## Module 1 Task 6 Show how Kings move and capture

Kings move forwards, backwards, sideways, or diagonally, but only one square on each turn. Although Kings are never actually 'captured', they can themselves capture any piece (except the opponents King), but are not allowed to move to any square where they would be attacked by an enemy piece.
Another important rule about Kings is that they can never be placed next to each other on the chessboard
Kings aren't given values like other pieces as they are too important to be valued. However, their playing strength is estimated at three points.



## Module 1 Task 7 Kings in check

Kings can never be captured, when there are attacked they are said to be in check. Usually your opponent will say "check", but they do not have to do so. You MUST immediately get your king out of check. This can be done in one of 3 ways

1. Take the piece that is giving check (it may even be possible that your King can take that piece).
2. Move your King to a square that is not attacked.
3. Put one of the your pieces between your King and the checking piece to 'block' the check (remember that you cannot block a check delivered by a Knight, you must either take the Knight or move your King).

## Now set up the diagrams on the other side of this page


2.Black has 2 moves, what are they?
4.Black has 5 blocking moves, what are they?


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## Now set up the diagrams on the other side of this page



1. What is Black's only move?

2.Black has 2 moves, what are they?

3.Black
has 2
blocking
moves,
what are
they?


## 4.Black

 has 5 blocking moves, what are they?
5.Black has 3 different type of way to get out of check, so find
a) 2 King moves
b) 5 blocking moves
c) 1 taking the checking piece
d) Which is the best move for Black?
e) Can Black castle in this position?


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