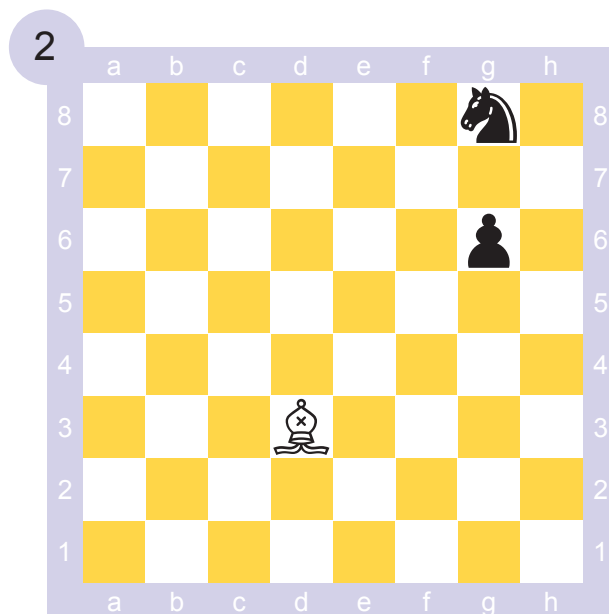
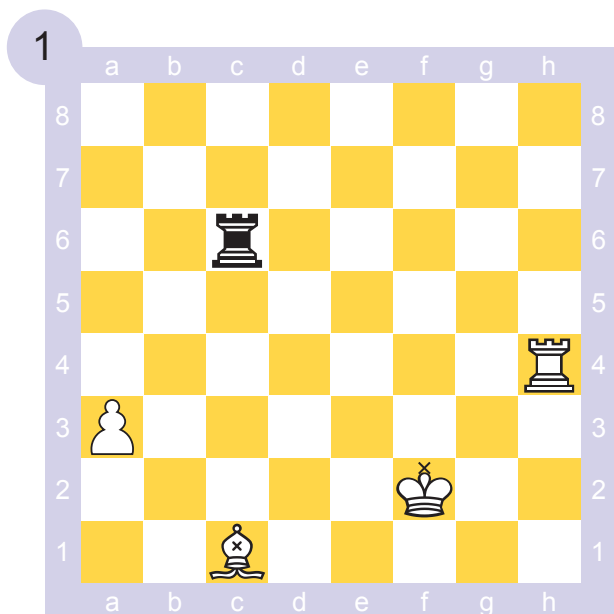


If the attacked piece is of higher value than the attacking one, it is usually captured.



Circle the attacked piece.

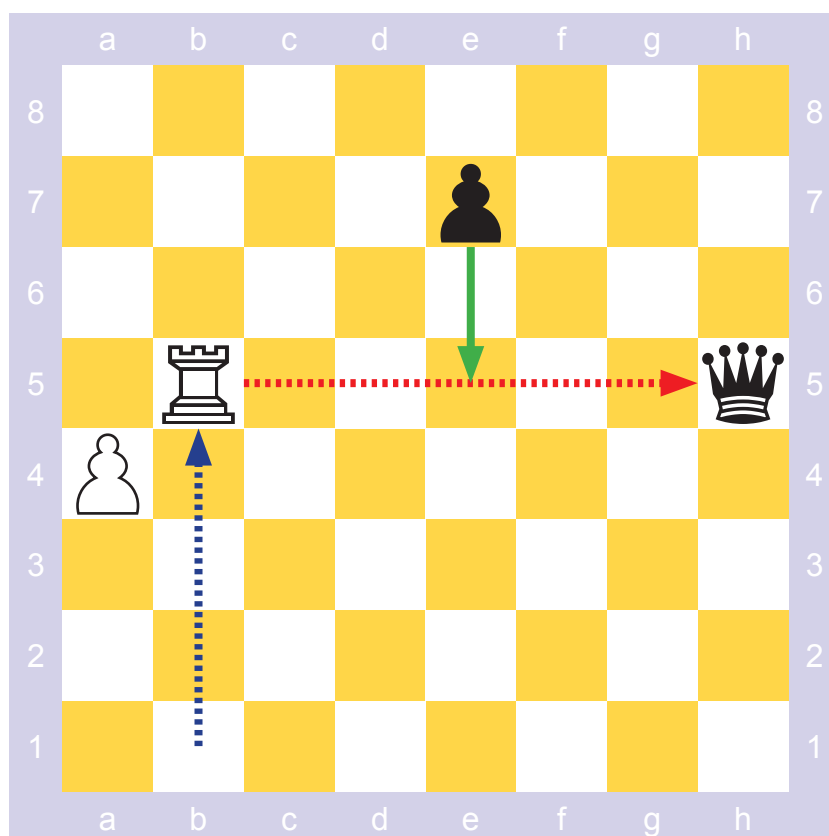
Show with an arrow, the move you would make with another piece to defend it.





Interposing

A piece is placed between the attacking piece and the attacked one.



The pawn will be placed between the rook (attacking piece) and the queen (attacked piece).

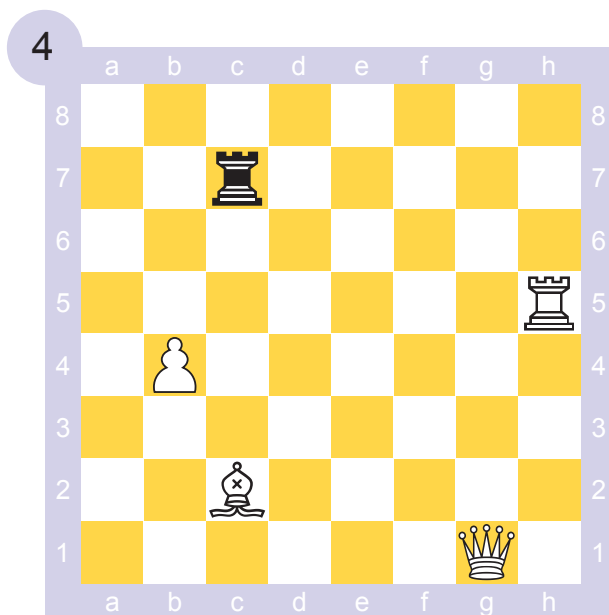
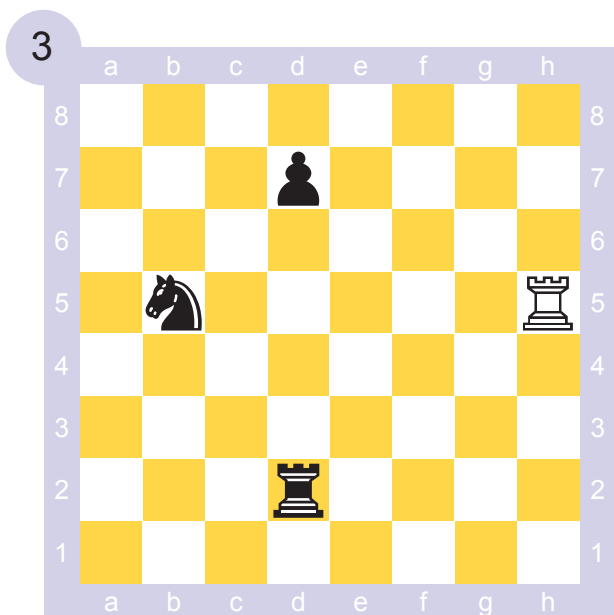
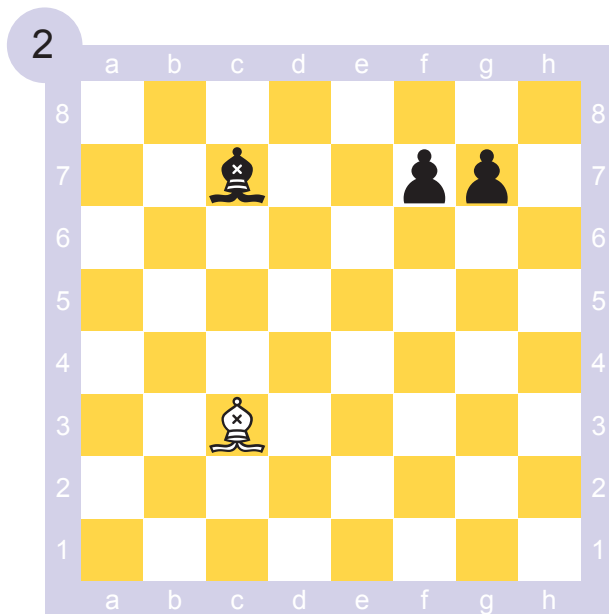
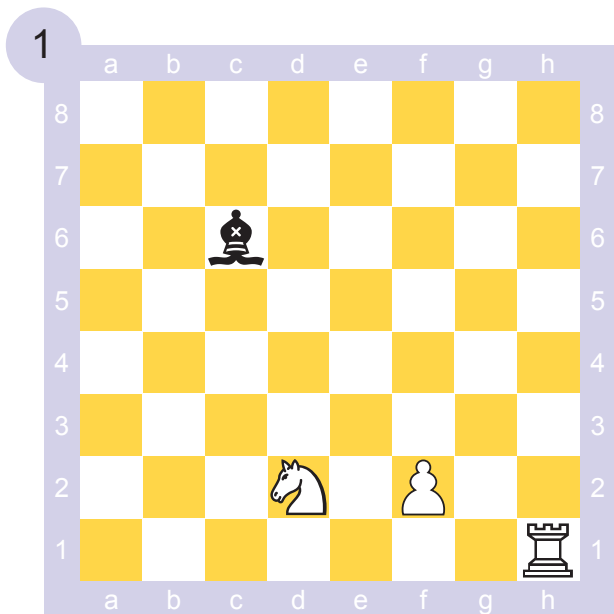
The rook will not capture the pawn because it is being defended by the queen.



When the attacking piece is the knight, no piece can be interposed.

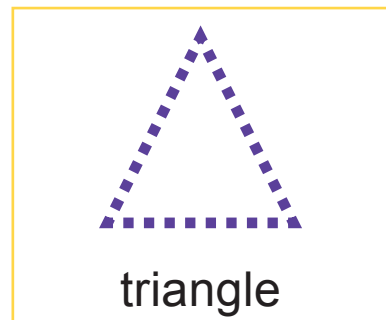
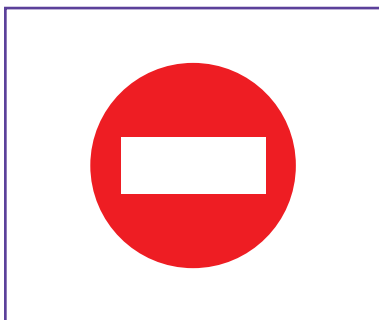
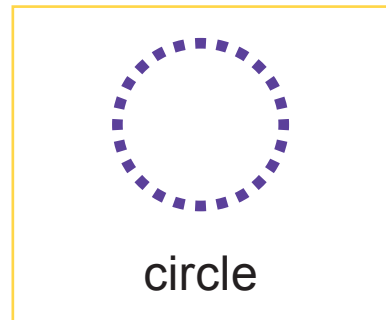
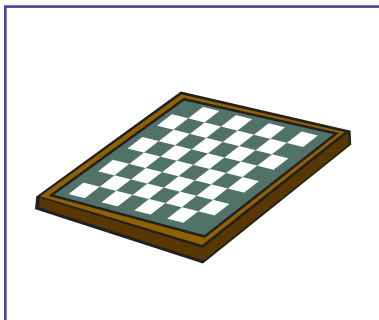
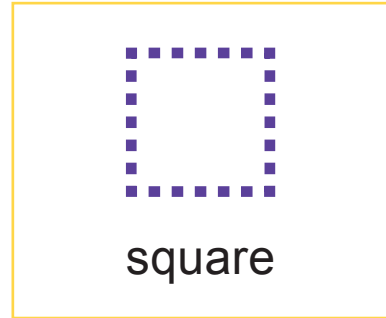
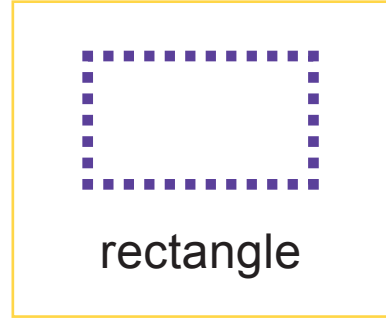
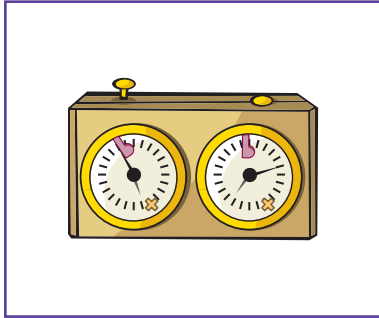


Interpose the most adequate piece to defend the attacked piece. Show the move with an arrow.





Match the objects on the left to their corresponding geometric shapes.





Read the poster and find information about the Chess Camp.



- 1 How many days does the Chess Camp last?
- 2 Where is the Chess Camp held?
- 3 Can a nine year old boy or girl enter the Chess Camp?



Write the number of the arrow that the postman will have to follow to deliver each letter.



1 
The King
17th Line street
12345 Board

2 
The Queen
8th Line street
12345 Board

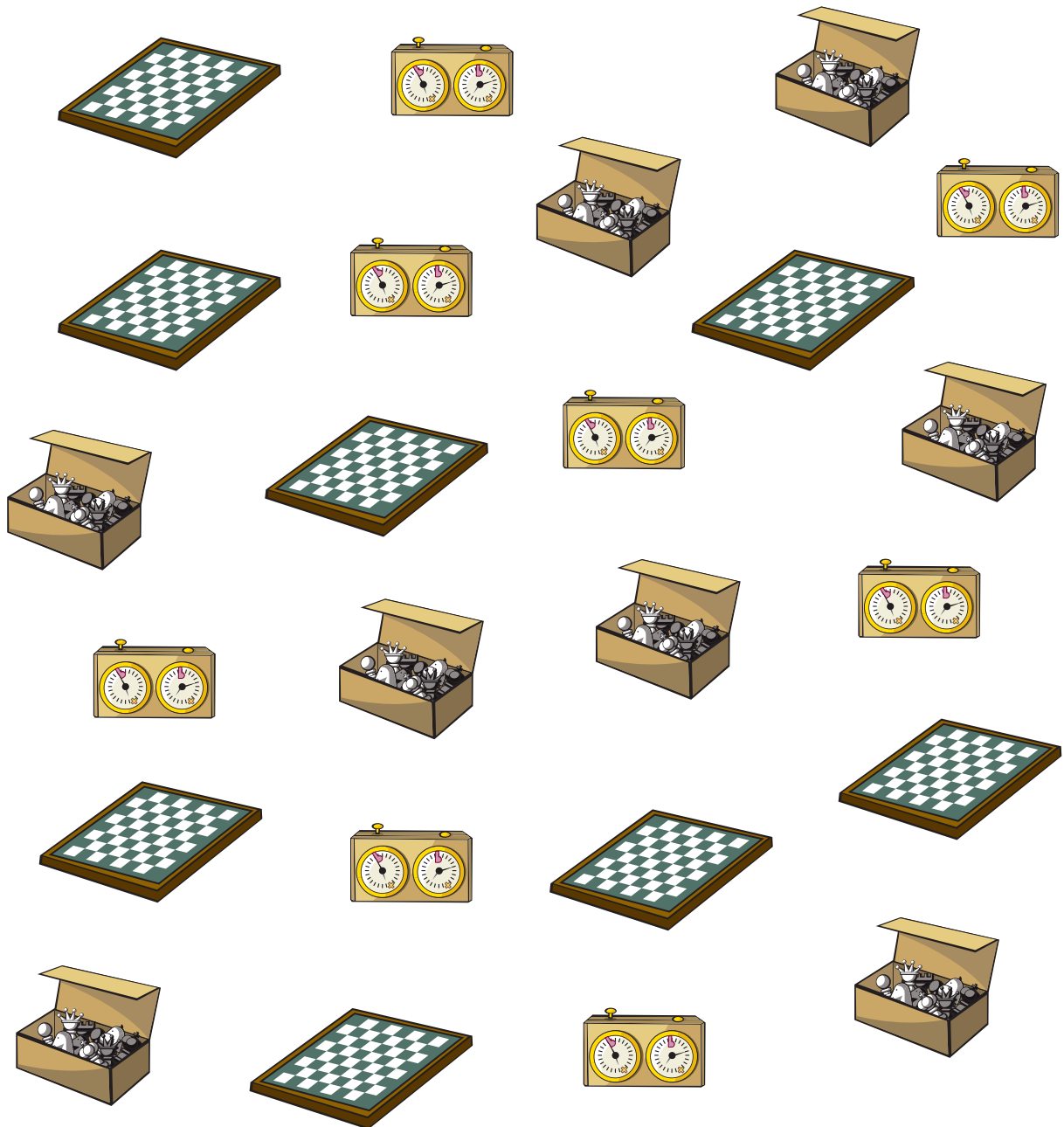
3 
The Rook
7th Line street
12345 Board

4 
The Knight
18th Line street
12345 Board



How many chess games can you play with these objects? Group them.

To play a game of chess you need a board, a set of chess pieces and a clock.



The number of chess games that can be played are: