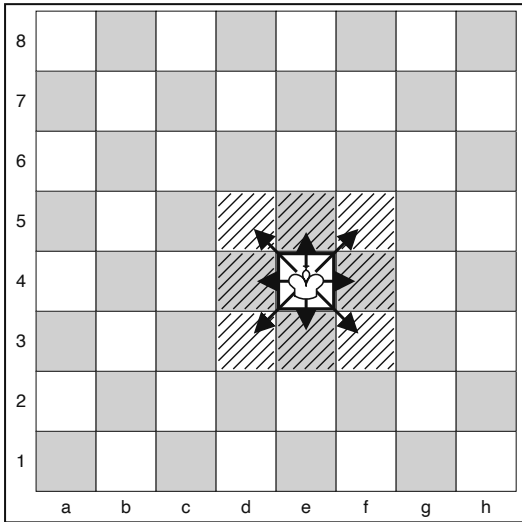


How the chess pieces move

Six pieces · one sheet · light square on the right (h1 is light) · White moves first

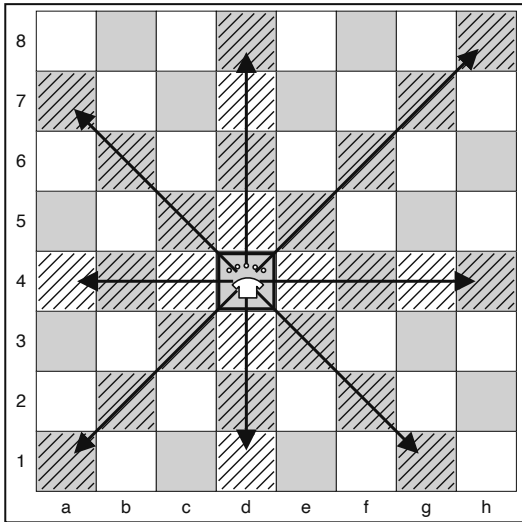
**King**

One square in any direction — forward, back, sideways, or diagonal. Never jumps.



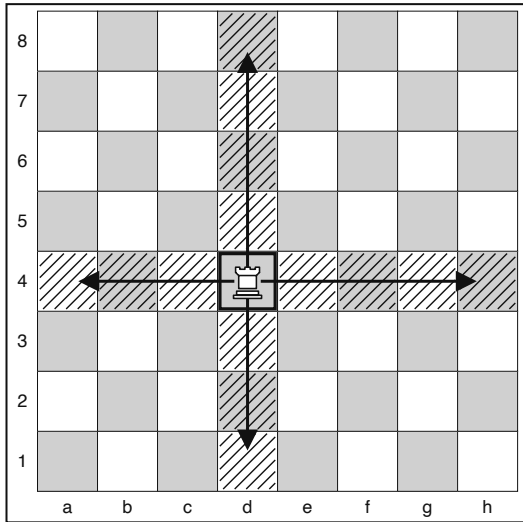
**Queen**

Any number of squares in a straight line — rank, file, or diagonal. Cannot jump.



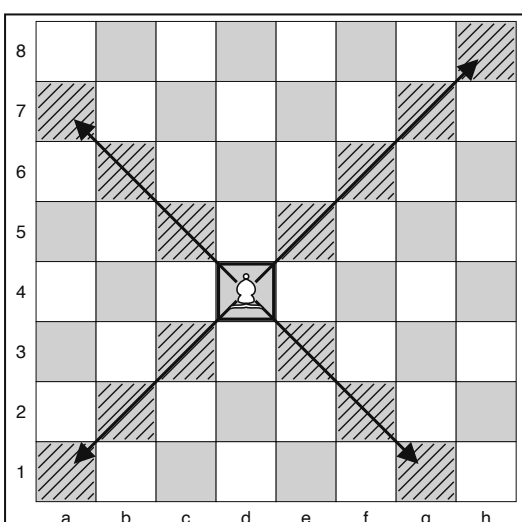
**Rook**

Any number of squares horizontally or vertically. Cannot jump. Starts in the corners.



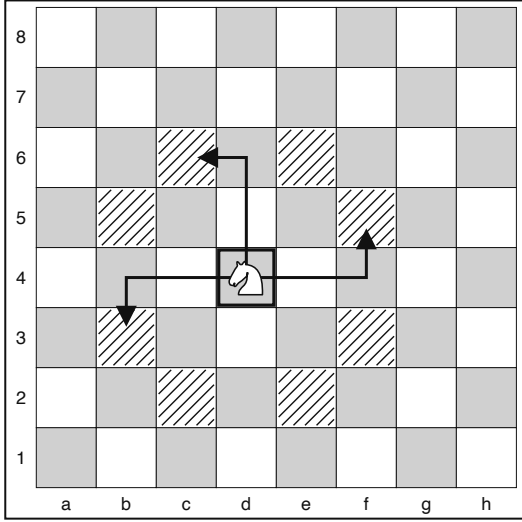
**Bishop**

Any number of squares diagonally. Stays on one colour for the whole game. Cannot jump.



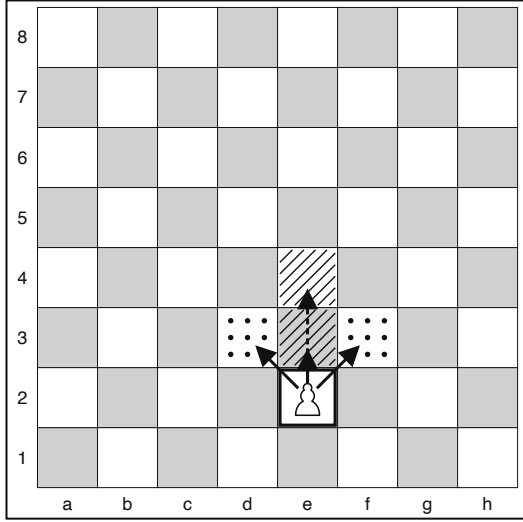
**Knight**

An L: two squares, then one to the side (or one then two). The only piece that jumps.



**Pawn**

One square forward (two from its start rank). Captures one square diagonally forward.



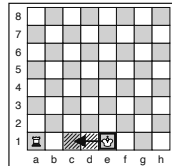
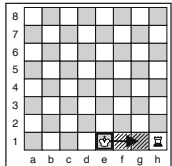
COMMON TEACHING VALUES

These are classroom points, not a FIDE law: **P 1 · N 3 · B 3 · R 5 · Q 9 · K —** (the king has no point value; the game ends if it is checkmated).

White moves first. Set the board with a light square nearest each player's right hand.

CASTLING · O-O / O-O-O

King slides two squares toward a rook; that rook jumps to the square the king crossed.



O-O kingside · Ke1–g1, Rh1–f1 O-O-O queenside · Ke1–c1, Ra1–d1

FOUR CONDITIONS, ALL MUST BE TRUE

1. The king and that rook have not moved earlier.
2. No pieces sit between them.
3. The king is not in check now.
4. The king does not pass through or land on a square attacked by the opponent.

PAWN SPECIALS

Double step from the start rank only (White rank 2, Black rank 7). Dashed arrow on the pawn diagram.

Capture one square diagonally forward — the only piece that captures differently from how it moves.

Promotion is mandatory on the last rank (White 8, Black 1): queen, rook, bishop, or knight. Players almost always choose a queen.

En passant — your coach will show you. If a pawn jumps two squares and lands beside yours, you may capture it as if it had moved one, and only on the very next move.

Free classroom / club print. Keep this credit. Not for resale. Not an AICF or FIDE official chart. Moves follow the same rules as chesswize.com/learn/chess-rules-for-kids/ · Hatched squares = empty landing squares · dotted squares = pawn captures · arrows mark the line of travel.