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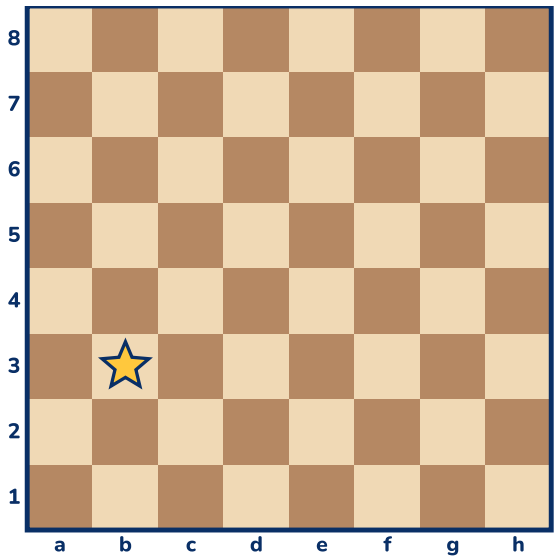
Lesson 1 Welcome to the Chessboard

Goes with Lesson 1 of Chess Time with the Dexters · youtube.com/@PatacnaKids

Remember

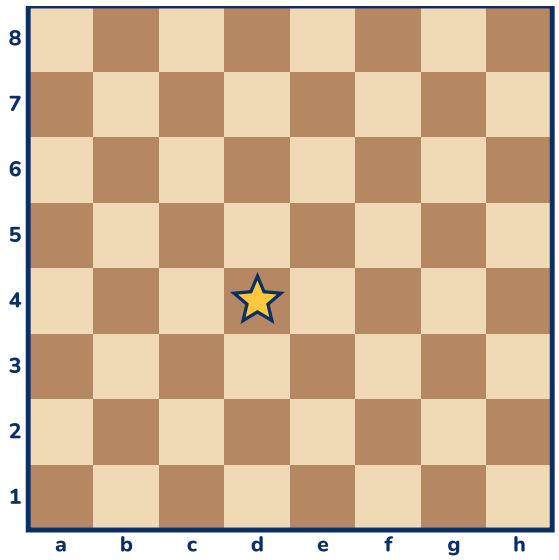
- The board has 64 squares.
- Rows go across, columns go up, diagonals are slanted.
- Light square on the right!

1 Is the starred square light or dark?



Light Dark

2 Is the starred square light or dark?



Light Dark

Your challenge

Turn a real board so a light square is on your right. Touch the four corners and say their colors out loud.

☐ I did it!

Answers for grown-ups

1. Light
2. Dark

Want more? The Chess Puzzle Workbook has 4 more puzzles for this lesson, and 103 in all.

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Lesson 2

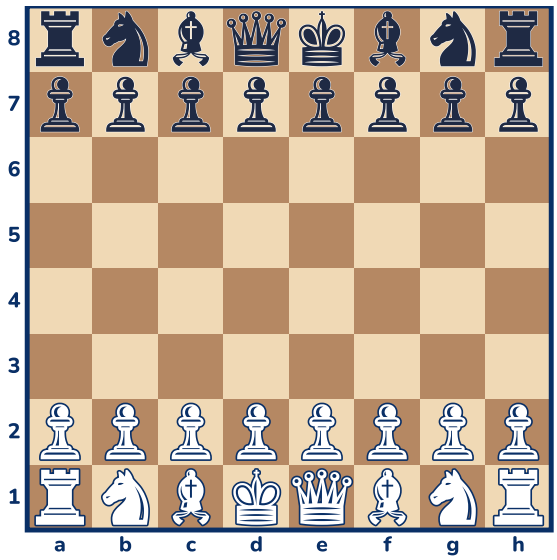
Meet the Chess Army

Goes with Lesson 2 of Chess Time with the Dexters · youtube.com/@PatacnaKids

Remember

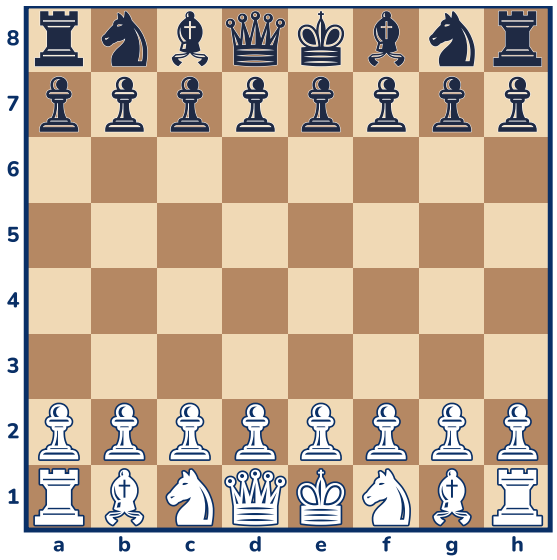
- 16 pieces each.
- Rooks in the corners, then knights, then bishops.
- The queen goes on her own color.
- White always moves first.

1 One mistake! What is wrong with White's pieces?



Answer: _____

2 What is wrong with White's back row?



Answer: _____

Your challenge

Set up both armies in under 2 minutes. Ask a grown-up to time you!

☐ I did it!

Answers for grown-ups

1. The white king and queen swapped places. The queen goes on d1, her own light square.
2. The knights and bishops swapped. Knights go next to the rooks (b1 and g1), bishops next to them (c1 and f1).

Want more? The Chess Puzzle Workbook has 2 more puzzles for this lesson, and 103 in all.

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Lesson 3

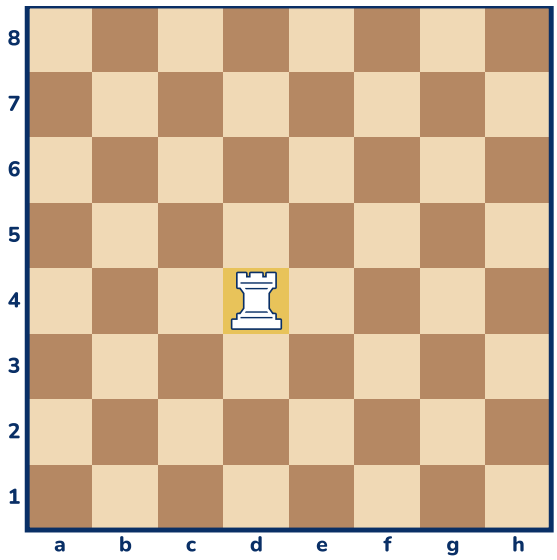
The Rook: Straight-Line Racer

Goes with Lesson 3 of Chess Time with the Dexters · youtube.com/@PatacnaKids

Remember

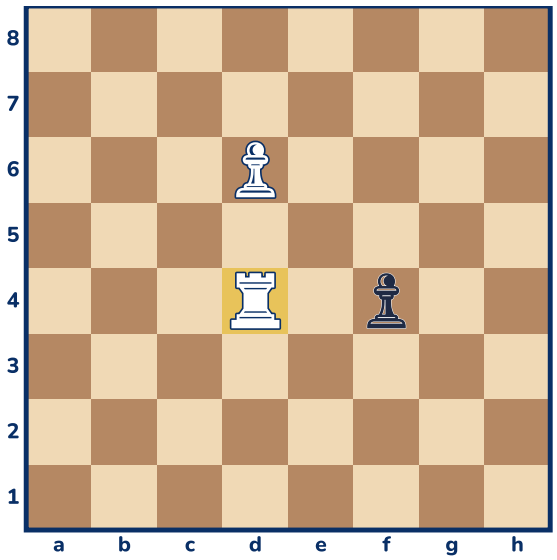
- Straight lines, as far as it wants.
- It can't jump.
- It captures by landing on an enemy piece.

1 How many squares can the rook move to?



Answer: _____

2 How many squares can the rook move to now?



Answer: _____

Your challenge

Apple Race on a real board: put 5 coins on a5, d5, d8, h8 and h1. Can your rook from a1 eat them all in 5 moves?

☐ I did it!

Answers for grown-ups

1. 14 squares
2. 9 squares

Want more? The Chess Puzzle Workbook has 6 more puzzles for this lesson, and 103 in all.

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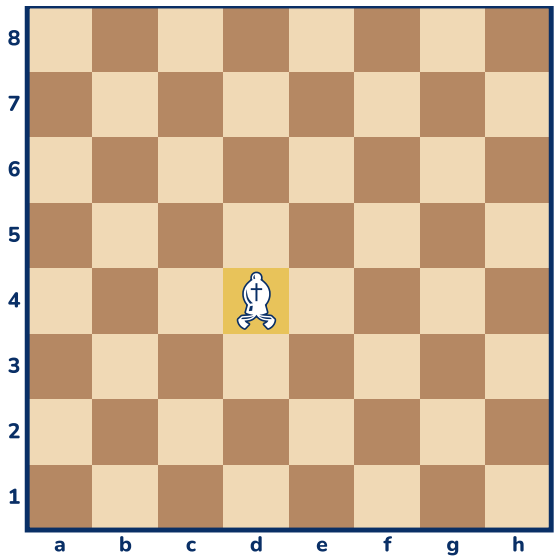
Lesson 4 The Bishop: Diagonal Slider

Goes with Lesson 4 of Chess Time with the Dexters · youtube.com/@PatacnaKids

Remember

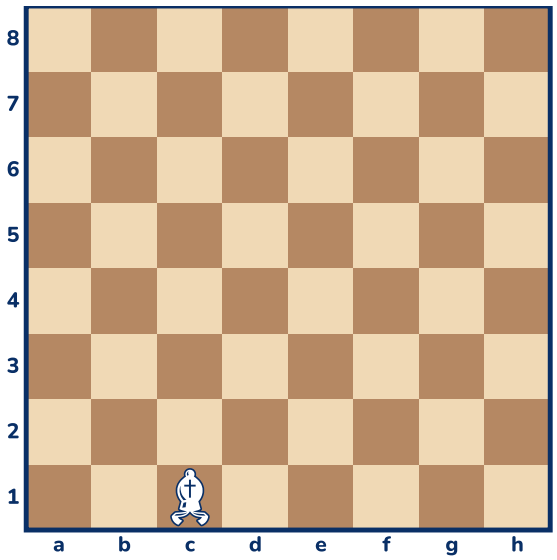
- Slanted lines, as far as it wants.
- It always stays on one color.
- It can't jump.

1 How many squares can the bishop move to?



Answer: _____

2 This bishop starts on c1. Can it ever stand on a light square?



Answer: _____

Your challenge

Play Bishop vs. 3 Pawns with a grown-up. The pawns march down one square each turn. Then swap sides!

☐ I did it!

Answers for grown-ups

1. 13 squares
2. No. c1 is dark, so it always stays on dark squares.

Want more? The Chess Puzzle Workbook has 6 more puzzles for this lesson, and 103 in all.

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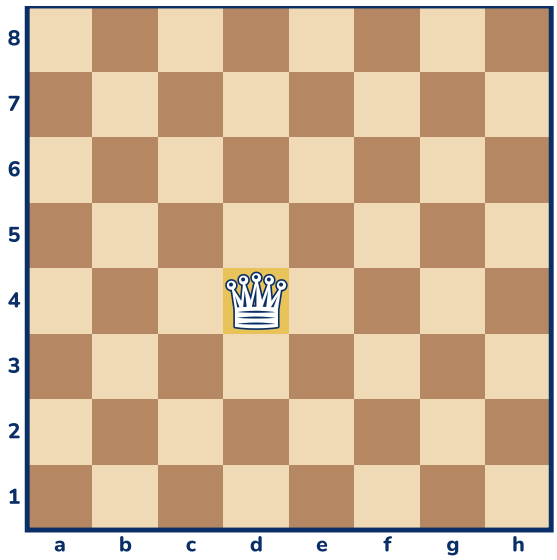
Lesson 5 The Queen: Superstar

Goes with Lesson 5 of Chess Time with the Dexters · youtube.com/@PatacnaKids

Remember

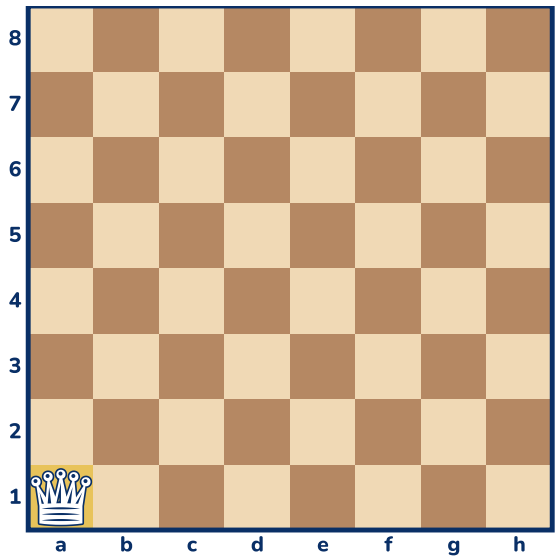
- Straight AND slanted, as far as she wants.
- 8 directions.
- She is worth a lot: keep her safe!

1 How many squares can the queen move to?



Answer: _____

2 How many squares can the queen move to?



Answer: _____

Your challenge

Play Queen vs. 4 Pawns with a grown-up. Catch every pawn before one reaches your back row.

☐ I did it!

Answers for grown-ups

1. 27 squares
2. 21 squares

Want more? The Chess Puzzle Workbook has 6 more puzzles for this lesson, and 103 in all.

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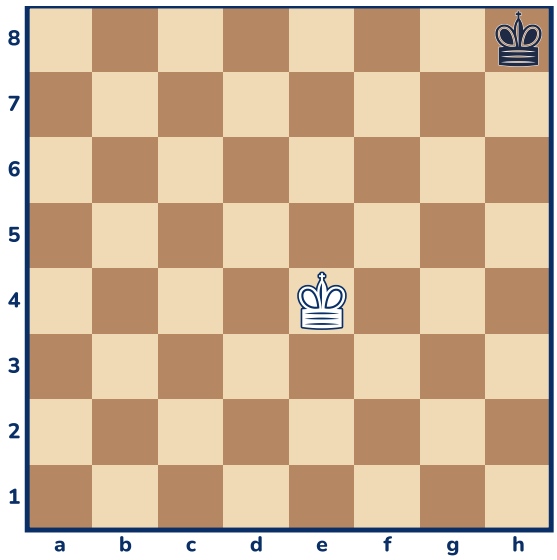
Lesson 6 The King: Small Steps, Big Job

Goes with Lesson 6 of Chess Time with the Dexters · youtube.com/@PatacnaKids

Remember

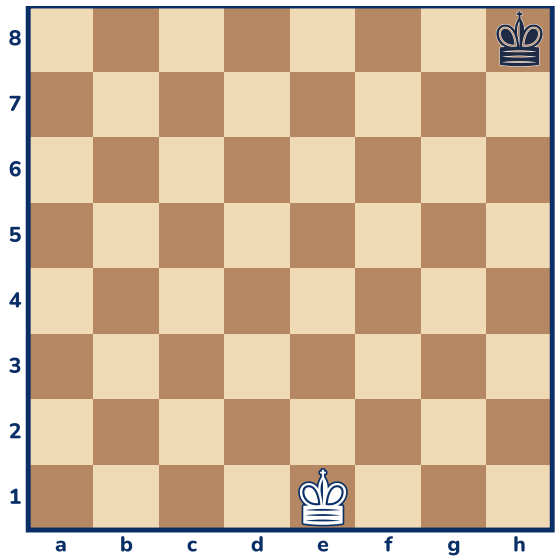
- One step in any direction.
- Never step into danger.
- The two kings never touch.

1 How many squares can the white king step to?



Answer: _____

2 How many squares can the white king step to?



Answer: _____

Your challenge

Play King Race: each player has only a king. First king to reach the other side wins. Kings never touch!

☐ I did it!

Answers for grown-ups

1. 8 squares (d3, d4, d5, e3, e5, f3, f4 and f5)
2. 5 squares (d1, d2, e2, f1 and f2)

Want more? The Chess Puzzle Workbook has 4 more puzzles for this lesson, and 103 in all.

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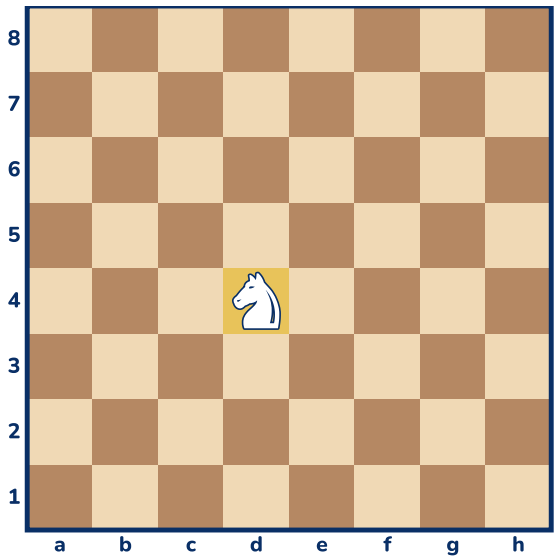
Lesson 7 The Knight: The Jumper

Goes with Lesson 7 of Chess Time with the Dexters · youtube.com/@PatacnaKids

Remember

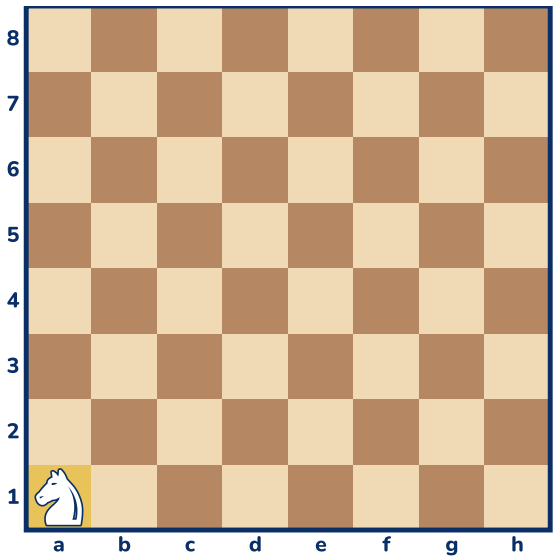
- It moves in an L: two squares, then one to the side.
- It jumps over pieces.
- It changes color every move.

1 How many squares can the knight jump to?



Answer: _____

2 How many squares can the knight jump to from the corner?



Answer: _____

Your challenge

Hop a knight from b1 to g5 in just 3 jumps. Can you find two different ways?

☐ I did it!

Answers for grown-ups

1. 8 squares
2. 2 squares

Want more? The Chess Puzzle Workbook has 6 more puzzles for this lesson, and 103 in all.

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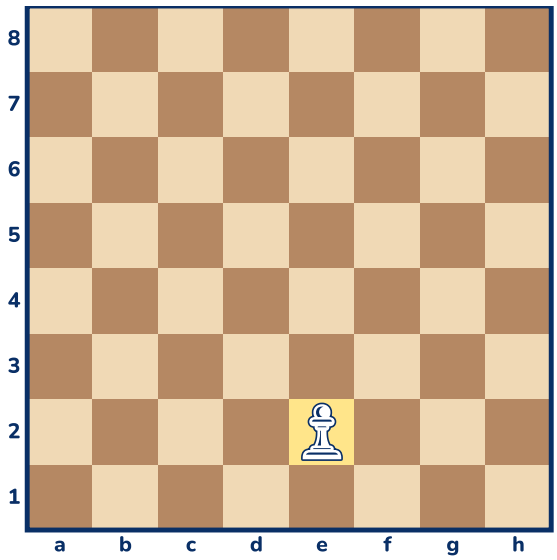
Lesson 8 The Pawn: Brave Little Soldier

Goes with Lesson 8 of Chess Time with the Dexters · youtube.com/@PatacnaKids

Remember

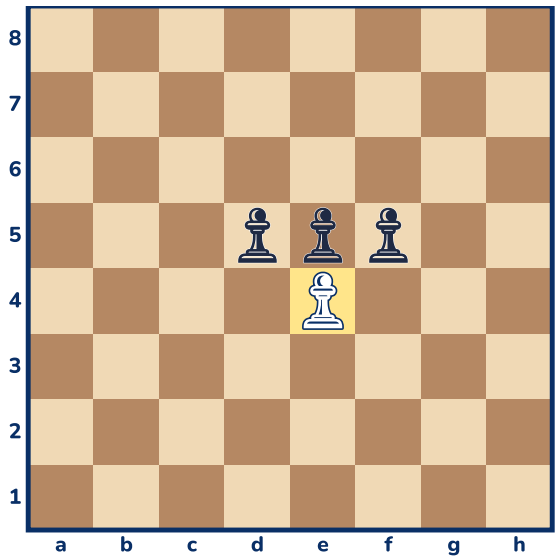
- Forward one square (two on its very first move).
- Captures slanted, one square.
- Never goes backward.
- Reach the end and it gets promoted!

1 This pawn hasn't moved yet. Where can it go?



Answer: _____

2 Where can the white pawn go?



Answer: _____

Your challenge

Play Pawn Wars! Eight pawns each. The first pawn to reach the other side wins.

☐ I did it!

Answers for grown-ups

1. e3 and e4
2. d5 and f5

Want more? The Chess Puzzle Workbook has 4 more puzzles for this lesson, and 103 in all.

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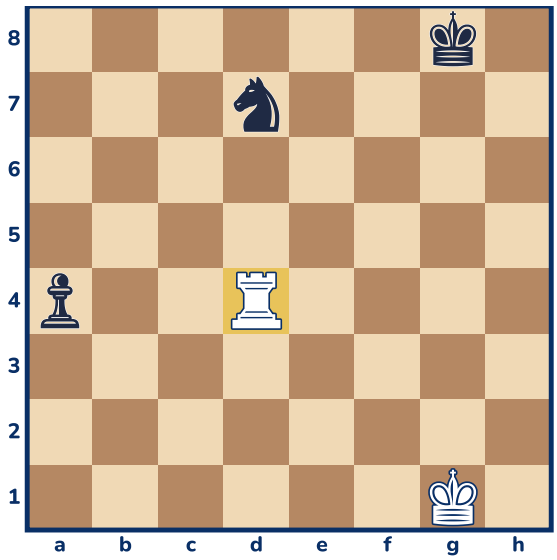
Lesson 9 Capturing and Piece Points

Goes with Lesson 9 of Chess Time with the Dexters · youtube.com/@PatacnaKids

Remember

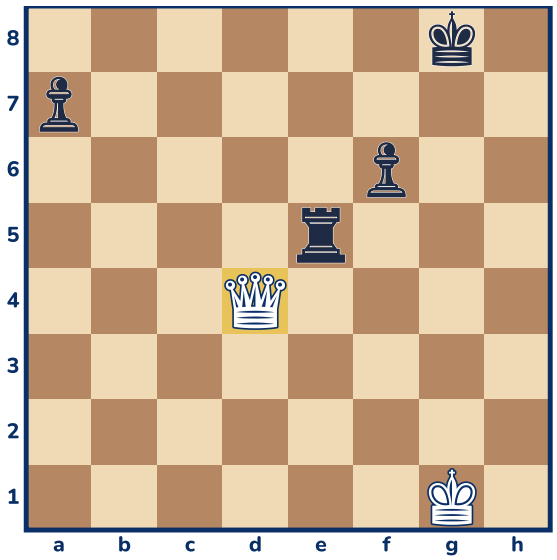
- Pawn 1, knight 3, bishop 3, rook 5, queen 9.
- Before you capture, ask: can they capture back?
- Win points, and don't give them away.

1 **Nobody can capture back. Which capture is best?**



Answer: _____

2 **Careful! Which capture is best for the queen?**



Answer: _____

Your challenge

Play a game and keep score. Every time you capture, write down the points. Who earned more?

☐ I did it!

Answers for grown-ups

1. Take the knight on d7: +3, and nobody can capture back.
2. Take the pawn on a7: +1, and nobody can capture back.

Want more? The Chess Puzzle Workbook has 6 more puzzles for this lesson, and 103 in all.

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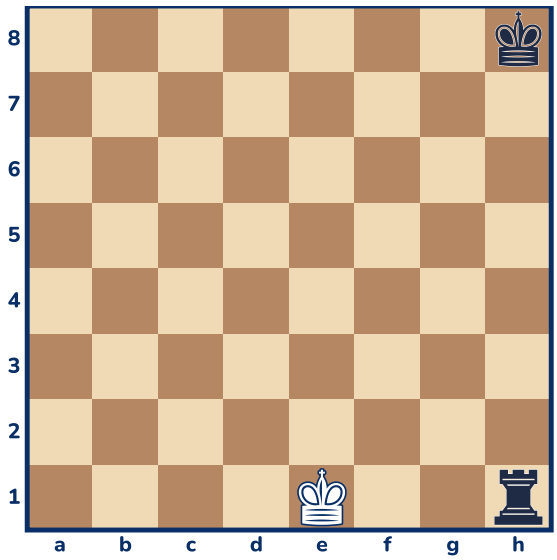
Lesson 10 Check!

Goes with Lesson 10 of Chess Time with the Dexters · youtube.com/@PatacnaKids

Remember

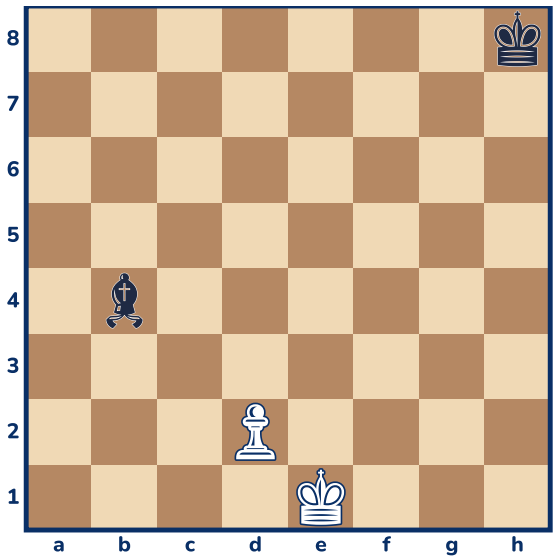
- Check means the king is attacked.
- You must fix it right away.
- Three ways: MOVE the king, BLOCK, or CAPTURE the attacker.

1 Is the white king in check?



Yes No

2 Is the white king in check?



Yes No

Your challenge

Play a game. Say "check!" every time you attack the king, and say which escape you use: move, block or capture.

☐ I did it!

Answers for grown-ups

1. Yes
2. No

Want more? The Chess Puzzle Workbook has 8 more puzzles for this lesson, and 103 in all.

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Lesson 11

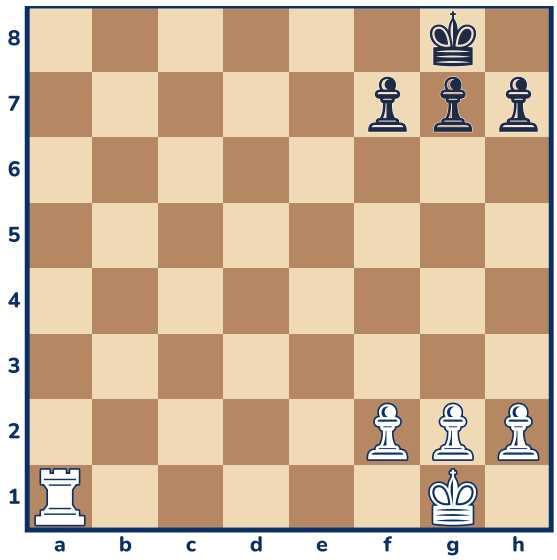
Checkmate: How You Win

Goes with Lesson 11 of Chess Time with the Dexters · youtube.com/@PatacnaKids

Remember

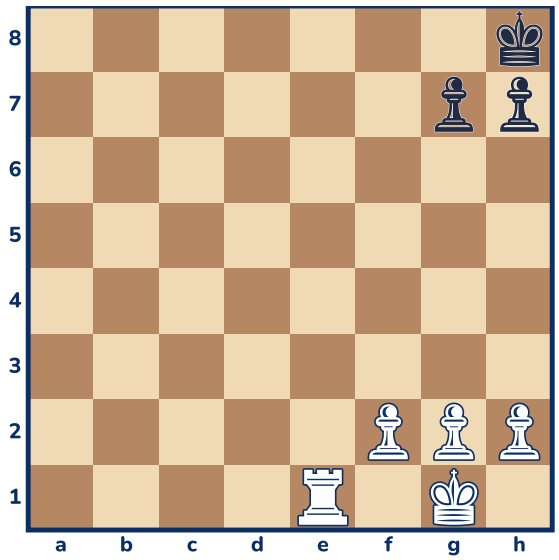
- Checkmate = check, and no way out.
- Watch for the back-row mate.
- Queen + king make a great team.

1 White to move. Find checkmate in 1.



Answer: _____

2 White to move. Find checkmate in 1.



Answer: _____

Your challenge

Set up the first checkmate puzzle on a real board and checkmate a grown-up. Then swap sides and let them try!

☐ I did it!

Answers for grown-ups

1. Rook to a8 (Ra8#). Checkmate!
2. Rook to e8 (Re8#). Checkmate!

Want more? The Chess Puzzle Workbook has 10 more puzzles for this lesson, and 103 in all.

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Lesson 12

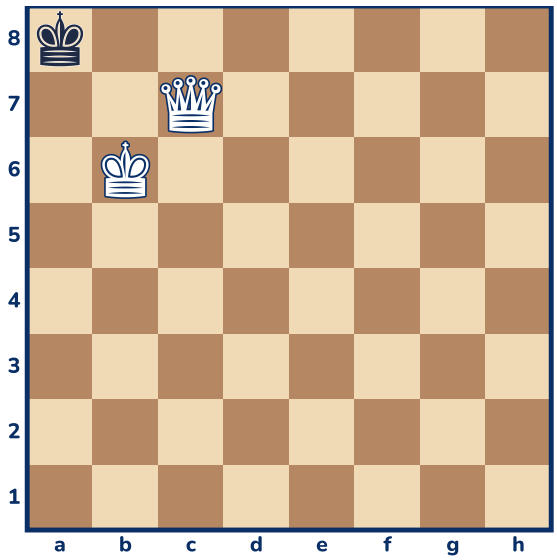
Stalemate: The Sneaky Tie

Goes with Lesson 12 of Chess Time with the Dexters · youtube.com/@PatacnaKids

Remember

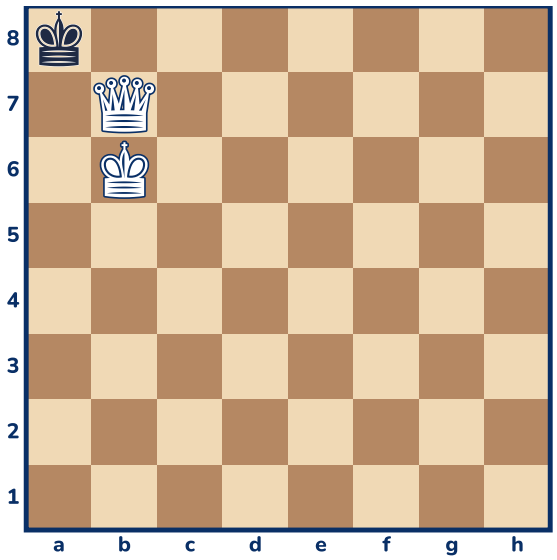
- Stalemate = no legal moves, but NOT in check.
- Stalemate is a tie.
- When you're winning, leave the king room until you can checkmate.

1 Black to move. Checkmate, stalemate, or play on?



Checkmate | Stalemate | Play on

2 Black to move. Checkmate, stalemate, or play on?



Checkmate | Stalemate | Play on

Your challenge

Play queen and king against a lonely king. Win with checkmate, and don't fall into stalemate!

☐ I did it!

Answers for grown-ups

1. Stalemate (a tie)
2. Checkmate

Want more? The Chess Puzzle Workbook has 6 more puzzles for this lesson, and 103 in all.

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Lesson 13

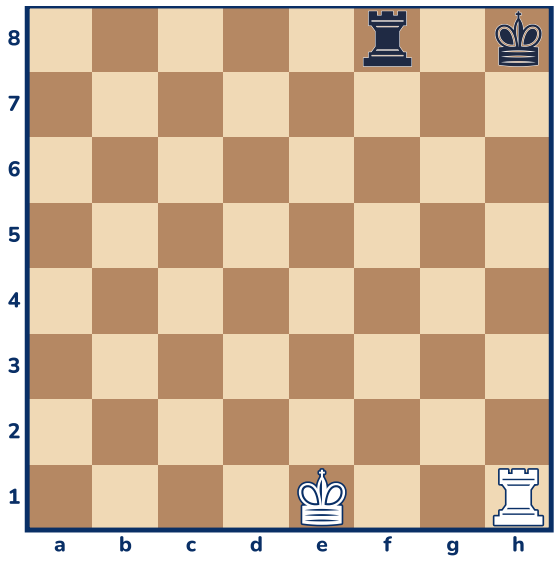
Special Moves

Goes with Lesson 13 of Chess Time with the Dexters · youtube.com/@PatacnaKids

Remember

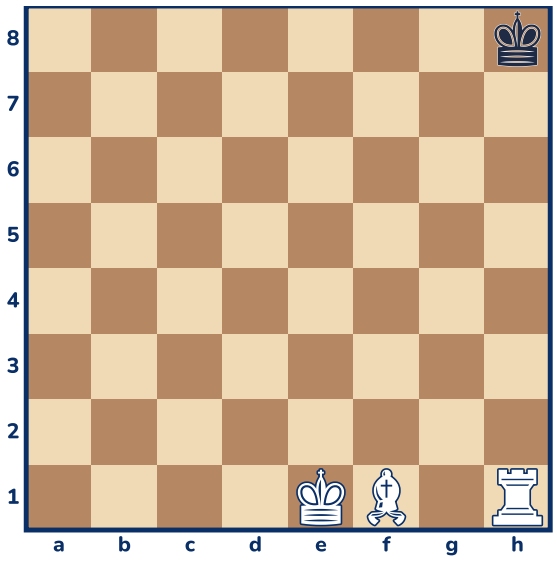
- Castling: the king goes 2 squares, the rook hops over.
- No castling out of check, through check, or into check.
- Promotion: a pawn on the last row becomes a queen (or another piece).
- En passant: capture a pawn that jumped past yours, right away.

1 Can White castle short (toward the h-rook)?



Yes No

2 Can White castle short?



Yes No

Your challenge

Play Promotion Race: a king and 3 pawns each. The first new queen wins!

☐ I did it!

Answers for grown-ups

1. No. The black rook watches f1, and the king can't pass through danger.
2. No. The bishop on f1 is in the way.

Want more? The Chess Puzzle Workbook has 5 more puzzles for this lesson, and 103 in all.

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Lesson 14

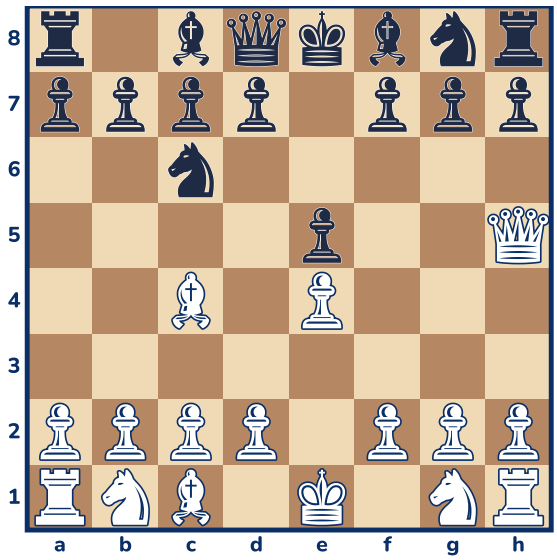
Your First Full Game

Goes with Lesson 14 of Chess Time with the Dexters · youtube.com/@PatacnaKids

Remember

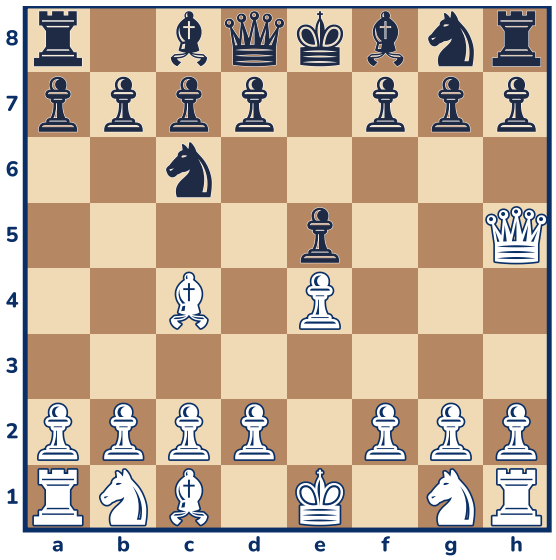
- Control the center with pawns.
- Bring out knights and bishops early.
- Castle to keep your king safe.
- Shake hands and say "good game".

1 The queen and bishop are both aiming at one black pawn. Which square?



Answer: _____

2 Black to move. Write one move that stops the 4-move trick.



Answer: _____

Your challenge

Play a whole game with a grown-up or a friend. Use the tips, and shake hands at the end.

☐ I did it!

Answers for grown-ups

1. f7
2. Pawn to g6 (g6), queen to e7 (Qe7) or queen to f6 (Qf6). Each one blocks or guards f7.

Want more? The Chess Puzzle Workbook has 2 more puzzles for this lesson, and 103 in all.