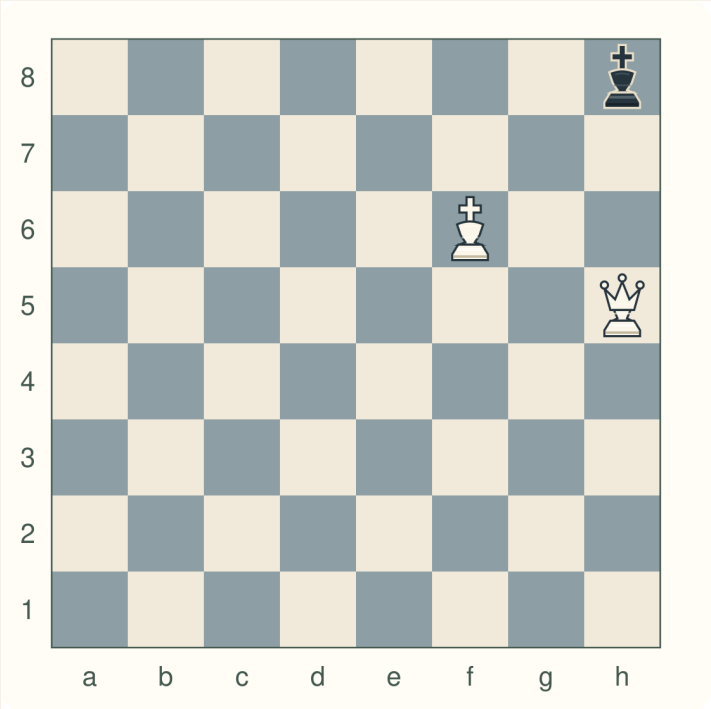
Set the tone

Before / first minute



Black to move



White: King f6 · Queen h5
Black: King h8

SAY

“Today we will rescue kings and become chess referees.”

ASK / DO

Point to Black’s king. Show how the queen moves.

YOUR KEY

Goal: explain check, checkmate and stalemate.

TEACHING NOTE

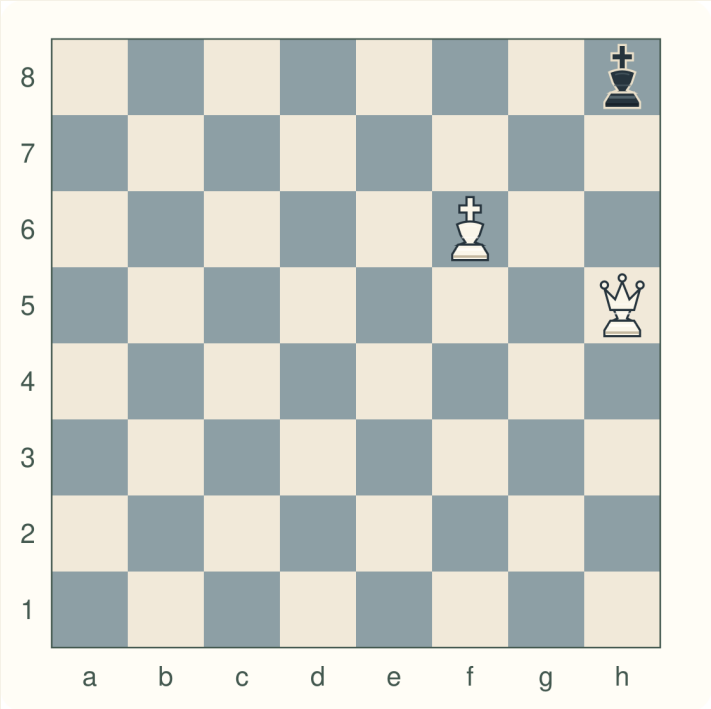
Demo board, sets, timer. If queen movement is new, trace it together. Teach one trap well; extras can wait. Attention cue: “Hands off, eyes on the king.”

The king is attacked

Lesson · 0-9 min



Black to move



White: King f6 · Queen h5
Black: King h8

SAY

“Check means the king is attacked.”

ASK / DO

Trace the queen’s attack. Can Black get safe?

YOUR KEY

HERE, king h8 → g8 is a rescue.

TEACHING NOTE

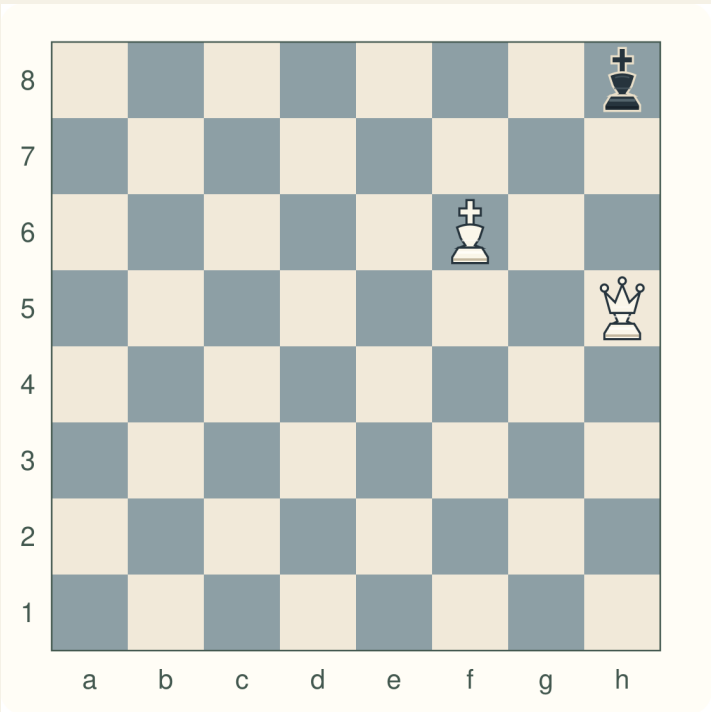
Model the attack line. Let everyone think, then one child moves and another explains. Checkmate is also check, but with no legal rescue.

Check? Try CPR!

Lesson · 0-9 min



Black to move



White: King f6 · Queen h5
Black: King h8

SAY

“Capture. Protect by blocking. Run to safety.”

ASK / DO

Try C, then P, then R on this board.

YOUR KEY

C: no. P: no. R: king → g8.

TEACHING NOTE

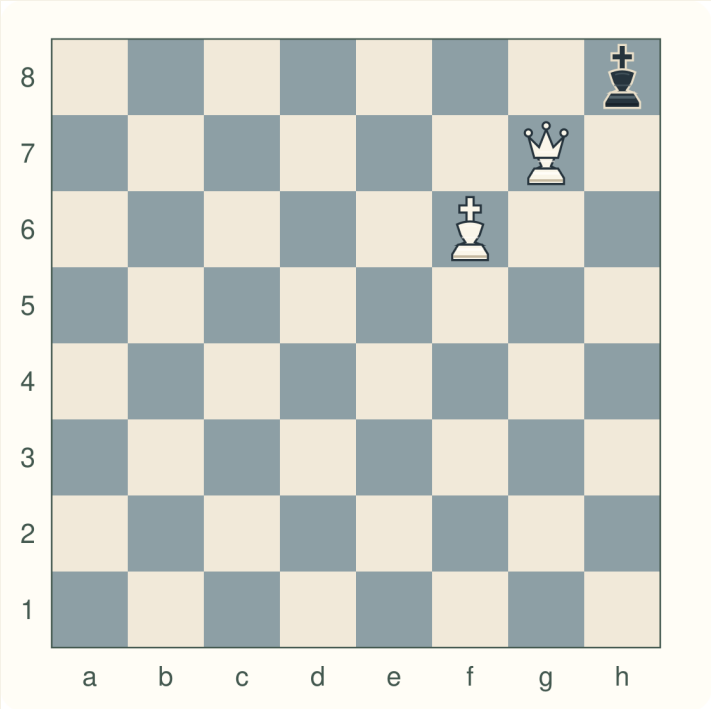
Gesture: point at the attacker; flat-hand wall; walking fingers. Protect means STOP the check, not merely defend a square. Reset first.

In check. No rescue.

Lesson · 0-9 min



Black to move



White: King f6 · Queen g7
Black: King h8

SAY

“In check, no rescue? Checkmate!”

ASK / DO

Can Black capture, block or run?

YOUR KEY

No. The queen is protected; no safe escape.

TEACHING NOTE

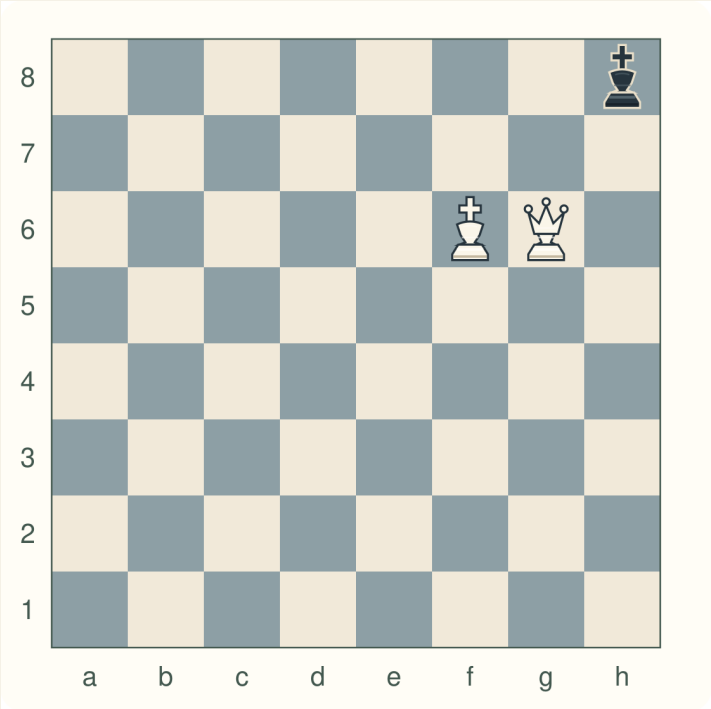
Queen g7 checks h8. White’s king protects g7; the queen covers g8 and h7. The game ends now.

Safe... but stuck

Lesson · 0-9 min



Black to move



White: King f6 · Queen g6
Black: King h8

SAY

“No check, no move? Stalemate! A tie!”

ASK / DO

Is h8 attacked NOW? Test g8, g7 and h7.

YOUR KEY

No check + no legal move for the WHOLE team.

TEACHING NOTE

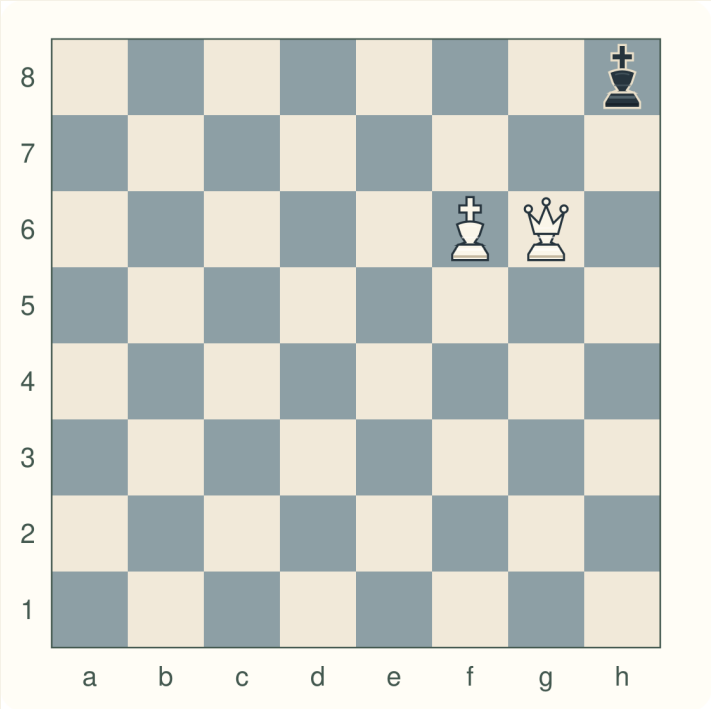
NEW setup: add a black pawn on a7. It can move to a6, so play continues! Remove it to reset. This is a new position: a finished game cannot restart.

Let them say it

Lesson · 0-9 min



Black to move



White: King f6 · Queen g6
Black: King h8

SAY

“Check?” / “In check, no rescue?” / “No check, no move?”

ASK / DO

Pause after each call. Children finish it.

YOUR KEY

“Try CPR!” / “Checkmate!” / “Stalemate! A tie!”

TEACHING NOTE

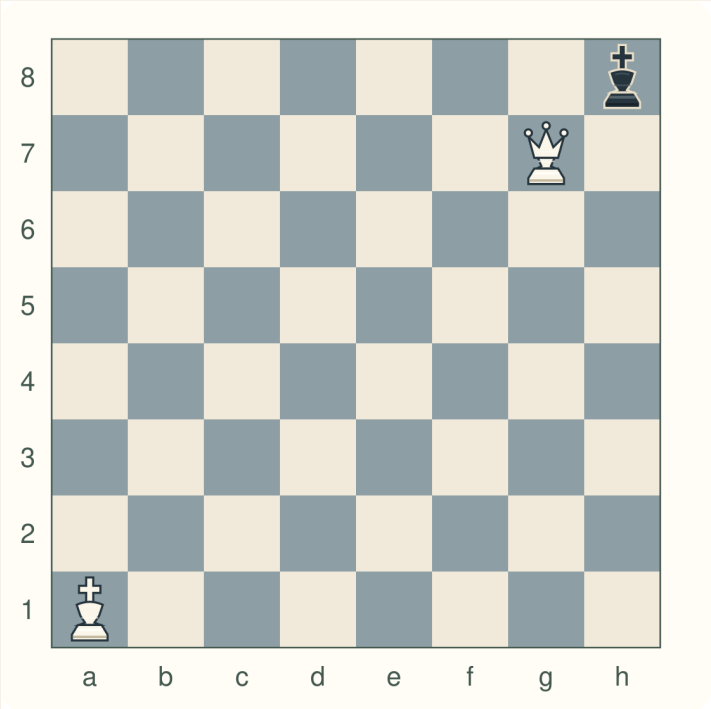
Point, make a wall, walk fingers. For stalemate: open hands, freeze, then level hands for a tie. Keep this position.

C · Capture

Lesson · 9-13 min



Black to move



White: King a1 · Queen g7
Black: King h8

SAY

“Can we take the checking piece?”

ASK / DO

Let a child try king h8 → g7. Is it safe?

YOUR KEY

Yes. The queen is unprotected.

TEACHING NOTE

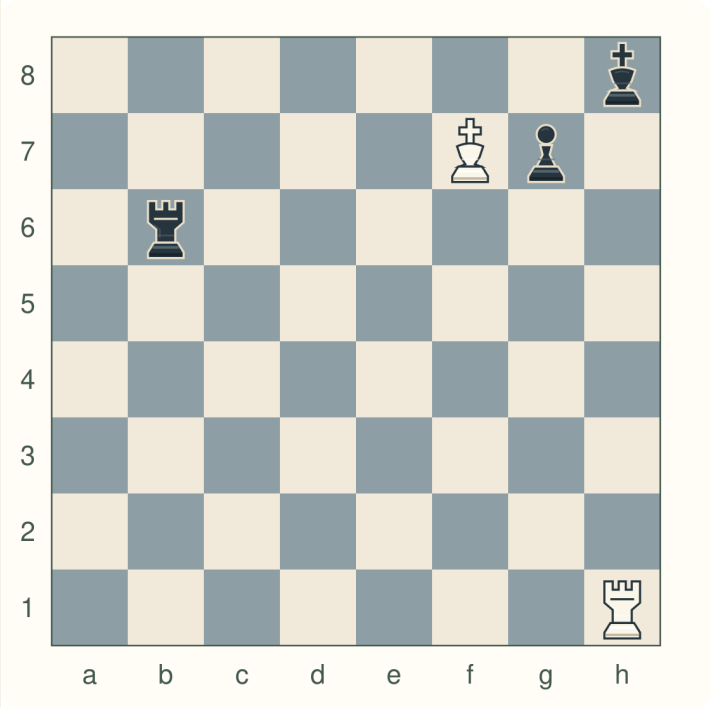
Only kings remain: a draw by insufficient material, NOT stalemate. Compare with the protected queen on the checkmate card.

P · Protect by blocking



Lesson · 9-13 min

Black to move



White: King f7 · Rook h1
Black: King h8 · Rook b6 · pawn g7

SAY

“Put a teammate in the line of attack.”

ASK / DO

The king cannot run. What can the rook do?

YOUR KEY

Rook b6 → h6. Pawn g7 protects it.

TEACHING NOTE

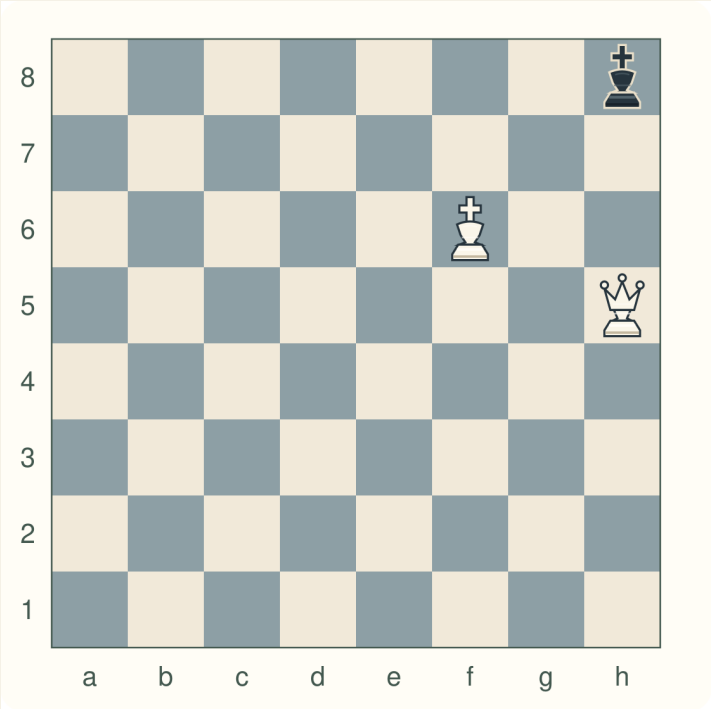
If White tries Rxh6+, Black answers gxh6. Let a child show the pawn recapture: the attacking rook is gone. This block saves the king.

R · Run

Lesson · 9-13 min



Black to move



White: King f6 · Queen h5
Black: King h8

SAY

“Run to a square that is not attacked.”

ASK / DO

Ask a different child to find the safe square.

YOUR KEY

Black king h8 → g8.

TEACHING NOTE

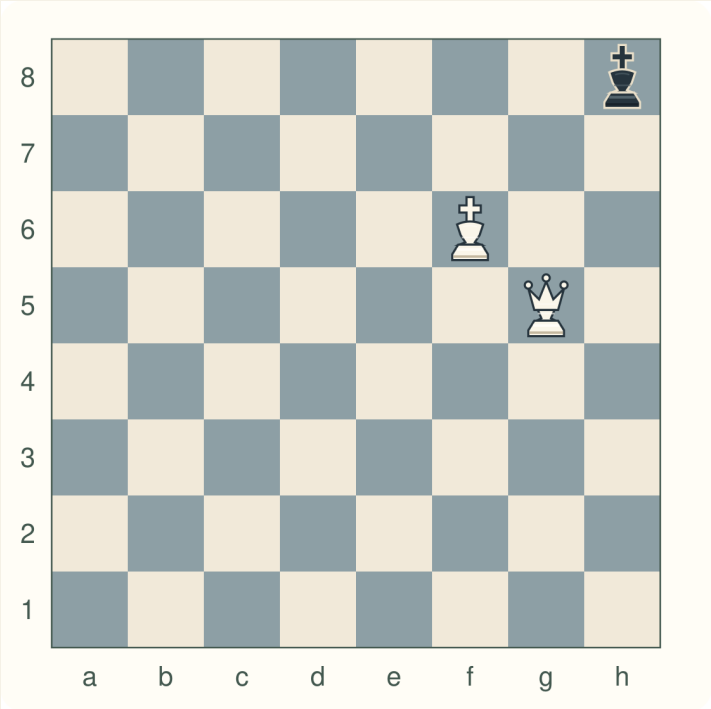
Ask the group to check the destination before the piece moves. A safe step is enough.

One queen. Three endings.



Lesson · 13-21 min

White to move



White: King f6 · Queen g5
Black: King h8

SAY

“Predict first. Move. Then test the result.”

ASK / DO

Find mate. Then compare queen → g6 and h5.

YOUR KEY

g7 = MATE · g6 = STALEMATE · h5 = CHECK.

TEACHING NOTE

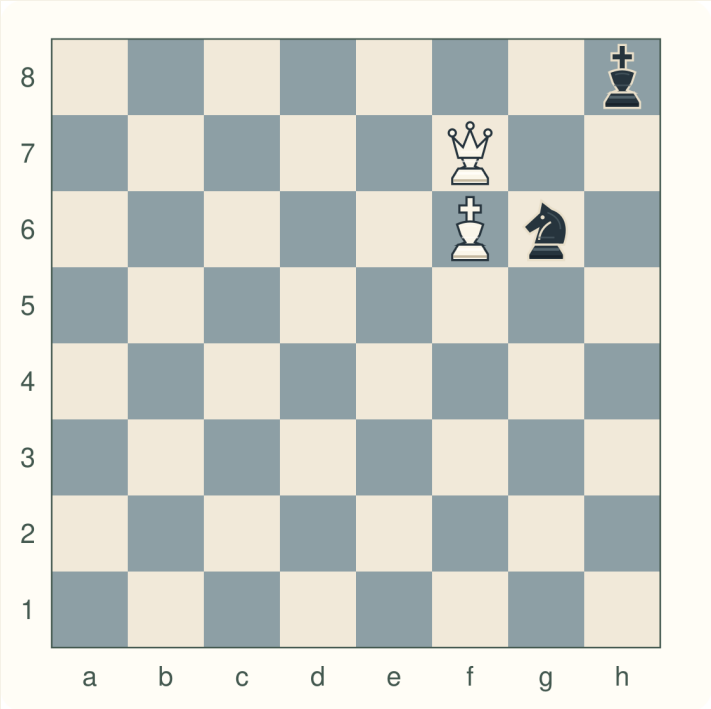
RESET before each candidate. After Qh5+, Black can play Kg8. Ask whose turn it is after every move.

The tempting free knight



Lesson · 13-21 min

White to move



White: King f6 · Queen f7
Black: King h8 · Knight g6

SAY

“Before I take, what happens next?”

ASK / DO

Predict queen takes g6. Test Black’s turn. Reset: find mate.

YOUR KEY

Q×g6 = STALEMATE. Reset: Qg7 = MATE.

TEACHING NOTE

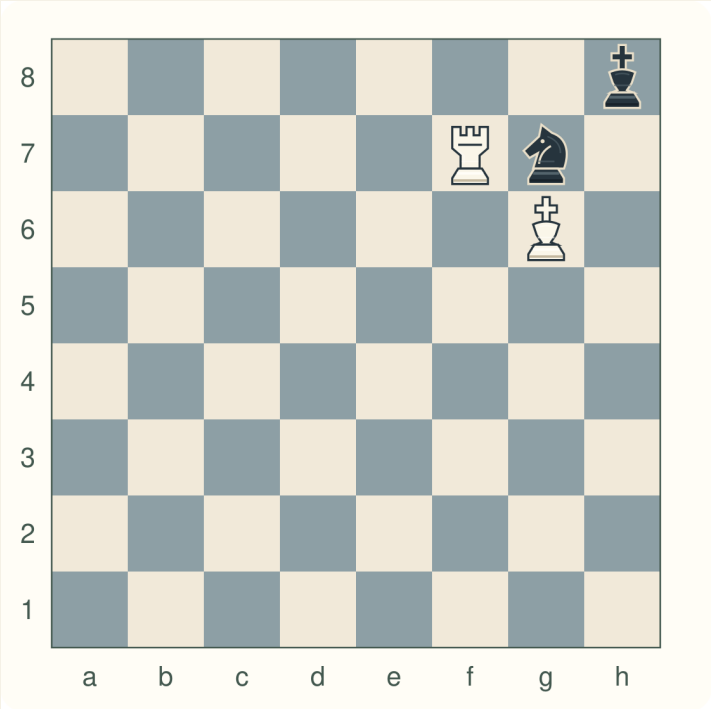
“Good, now we can test your idea.” A free knight is tempting; checkmate wins. If they can explain both results, go to Referee. Otherwise repeat with two choices.

The rook surprise

Lesson · 13-21 min



White to move



White: King g6 · Rook f7
Black: King h8 · Knight g7

SAY

“Same question. A different piece.”

ASK / DO

Take the knight on g7, or move the rook to f8?

YOUR KEY

R×g7 = STALEMATE. Reset: Rf8 = MATE.

TEACHING NOTE

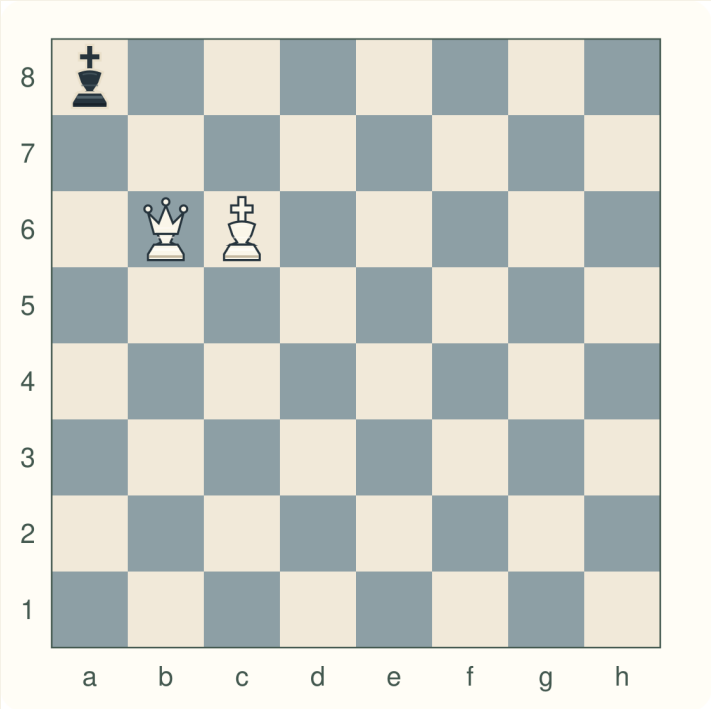
White’s king covers g7 and h7. Ask one child to prove the result instead of simply naming it.

Referee · make the call



Lesson · 21-25 min

Black to move



White: King c6 · Queen b6
Black: King a8

SAY

“Think first. Show together on three.”

ASK / DO

1 = check · 2 = checkmate · 3 = stalemate. Why?

YOUR KEY

3 · STALEMATE. a8 is safe; no legal move.

TEACHING NOTE

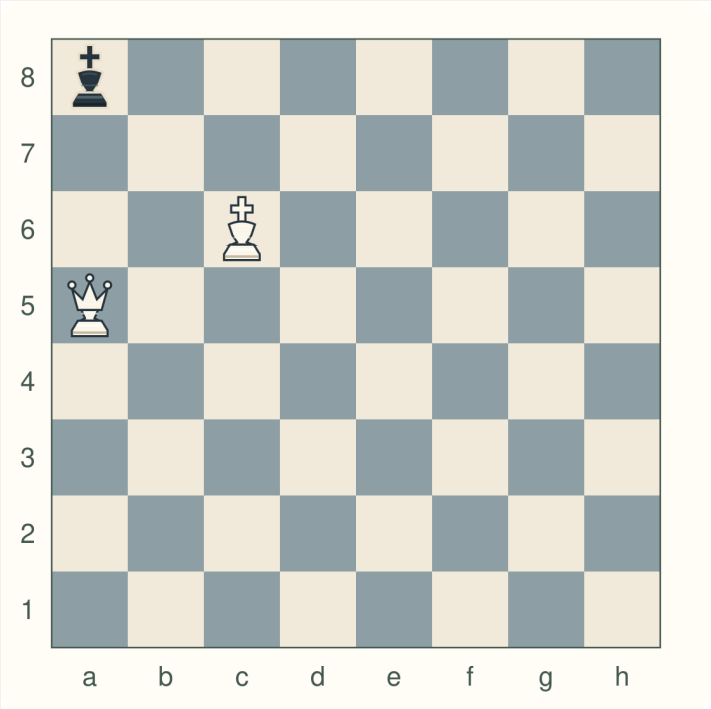
Allow about 5 seconds, or longer if needed. Everyone votes before anyone explains. a7, b7 and b8 are attacked. Pointing or speaking also counts.

Referee · show the rescue



Lesson · 21-25 min

Black to move



White: King c6 · Queen a5
Black: King a8

SAY

“A king in check may still be rescued.”

ASK / DO

Make the call. Show a legal move.

YOUR KEY

1 · CHECK. Black king a8 → b8.

TEACHING NOTE

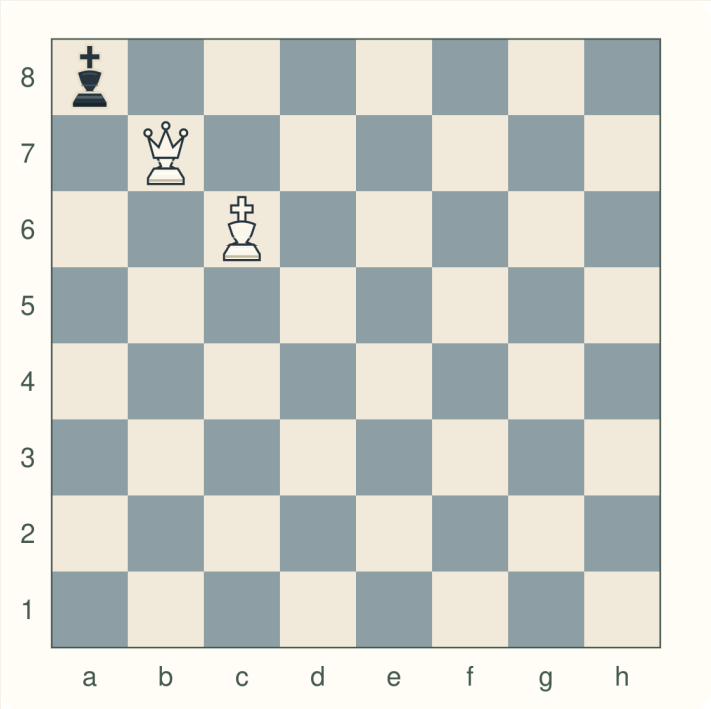
Trace the queen’s a-file. Ask a second child to check that b8 is safe.

Referee · test all CPR

Lesson · 21-25 min



Black to move



White: King c6 · Queen b7
Black: King a8

SAY

“Before saying mate, try every rescue.”

ASK / DO

Can the king take the queen on b7?

YOUR KEY

2 · CHECKMATE. White’s king protects b7.

TEACHING NOTE

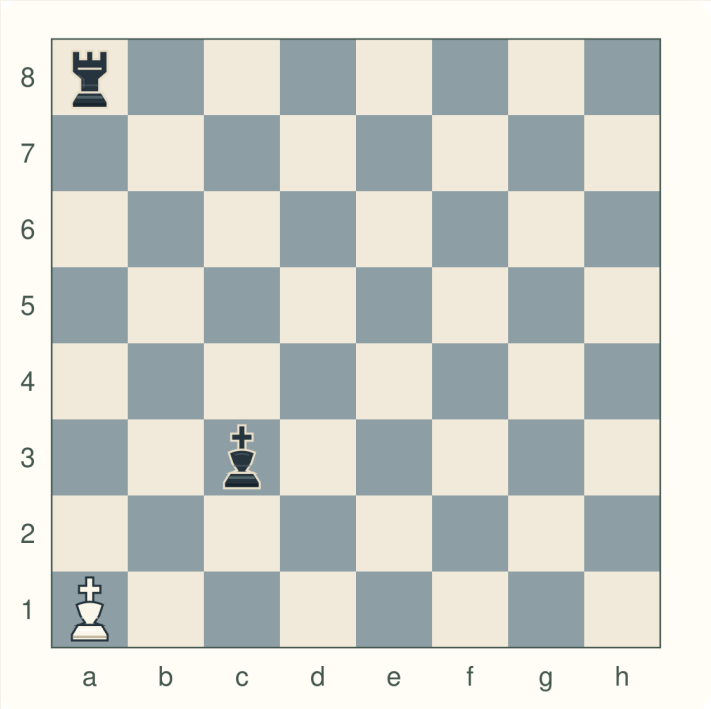
If time is tight, move to paired play now. The next three Referee boards can be used in the review.

Referee · White’s turn



Lesson · 21-25 min

White to move



White: King a1
Black: King c3 · Rook a8

SAY

“Now White has to answer.”

ASK / DO

Check, checkmate or stalemate? Show the rescue.

YOUR KEY

1 · CHECK. White king a1 → b1.

TEACHING NOTE

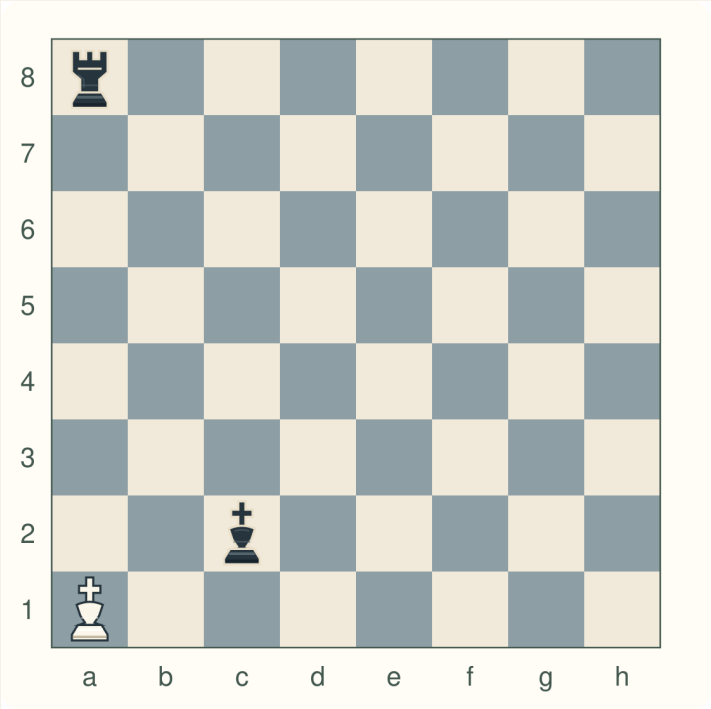
b2 is attacked by Black’s king. Use this as a transfer check, or save it for review.

Referee · one square changes it



Lesson · 21-25 min

White to move



White: King a1
Black: King c2 · Rook a8

SAY

“Look again. Can the king still escape?”

ASK / DO

Compare this with the previous board.

YOUR KEY

2 · CHECKMATE. b1 and b2 are now attacked.

TEACHING NOTE

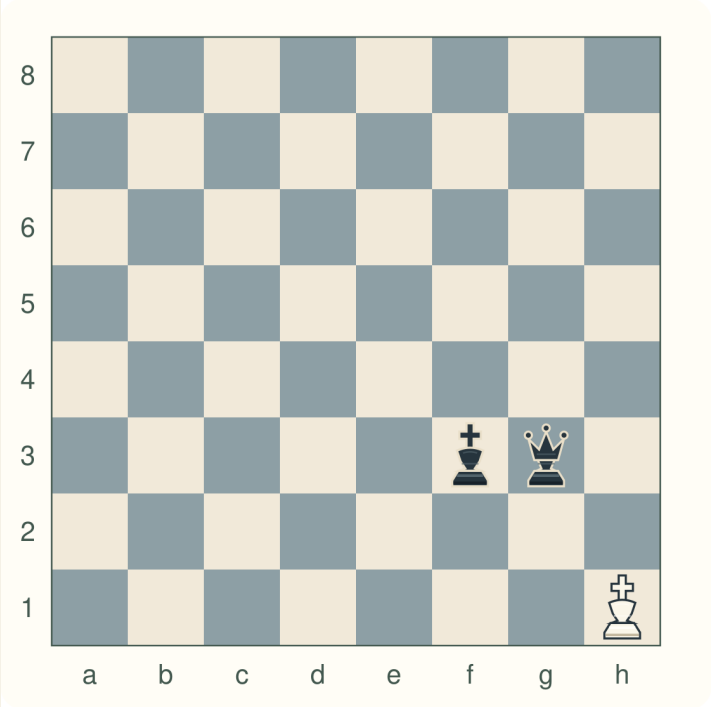
Black’s king has moved c3 → c2. The rook attacks a1 and a2. Save for review if needed.

Referee · safe, no move



Lesson · 21-25 min

White to move



White: King h1
Black: King f3 · Queen g3

SAY

“Being trapped is not always checkmate.”

ASK / DO

Is h1 attacked? Test g1, g2 and h2.

YOUR KEY

3 · STALEMATE. No check; no legal move.

TEACHING NOTE

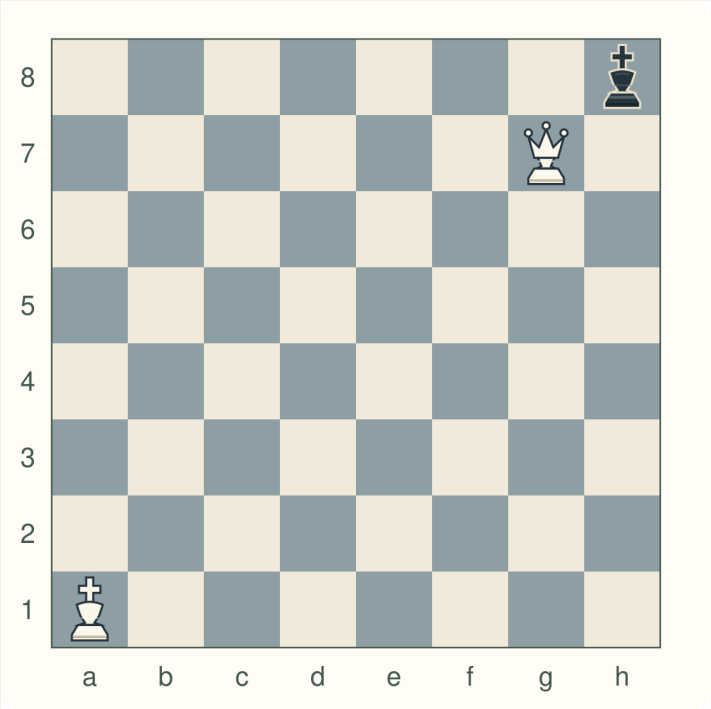
Have a child finish: “It is a tie because...” Avoid accepting just “the king is trapped.”

Rescue Partners

Pairs · first 4 min



Black to move



White: King a1 · Queen g7
Black: King h8

SAY

“One mover. One king-safety checker.”

ASK / DO

Set this board. Rescue, explain, reset and swap.

YOUR KEY

King h8 takes g7. Then change roles.

TEACHING NOTE

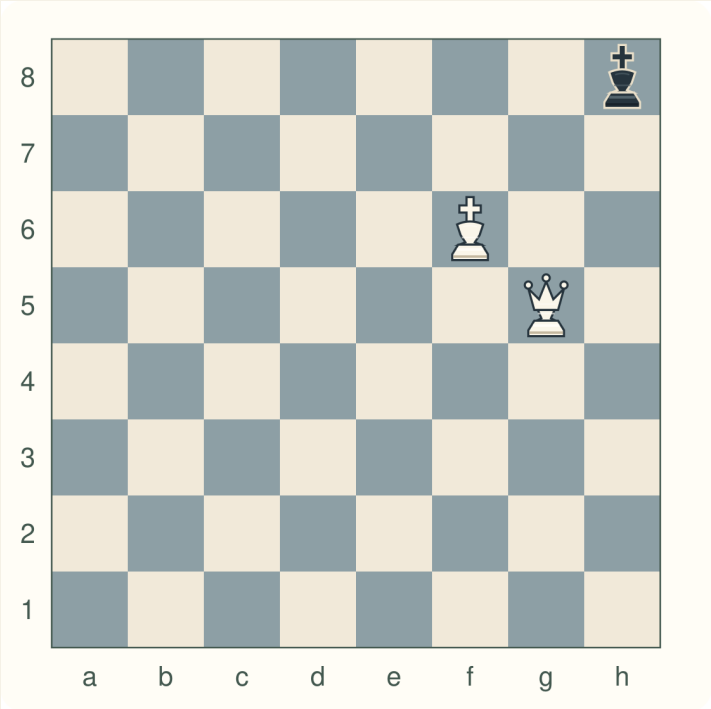
Circulate: “Which part of CPR?” With three children, add a setup helper and rotate. Do not let one child do every move.

Trap Detectives

Pairs · next 5 min



White to move



White: King f6 · Queen g5
Black: King h8

SAY

“Predict together. Test together.”

ASK / DO

Compare queen g7 and g6. Reset and swap.

YOUR KEY

g7 = MATE. g6 = STALEMATE.

TEACHING NOTE

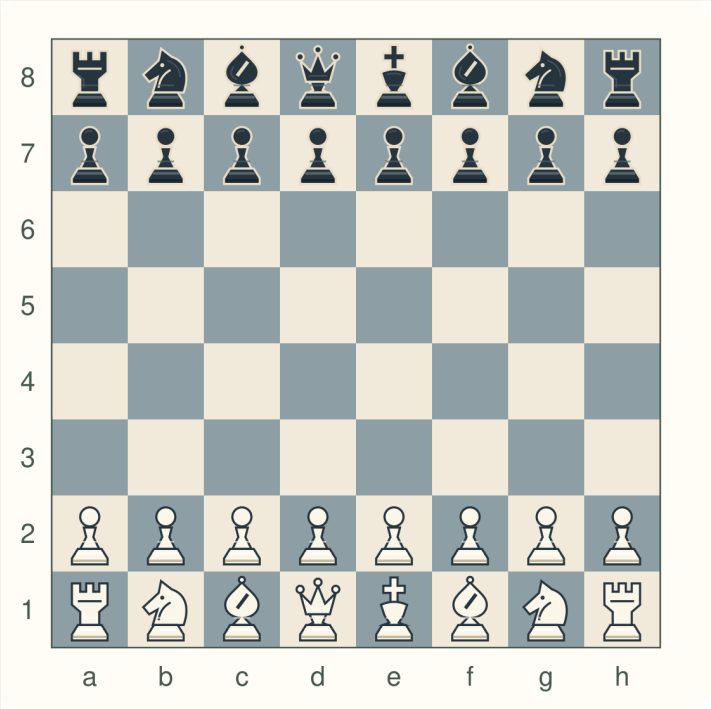
The checker answers: “Whose turn? In check? Any legal move?” Offer two destinations if children need support.

Play & Pause

Pairs · next 11-21 min



White to move



White: full starting army
Black: full starting army

SAY

“When you hear check or mate: pause and prove it.”

ASK / DO

Play a normal game. Partners test every claimed ending.

YOUR KEY

Check? CPR. No check + no move? Stalemate.

TEACHING NOTE

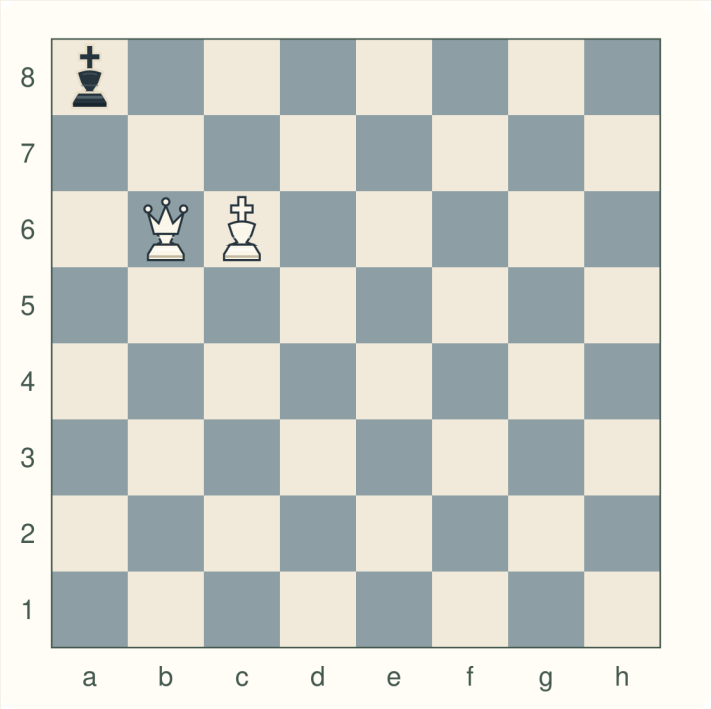
Use supported mini-boards if full games are too difficult. If partners disagree, freeze the position and call you.

Pieces home. Eyes up.



Pack up BEFORE 4:30

Black to move



White: King c6 · Queen b6
Black: King a8

SAY

“Partners check that every piece is back.”

ASK / DO

Count and pack sets. Keep the demo board ready.

YOUR KEY

Prepare this position for the first review vote.

TEACHING NOTE

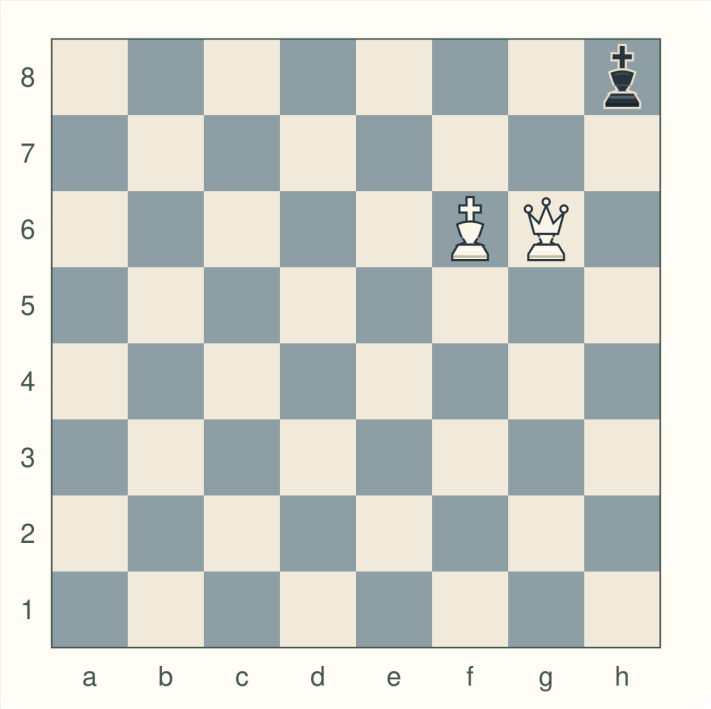
Follow the school’s routine. Protect review time; do not begin a new game now.

Recall without the answers



4:30-4:32

Black to move



White: King f6 · Queen g6
Black: King h8

SAY

“Check?” / “In check, no rescue?” / “No check, no move?”

ASK / DO

Children recall the words. Then prove them on the board.

YOUR KEY

CPR · CHECKMATE · STALEMATE, A TIE.

TEACHING NOTE

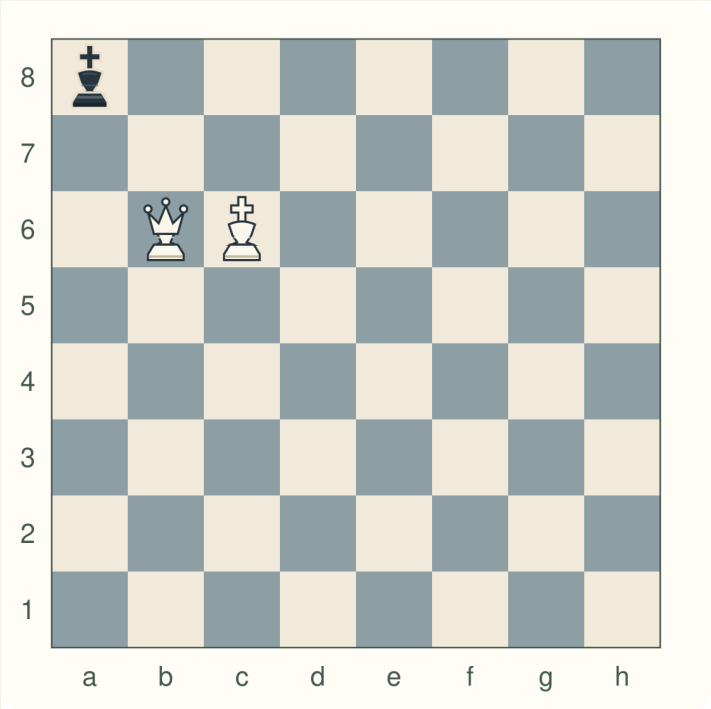
Hide the answers first. If they struggle, trace the attack or offer two choices, then retry. Ask: “What if Black had a pawn on a7?” It could move, so play continues.

Last Call · stalemate

4:32-4:40 · vote 1



Black to move



White: King c6 · Queen b6
Black: King a8

SAY

“Everyone thinks. Everyone votes.”

ASK / DO

Make the call and explain both conditions.

YOUR KEY

STALEMATE: a8 safe; no legal move.

TEACHING NOTE

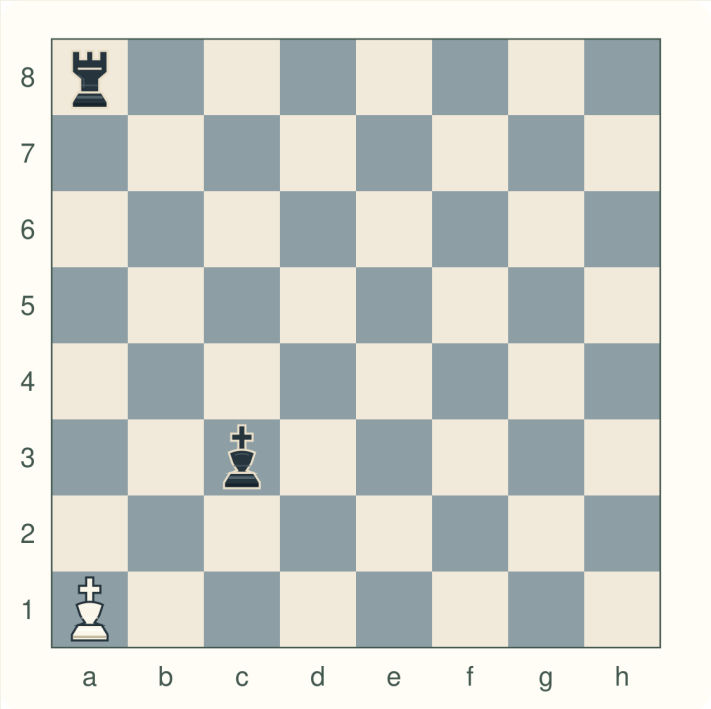
Listen for both “not in check” AND “no legal move.” Ask another child to test a neighboring square.

Last Call · check

4:32-4:40 · vote 2



White to move



White: King a1
Black: King c3 · Rook a8

SAY

“Show me the rescue, not just the name.”

ASK / DO

White moves. Which part of CPR works?

YOUR KEY

CHECK. R: king a1 → b1.

TEACHING NOTE

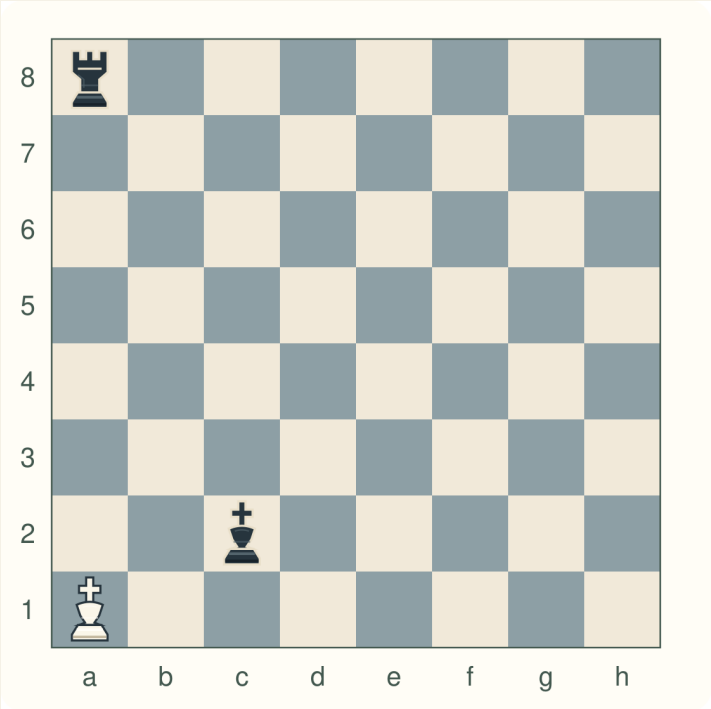
If children say mate, test b1 physically. Ask them to explain why b2 fails.

Last Call · checkmate

4:32-4:40 · vote 3



White to move



White: King a1
Black: King c2 · Rook a8

SAY

“What changed? Does that rescue still work?”

ASK / DO

Move Black’s king c3 → c2. Test CPR again.

YOUR KEY

CHECKMATE. b1 is no longer safe.

TEACHING NOTE

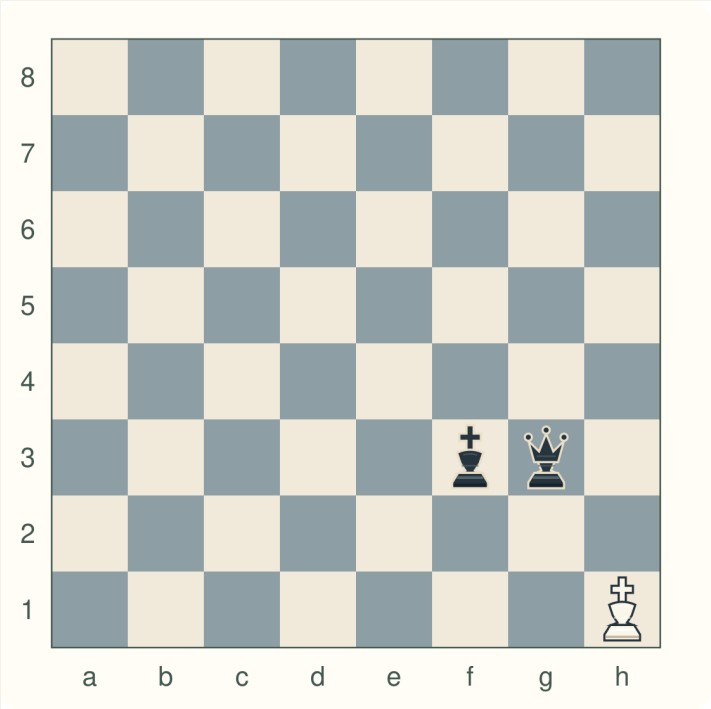
If needed, use up to 4:45 for one extra Referee card. Stop when the children can explain the difference.

One sentence. Then dismissal.



By 4:45 · outside 4:50

White to move



White: King h1
Black: King f3 · Queen g3

SAY

“Tell your partner how stalemate differs from mate.”

ASK / DO

Both partners explain. Hear a few children; correct together.

YOUR KEY

Mate: check, no rescue. Stalemate: no check, no move.

TEACHING NOTE

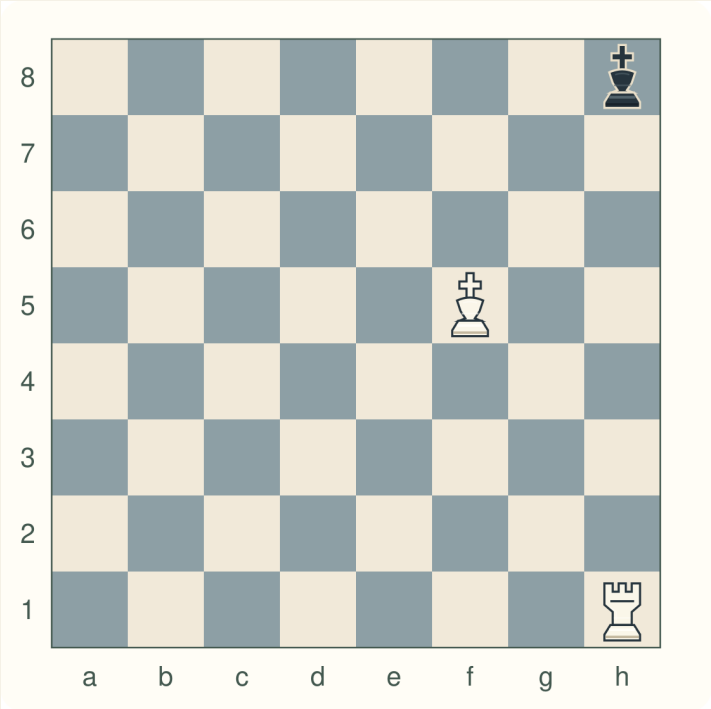
Outside dismissal: 4:50. Note one success and one confusion. Begin next class with one fresh Referee board before reminding them of the answer.

Two escape squares

Optional · use only if ready



Black to move



White: King f5 · Rook h1
Black: King h8

SAY

“Check can have more than one rescue.”

ASK / DO

Find BOTH safe king moves.

YOUR KEY

Kg8 AND Kg7. h7 stays attacked.

TEACHING NOTE

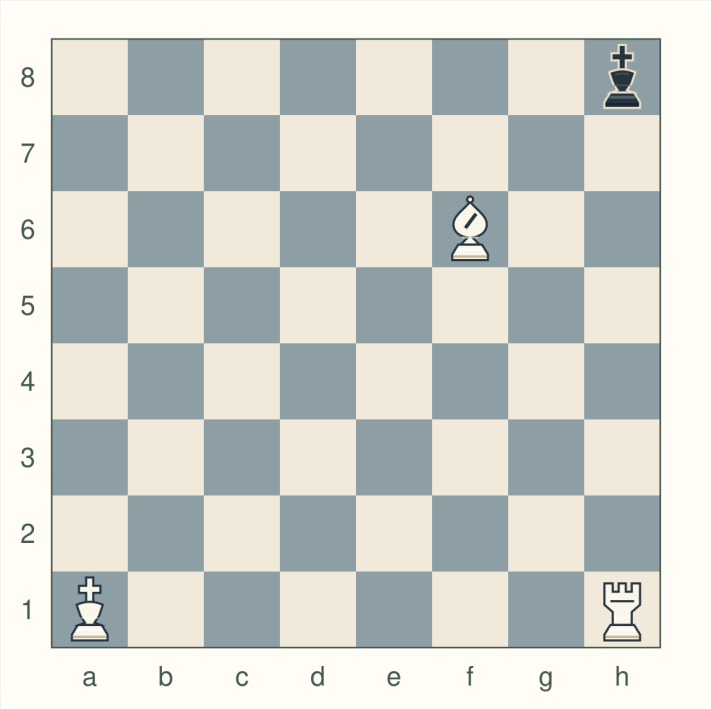
Check. Black can play Kg8 or Kg7. h7 stays on the rook's file. Mark all three neighboring squares before choosing.

Two attackers

Optional · use only if ready



Black to move



White: King a1 · Rook h1 · Bishop f6
Black: King h8

SAY

“One move must stop both attacks.”

ASK / DO

Name both attackers. Rescue the king.

YOUR KEY

Rook + bishop check. Only Kg8 works.

TEACHING NOTE

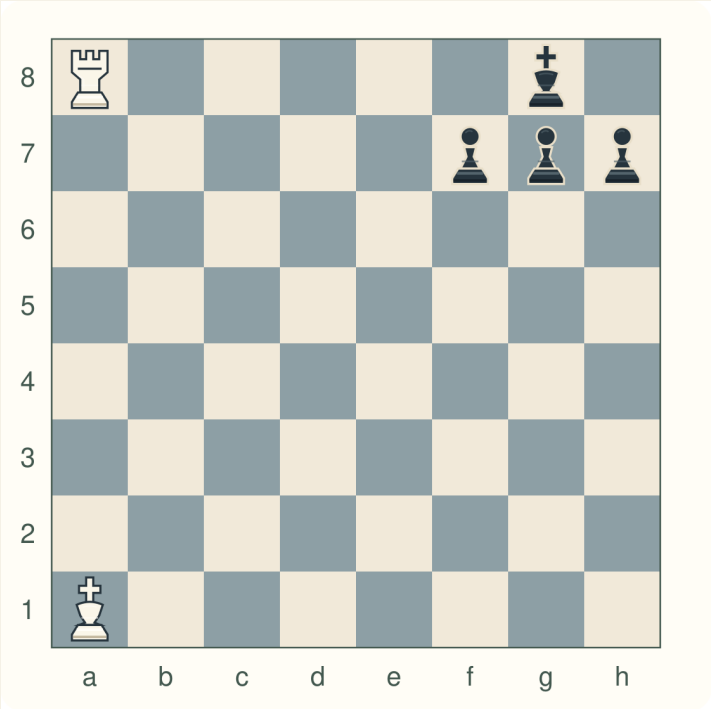
Double check from Rh1 and Bf6. Only Kg8 works. Trace the h-file and f6-g7-h8 diagonal separately.

Crowded back rank

Optional · use only if ready



Black to move



White: King a1 · Rook a8
Black: King g8 · pawn f7 · pawn g7 · pawn h7

SAY

“Can a teammate really stop this check?”

ASK / DO

Black has pawns. Is it still mate?

YOUR KEY

MATE. Pawn moves do not remove the rook check.

TEACHING NOTE

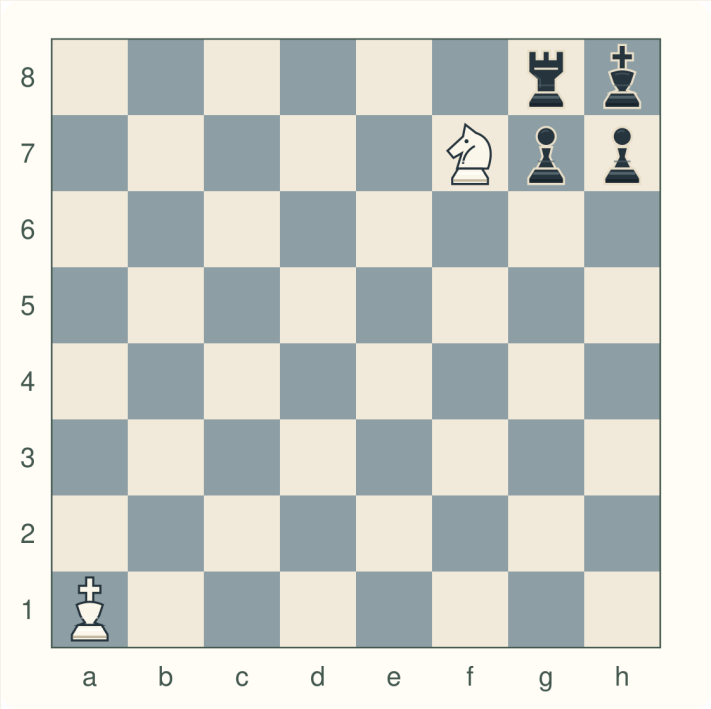
Checkmate. The rook checks along rank 8; f8/h8 are attacked and the king's own pawns occupy f7/g7/h7. Pawn moves do not remove check. A legal move must rescue the king, not merely move a pawn.

The jumping attacker

Optional · use only if ready



Black to move



White: King a1 · Knight f7
Black: King h8 · Rook g8 · pawn g7 · pawn h7

SAY

“Can a knight’s check be blocked?”

ASK / DO

Try C, P and R.

YOUR KEY

MATE. No capture or escape; knight check cannot be blocked.

TEACHING NOTE

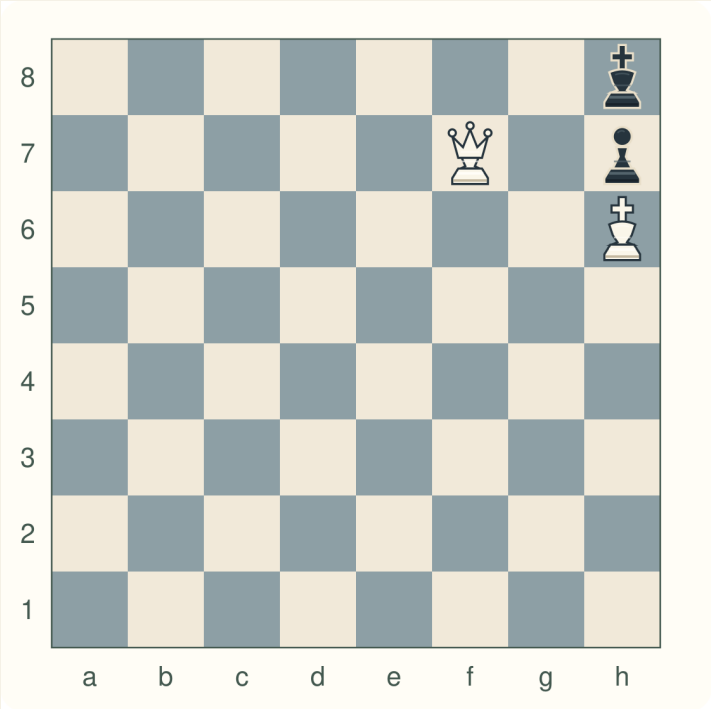
Checkmate. Nf7 checks h8; Black's own rook and pawns occupy g8, g7 and h7. The knight cannot be blocked or captured here. A knight jumps; there is no checking line to block.

A pawn that cannot help



Optional · use only if ready

Black to move



White: King h6 · Queen f7
Black: King h8 · pawn h7

SAY

“Check the whole team.”

ASK / DO

Can the pawn advance or capture?

YOUR KEY

STALEMATE. h6 is occupied; g6 is empty.

TEACHING NOTE

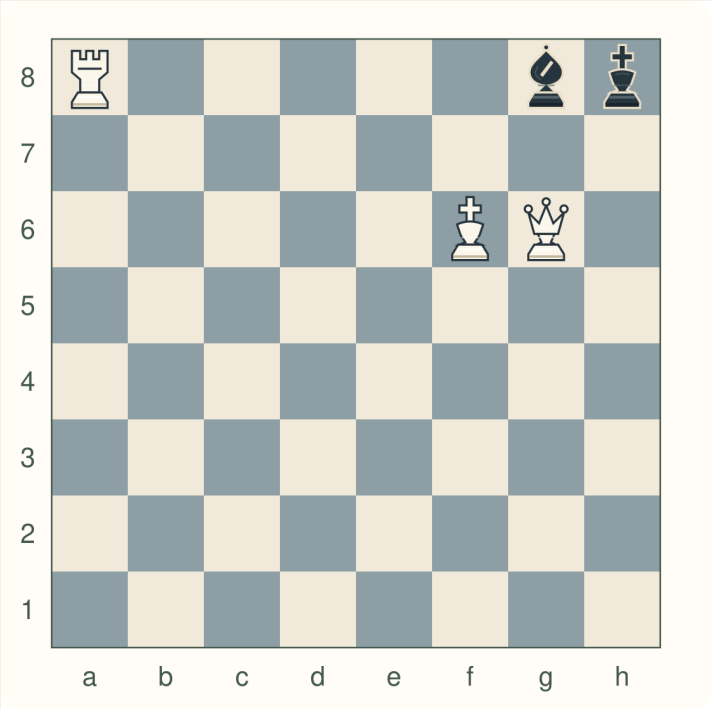
No: it is stalemate. h7-h6 is blocked by White's king; g6 is empty, so no pawn capture is available. The king has no safe square and is not checked. Pawns cannot capture straight ahead.

The bishop has a job

Optional · use only if ready



Black to move



White: King f6 · Queen g6 · Rook a8
Black: King h8 · Bishop g8

SAY

“Imagine lifting the bishop.”

ASK / DO

Can Black legally move it?

YOUR KEY

STALEMATE. Every bishop move exposes its king.

TEACHING NOTE

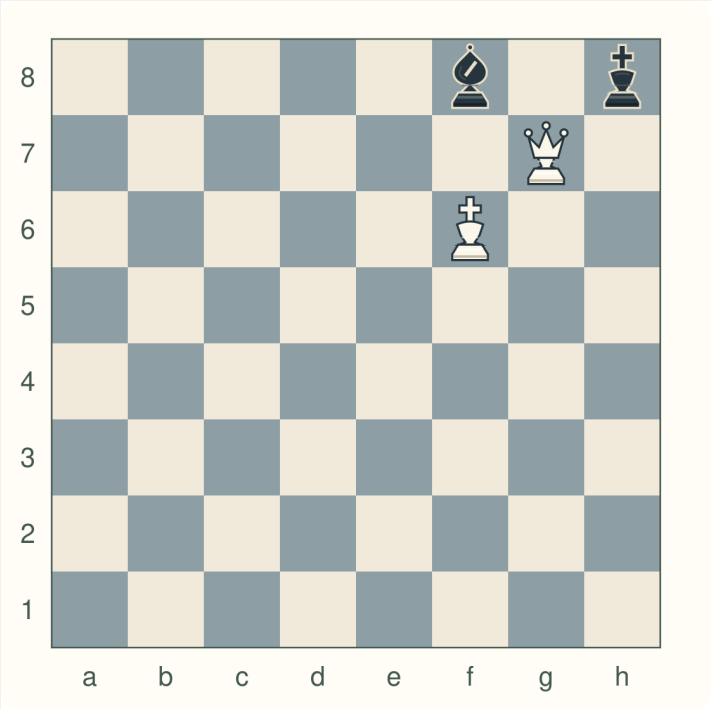
Stalemate. Every bishop move would uncover Ra8's attack on Kh8. The king is not currently in check and has no legal move. Imagine lifting the bishop from g8. What line opens?

A teammate captures

Optional · use only if ready



Black to move



White: King f6 · Queen g7
Black: King h8 · Bishop f8

SAY

“The king cannot take it. Can a teammate?”

ASK / DO

Find a safe capture.

YOUR KEY

Bf8×g7+. Black is rescued; White is now checked.

TEACHING NOTE

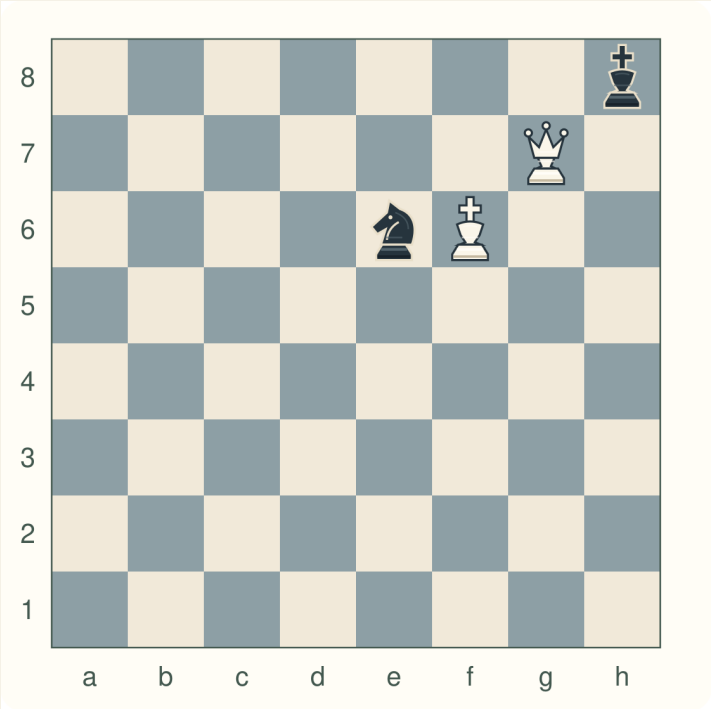
Bishop f8 takes g7, the only legal rescue. It also checks White's king. A bishop can land on an attacked square if its own king remains safe.

A jumping rescue

Optional · use only if ready



Black to move



White: King f6 · Queen g7
Black: King h8 · Knight e6

SAY

“Try Capture with the whole team.”

ASK / DO

Can the knight save its king?

YOUR KEY

Ne6×g7. The protected queen can be taken by a knight.

TEACHING NOTE

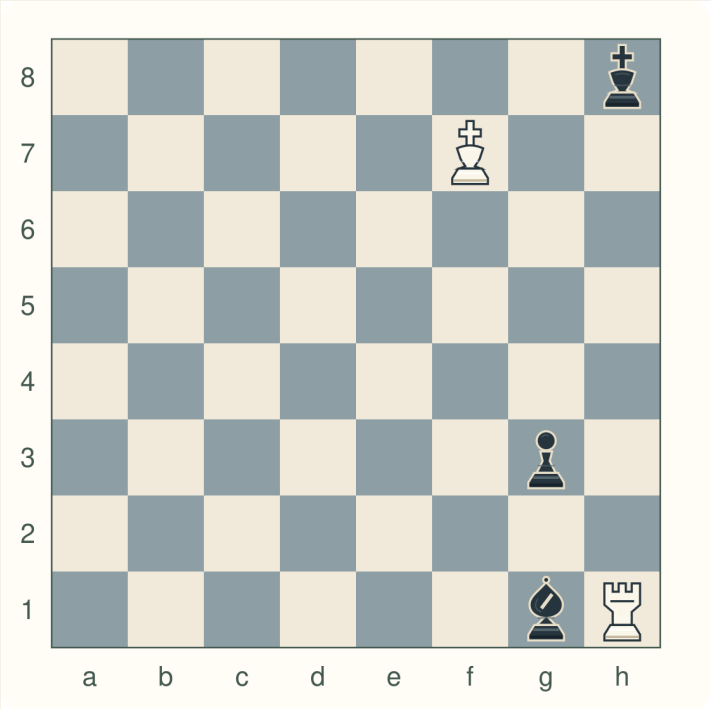
Knight e6 takes g7, the only legal rescue. The king cannot capture the protected queen itself. Trace the knight's L-shaped move.

Build a diagonal shield



Optional · use only if ready

Black to move



White: King f7 · Rook h1
Black: King h8 · Bishop g1 · pawn g3

SAY

“Protect means block the attack.”

ASK / DO

The king cannot run. Move the bishop.

YOUR KEY

Bg1 → h2. Pawn g3 protects h2.

TEACHING NOTE

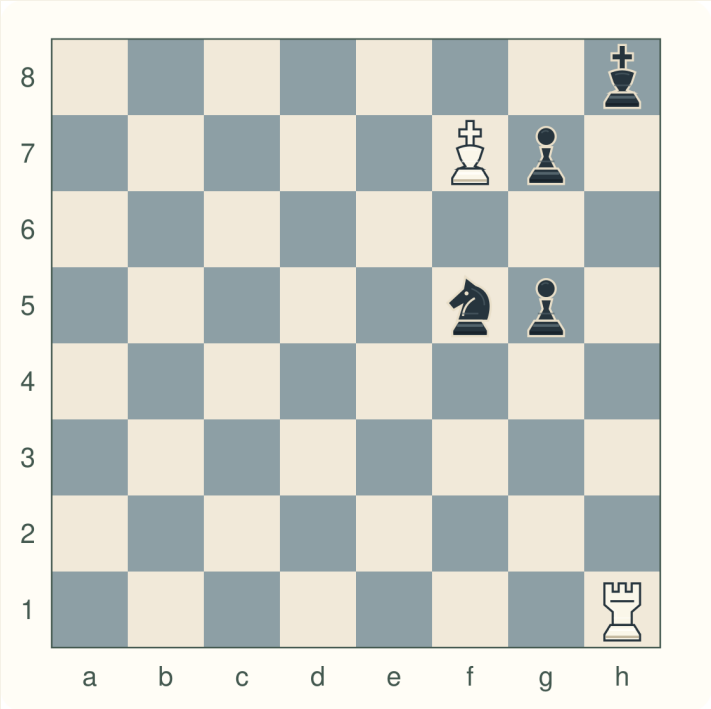
Bishop g1 to h2 blocks the check. The g3 pawn protects h2: Rxh2+ is answered by gxh2. Trace g1-h2. Then find the pawn that protects h2.

Two jumping shields

Optional · use only if ready



Black to move



White: King f7 · Rook h1
Black: King h8 · Knight f5 · pawn g7 · pawn g5

SAY

“Find two different blocks.”

ASK / DO

Reset between the two knight moves.

YOUR KEY

Nh6+ AND Nh4. The pawns protect both squares.

TEACHING NOTE

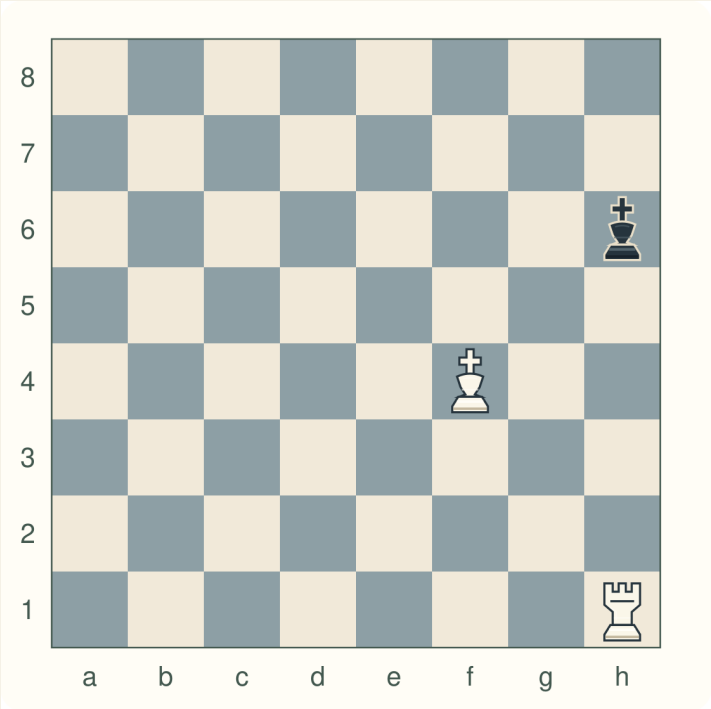
Nh6+ and Nh4 both block the check. The g7 pawn protects h6; the g5 pawn protects h4. Either pawn can recapture if the rook takes the knight. Find both knight jumps onto the h-file. Then find their supporting pawns.

Escape from the edge

Optional · use only if ready



Black to move



White: King f4 · Rook h1
Black: King h6

SAY

“Test every neighboring square.”

ASK / DO

Find BOTH safe destinations.

YOUR KEY

Kg7 AND Kg6. g5, h7 and h5 fail.

TEACHING NOTE

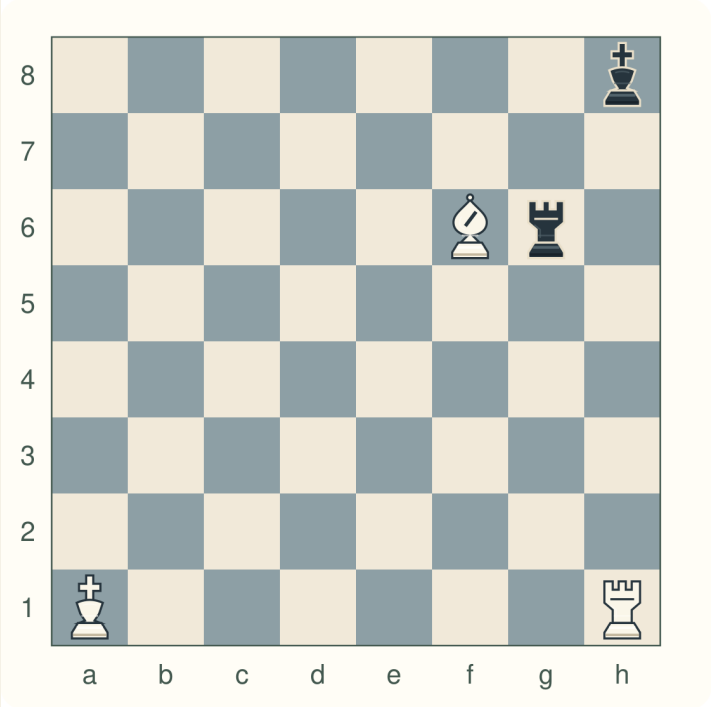
Kg7 and Kg6 work. g5 is attacked by White's king; h7 and h5 remain on the rook's file. There are five neighboring squares here, not three.

One rescue, two dangers



Optional · use only if ready

Black to move



White: King a1 · Rook h1 · Bishop f6
Black: King h8 · Rook g6

SAY

“A rescue must stop both checks.”

ASK / DO

Can the rook capture or block?

YOUR KEY

Only Kg8. R×f6 or Rh6 leaves the other check.

TEACHING NOTE

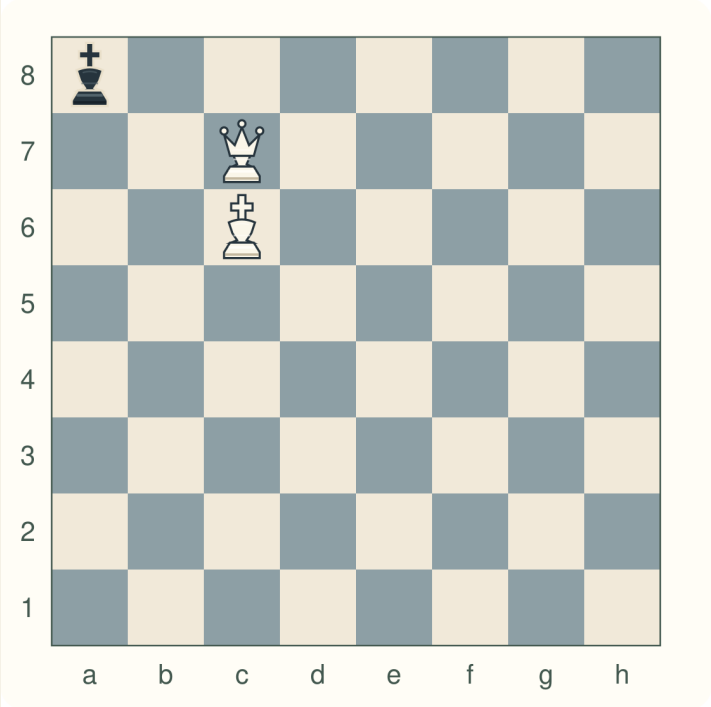
Only Kg8 works. Rxf6 would leave the h-file check; Rh6 would leave the bishop check. Those rook moves are illegal. A rescue must stop BOTH attacks.

A new corner

Optional · use only if ready



White to move



White: King c6 · Queen c7
Black: King a8

SAY

“Can you spot the same idea here?”

ASK / DO

Find mate. Then test queen b6.

YOUR KEY

Qb7 = MATE. Qb6 = STALEMATE. Reset each time.

TEACHING NOTE

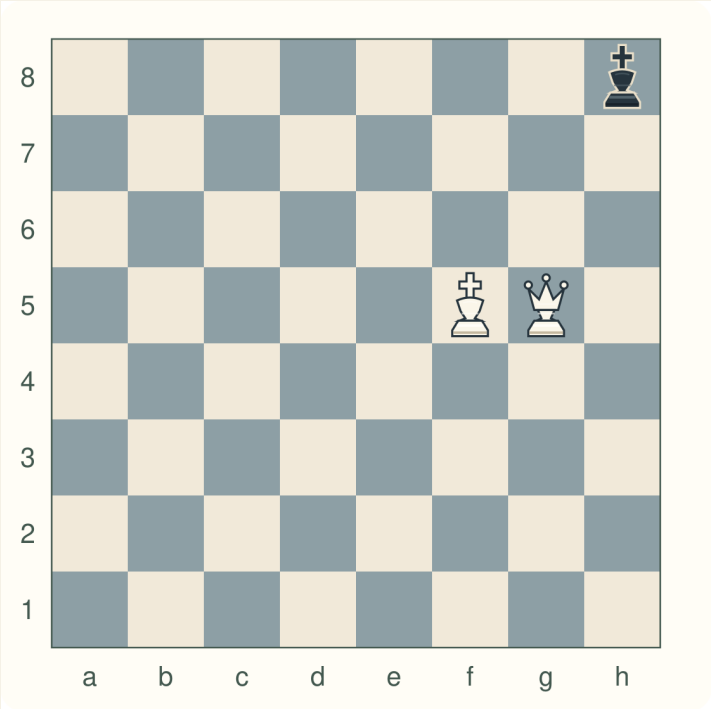
Qb7 is mate. Qb6 is stalemate. Qa5 gives only check, with Kb8 available. If needed, offer b7 and b6 after the first independent attempt.

Bring the helper first

Optional · use only if ready



White to move



White: King f5 · Queen g5
Black: King h8

SAY

“Keep a move for Black until you can give mate.”

ASK / DO

Find mate in TWO White moves.

YOUR KEY

Kf6, Kh7, Qg7#. Immediate Qg6 is stalemate.

TEACHING NOTE

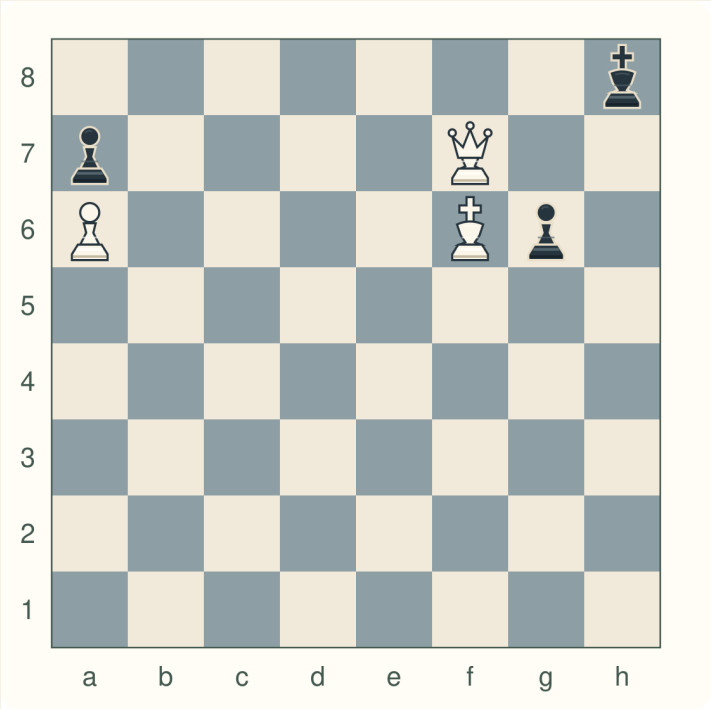
Kf6 is one solution, not the only one. Kg6 also forces mate: Kg6 Kg8 Qd8#. Accept either. Improve the king before closing the box.

Count the whole team

Optional · use only if ready



White to move



White: King f6 · Queen f7 · pawn a6
Black: King h8 · pawn a7 · pawn g6

SAY

“Does the extra pawn keep the game alive?”

ASK / DO

Test queen takes g6, then find mate.

YOUR KEY

Q×g6 = STALEMATE: a7 is blocked.
Qg7 = MATE.

TEACHING NOTE

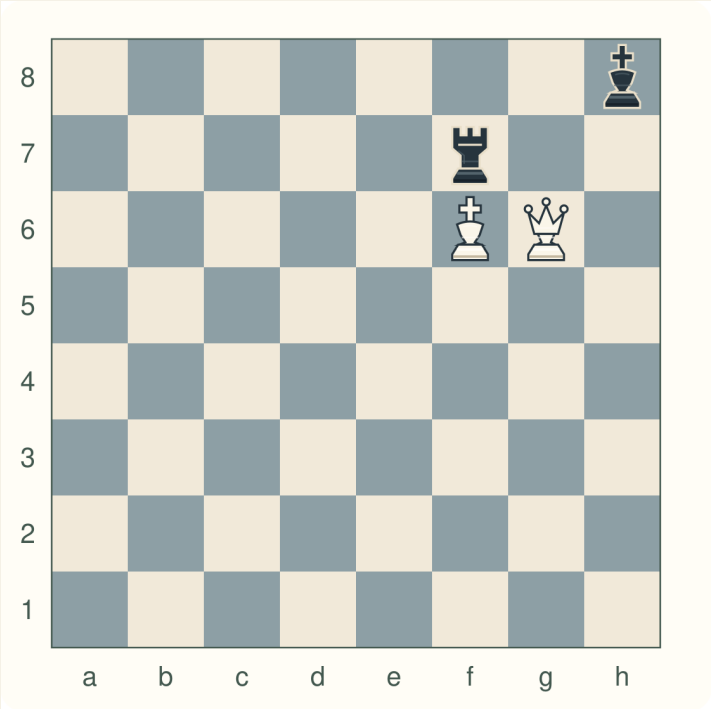
Qg7 is mate. Qxg6 is still stalemate: a7-a6 is blocked and b6 is empty. Check both black pawns before judging the capture.

Rescue without a draw



Optional · use only if ready

White to move



White: King f6 · Queen g6
Black: King h8 · Rook f7

SAY

“First escape check. Then test Black’s turn.”

ASK / DO

Find a rescue that avoids stalemate.

YOUR KEY

Ke6, Ke5 or Kg5. Q×f7 and K×f7 cause stalemate.

TEACHING NOTE

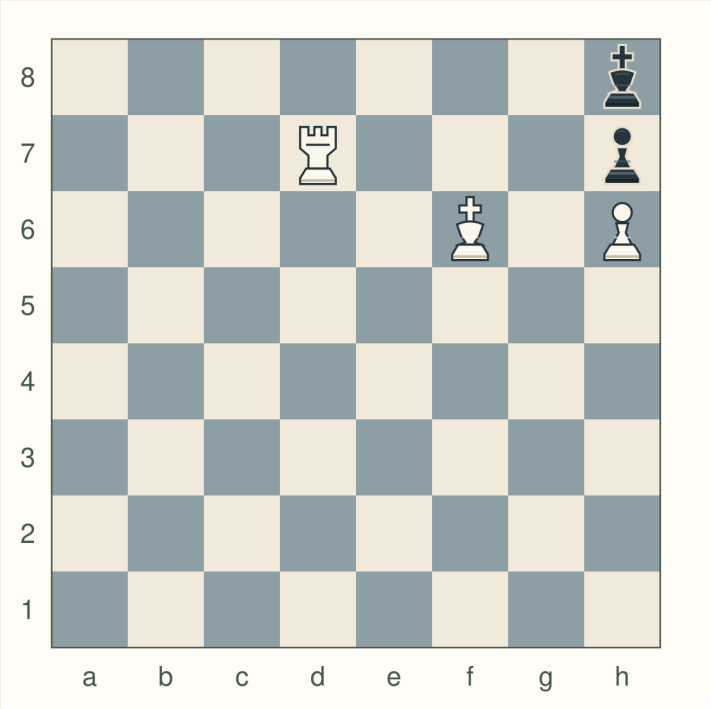
Ke6, Ke5 or Kg5 works. Qxf7 and Kxf7 each cause stalemate. This is an escape task, not mate in one. Try CPR, then check Black's available moves after each rescue.

The quiet rook trap

Optional · use only if ready



White to move



White: King f6 · Rook d7 · pawn h6
Black: King h8 · pawn h7

SAY

“Inspect the pawn before calling the result.”

ASK / DO

Find mate. Then test rook g7.

YOUR KEY

Rd8 = MATE. Rg7 = STALEMATE; h7 is blocked.

TEACHING NOTE

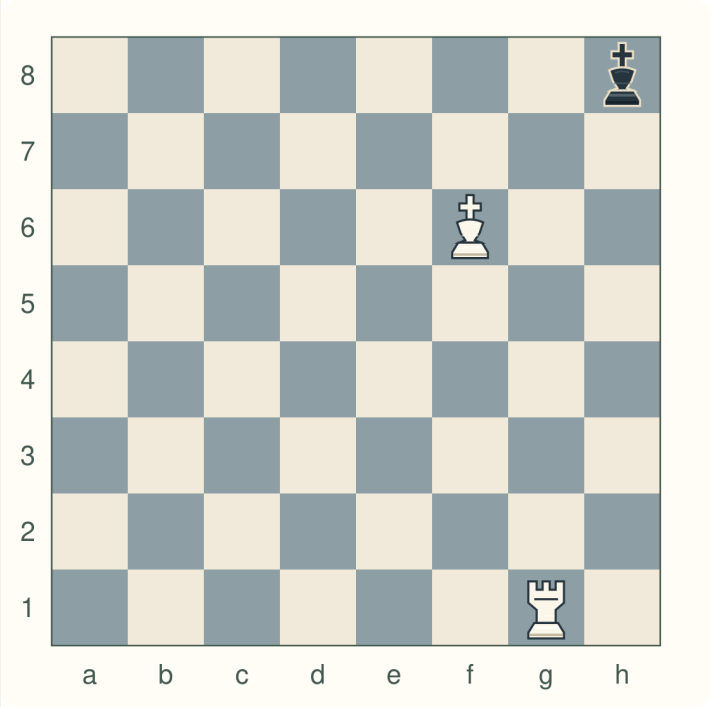
Rd8 is mate. Rg7 is stalemate: h7-h6 is blocked and g6 is empty. Before saying stalemate, inspect the pawn.

The rook needs its king



Optional · use only if ready

White to move



White: King f6 · Rook g1
Black: King h8

SAY

“Move the helper before closing the box.”

ASK / DO

Find mate in TWO White moves.

YOUR KEY

Kf7, Kh7, Rh1#. Immediate Rg7 is stalemate.

TEACHING NOTE

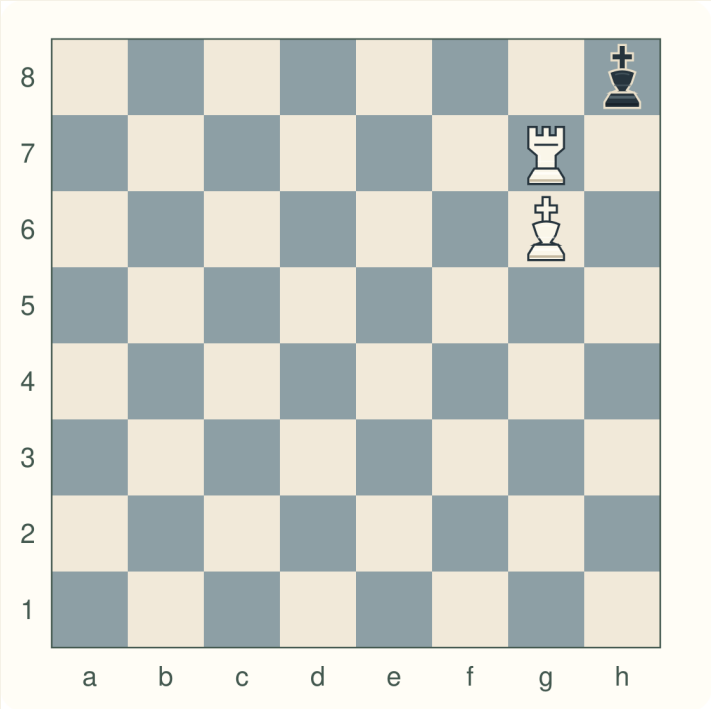
Kf7 forces Kh7, then Rh1 is mate. Immediate Rg7 is stalemate. Move the king first. Keep an enemy move until you can give mate.

Referee · a different attacker



Optional · use only if ready

Black to move



White: King g6 · Rook g7
Black: King h8

SAY

“Rooks do not move diagonally.”

ASK / DO

Is h8 attacked now?

YOUR KEY

STALEMATE. g8, g7 and h7 are unavailable.

TEACHING NOTE

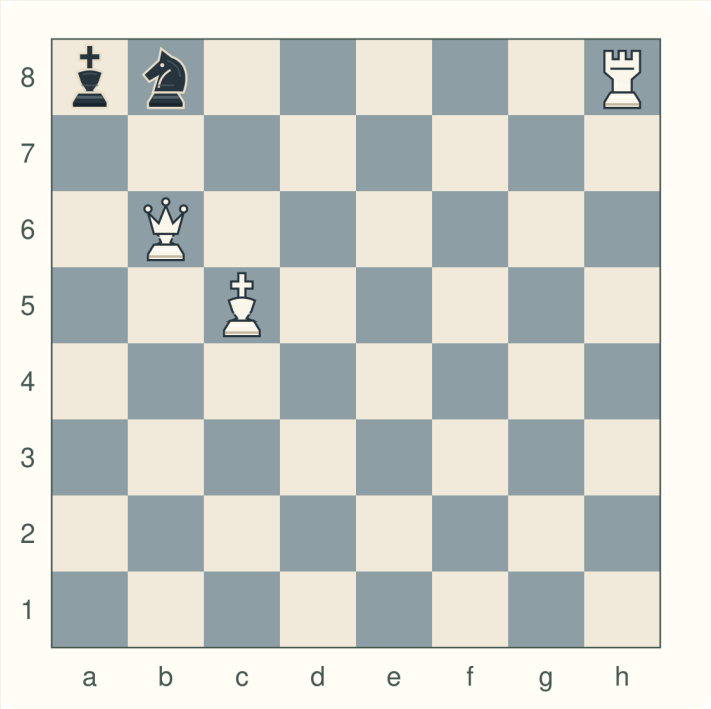
Stalemate. The rook does not attack h8, but it controls g8 and h7; g7 is protected by White's king. Rooks do not move diagonally.

Referee · a jumping teammate



Optional · use only if ready

Black to move



White: King c5 · Queen b6 · Rook h8
Black: King a8 · Knight b8

SAY

“Imagine moving the knight away.”

ASK / DO

Does its jump leave the king safe?

YOUR KEY

STALEMATE. A knight move exposes the rook check.

TEACHING NOTE

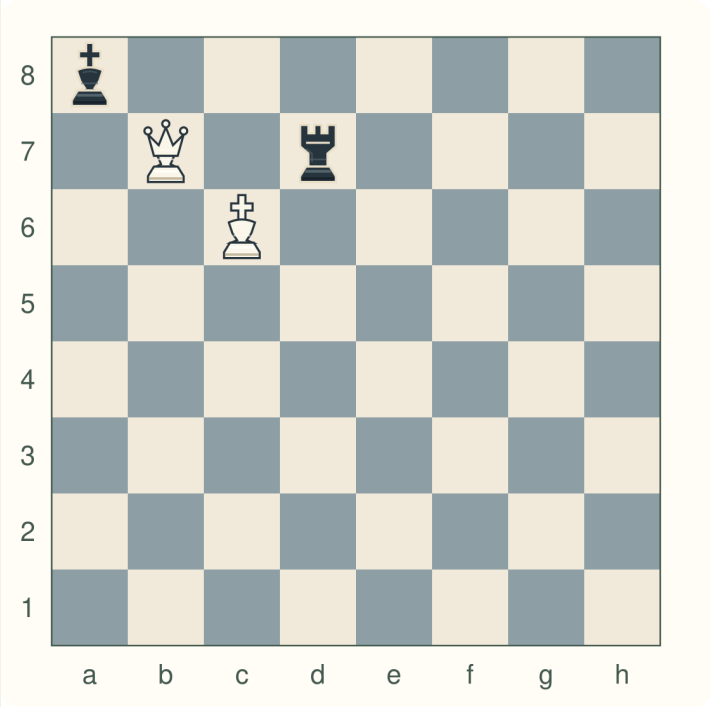
Stalemate. Any knight move opens the rook's eighth-rank attack on Ka8. The queen covers a7 and b7. Lift the knight mentally before choosing a destination.

Referee · an extra teammate



Optional · use only if ready

Black to move



White: King c6 · Queen b7
Black: King a8 · Rook d7

SAY

“A trapped king can still get help.”

ASK / DO

Try Capture with every black piece.

YOUR KEY

CHECK. Rd7×b7 is the only rescue.

TEACHING NOTE

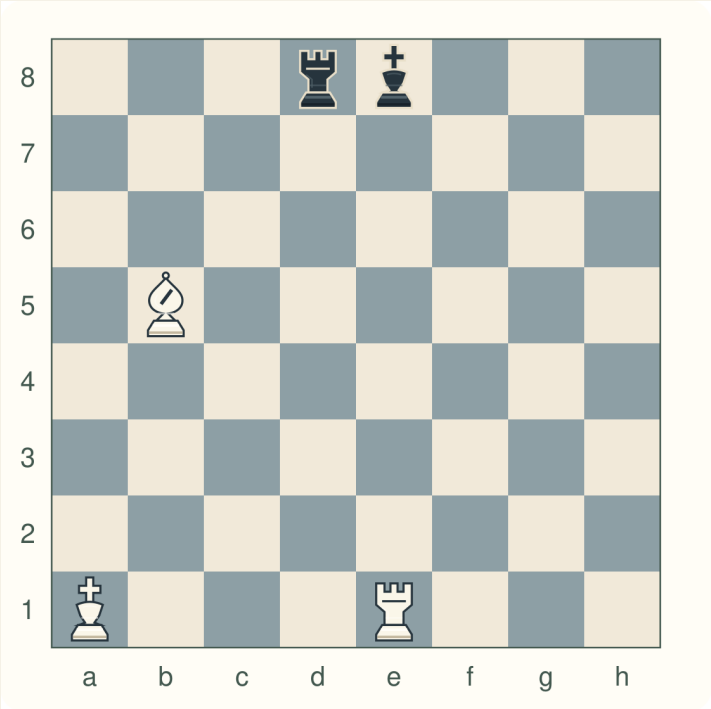
Check. Rook d7 takes b7, the only legal reply. The king itself has no legal escape. Test C with every black piece.

Referee · two attack lines



Optional · use only if ready

Black to move



White: King a1 · Rook e1 · Bishop b5
Black: King e8 · Rook d8

SAY

“Check both attacks, then king destinations.”

ASK / DO

Find both legal replies.

YOUR KEY

CHECK, not mate. Kf8 AND Kf7 work.

TEACHING NOTE

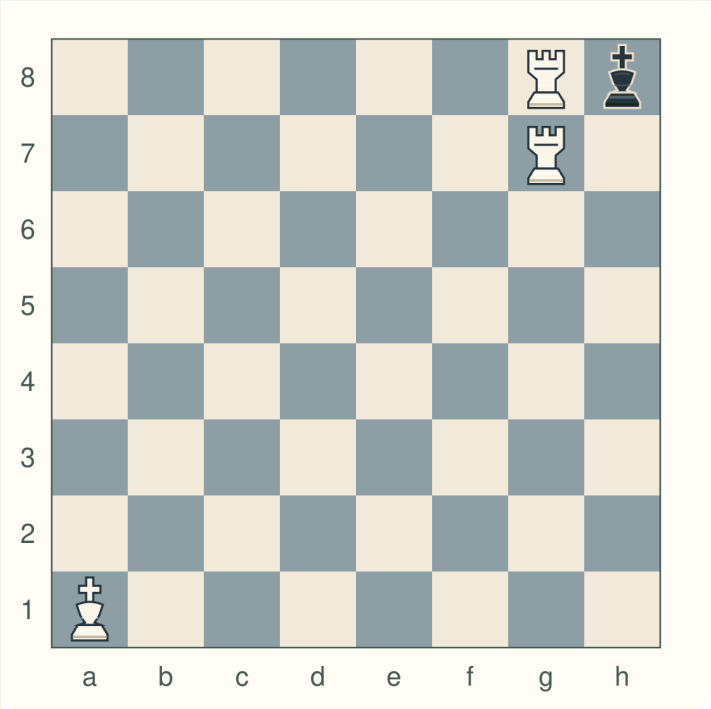
Double check, not mate. Kf8 and Kf7 both work. Blocking the bishop alone cannot remove the rook check. Trace both attacks, then check king destinations.

Referee · two rooks

Optional · use only if ready



Black to move



White: King a1 · Rook g8 · Rook g7
Black: King h8

SAY

“Who protects the checking rook?”

ASK / DO

Can Black capture the rook on g8?

YOUR KEY

MATE. Rg7 protects g8 and attacks h7.

TEACHING NOTE

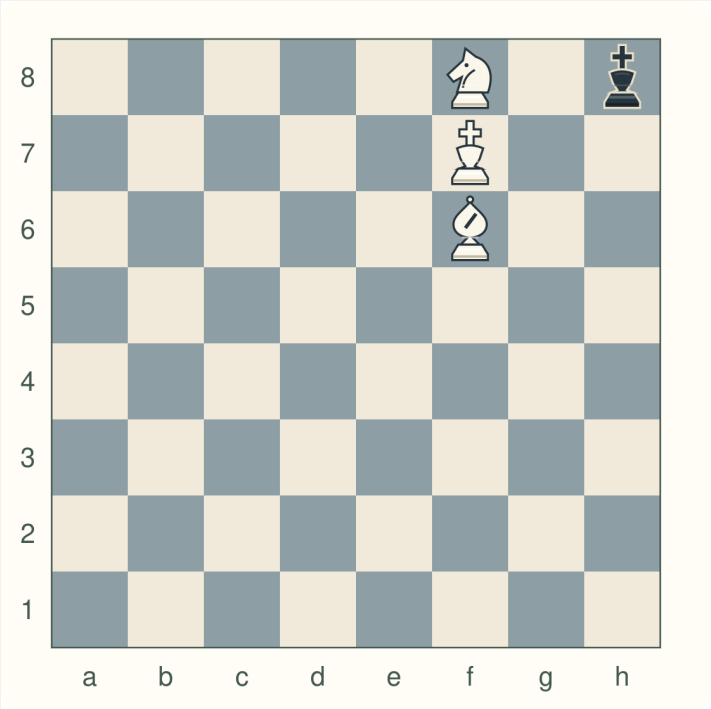
Checkmate. Rg8 checks; Rg7 protects it and covers h7. Look at the other rook before allowing a capture.

Referee · a mixed team



Optional · use only if ready

Black to move



White: King f7 · Bishop f6 · Knight f8
Black: King h8

SAY

“Give every white piece one job.”

ASK / DO

Which piece stops each escape?

YOUR KEY

MATE. Bishop checks; king covers g8/g7; knight h7.

TEACHING NOTE

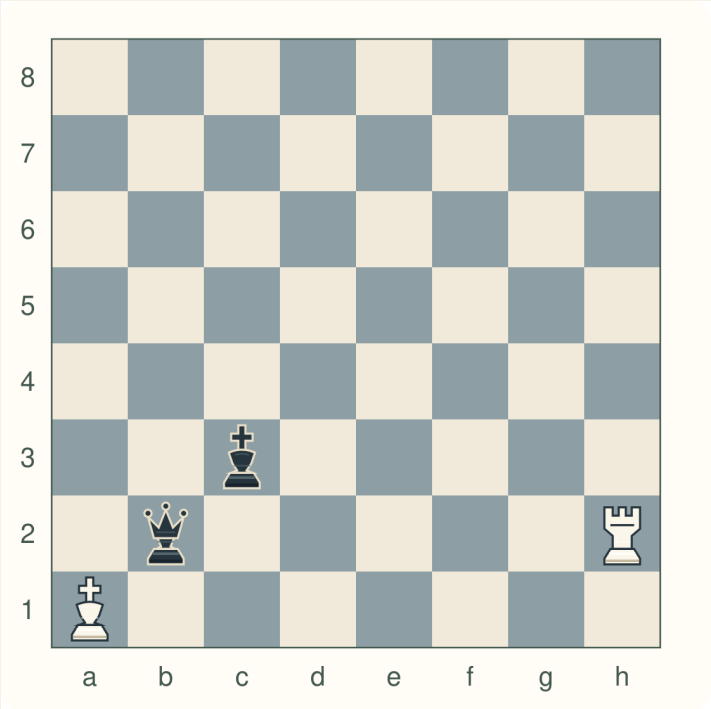
Checkmate. Bf6 checks h8; Kf7 controls g8 and g7; Nf8 controls h7. Give each white piece one job.

Referee · help from a rook



Optional · use only if ready

White to move



White: King a1 · Rook h2
Black: King c3 · Queen b2

SAY

“Try Capture with a teammate.”

ASK / DO

White moves. Find the rescue.

YOUR KEY

CHECK. Rh2×b2 is the only rescue.

TEACHING NOTE

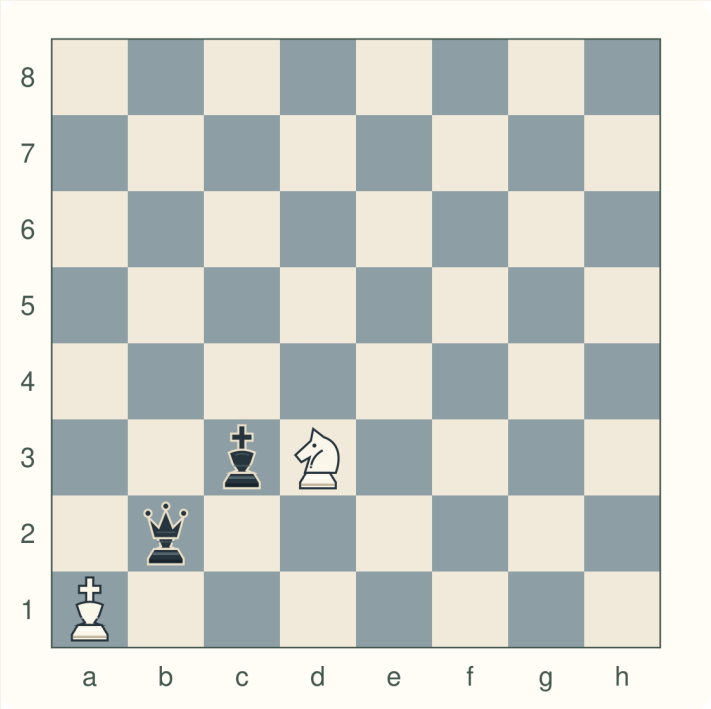
Check. Rook h2 takes b2, the only legal rescue. The white king cannot capture the protected queen. Use C with a teammate.

Referee · help from a knight



Optional · use only if ready

White to move



White: King a1 · Knight d3
Black: King c3 · Queen b2

SAY

“Trace the knight’s L.”

ASK / DO

White moves. Find the rescue.

YOUR KEY

CHECK. Nd3×b2 is the only rescue.

TEACHING NOTE

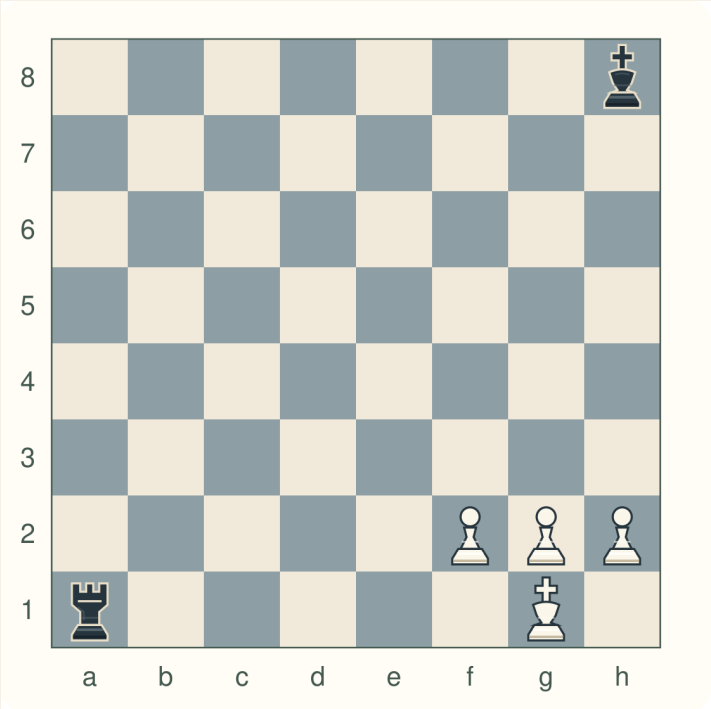
Check. Knight d3 takes b2, the only legal rescue. Trace the knight's L. It may capture even though b2 is attacked.

Referee · crowded squares



Optional · use only if ready

White to move



White: King g1 · pawn f2 · pawn g2 · pawn h2
Black: King h8 · Rook a1

SAY

“Does moving a pawn remove the check?”

ASK / DO

Test Capture, Protect and Run.

YOUR KEY

MATE. The pawns block White’s own escapes.

TEACHING NOTE

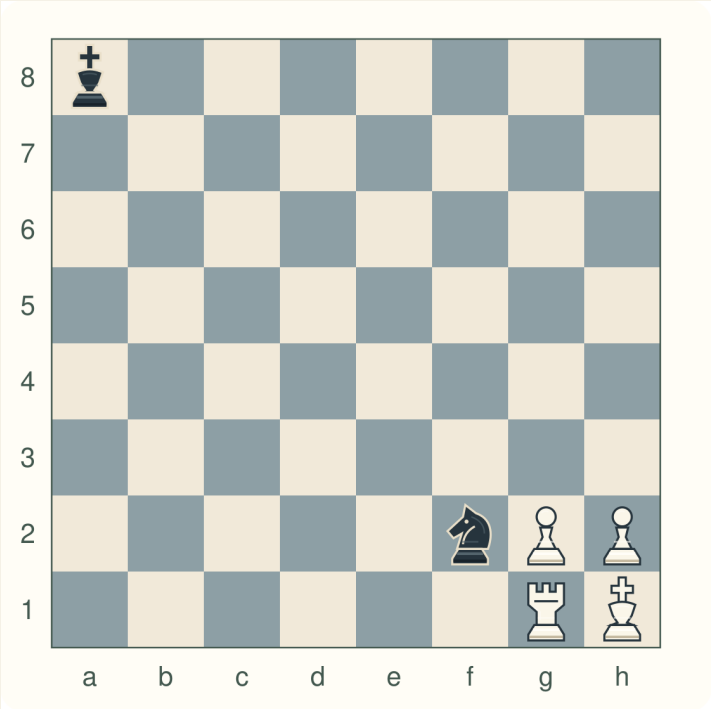
Checkmate. The rook checks along rank 1; White's own pawns fill its forward escape squares. None can remove check. Moving a pawn elsewhere does not rescue the king.

Referee · the leaping piece



Optional · use only if ready

White to move



White: King h1 · Rook g1 · pawn g2 · pawn h2
Black: King a8 · Knight f2

SAY

“Explain why P cannot work.”

ASK / DO

Can this knight check be blocked?

YOUR KEY

MATE. No block for a knight; no capture or escape.

TEACHING NOTE

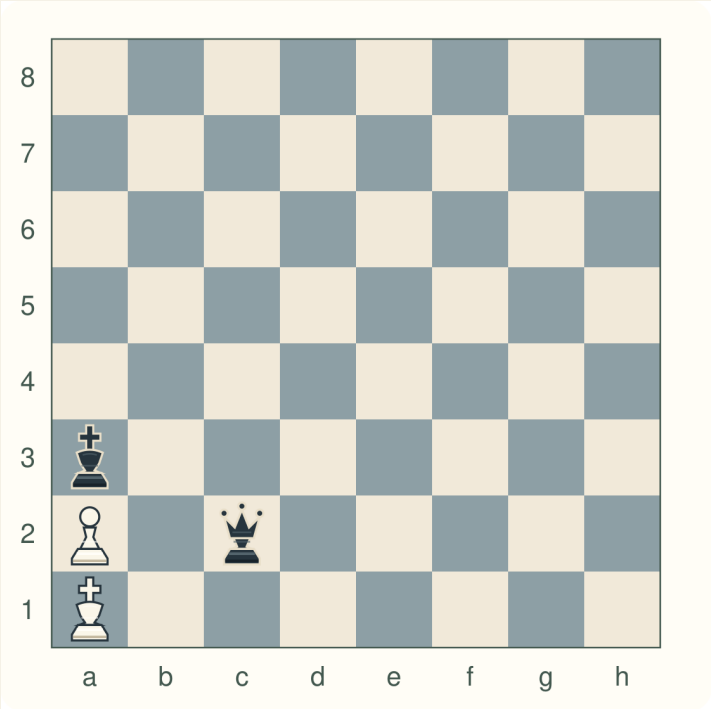
Checkmate. Nf2 checks h1; White's rook and pawns occupy g1, g2 and h2. A knight check cannot be blocked. Trace the knight attack and inspect the occupied neighboring squares.

Referee · inspect the pawn



Optional · use only if ready

White to move



White: King a1 · pawn a2
Black: King a3 · Queen c2

SAY

“Try the pawn’s move and capture separately.”

ASK / DO

Test a2-a3 and a2×b3.

YOUR KEY

STALEMATE. a3 is occupied; b3 is empty.

TEACHING NOTE

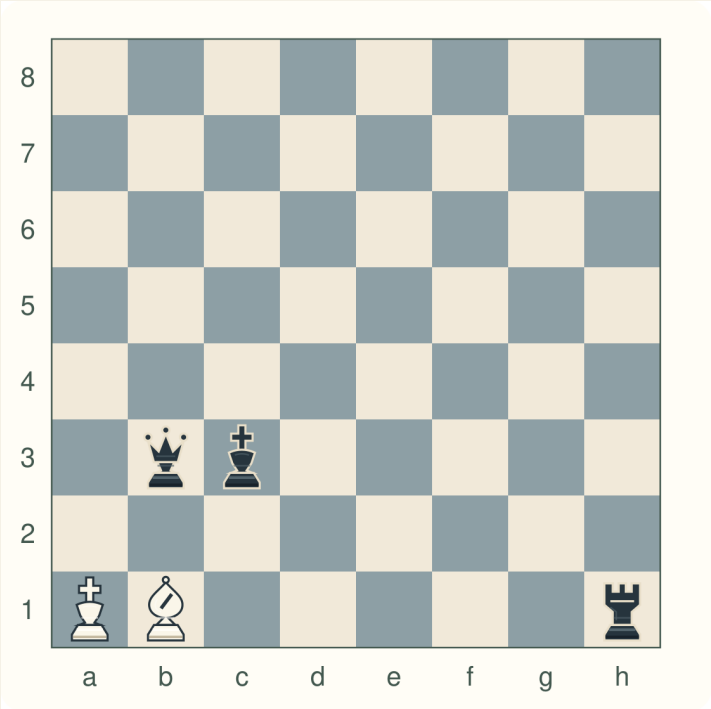
Stalemate. The pawn cannot advance into a3, occupied by Black's king, and b3 is empty. Ka1 is safe but has no legal move. Test a2-a3 and a2xb3 separately.

Referee · the last defender



Optional · use only if ready

White to move



White: King a1 · Bishop b1
Black: King c3 · Queen b3 · Rook h1

SAY

“A possible destination is not always legal.”

ASK / DO

Would moving the bishop leave its king safe?

YOUR KEY

STALEMATE. Every bishop move opens Rh1’s attack.

TEACHING NOTE

Stalemate. Moving Bb1 would expose Ka1 to Rh1. The queen covers a2 and b2; b1 is occupied. Imagine removing the bishop and trace the first rank.