My Chess Family

Chess puzzles for kids

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Name: _____ **36 puzzles · answers at the back**

36 chess puzzles in three levels, six on a page. Start at level 1, whatever your age. Write your move under the board, or draw an arrow on it.

The three levels

1. **Level 1: first puzzles** (ages 6 to 9). Take a piece nobody guards, then checkmate in one move.
2. **Level 2: first tricks** (ages 7 to 10). Forks (one move attacks two pieces) and checkmate on the back row.
3. **Level 3: harder** (ages 8 to 11). Checkmate in one with more pieces about, then checkmate in two moves.

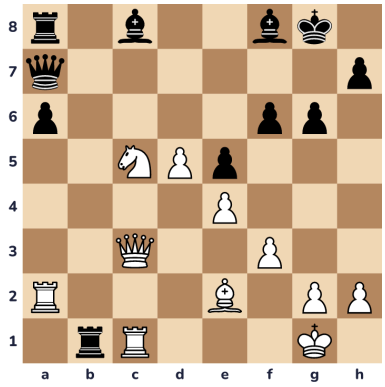
How to find the answer

1. Look at every check. Can the king get away, block or take?
2. Look at every capture. Can they take back?
3. Look for a move that attacks two things at once.

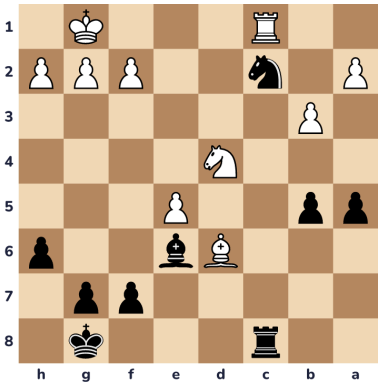
Stuck? Set the position up on a real board and try the moves.

Take the free piece

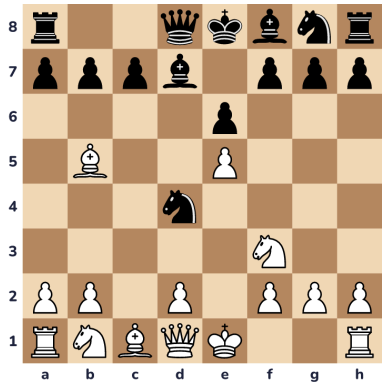
A piece is left unguarded. Find the move that takes it, and write it under the board.



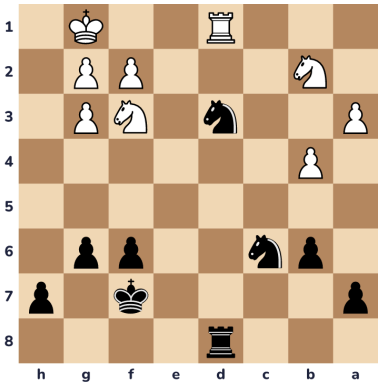
1. White to move. Take the free piece!



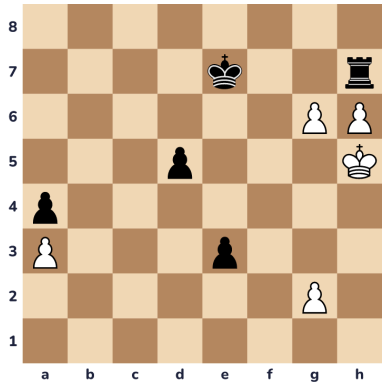
2. Black to move. Take the free piece!



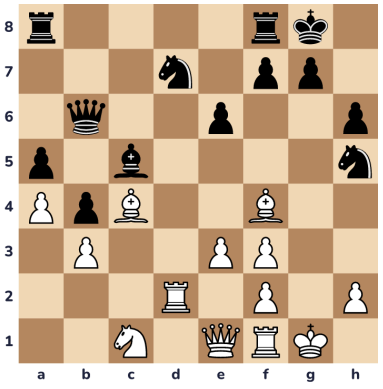
3. White to move. Take the free piece!



4. Black to move. Take the free piece!



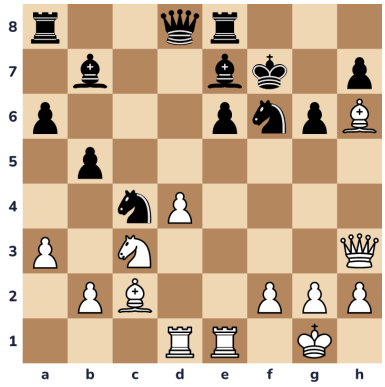
5. White to move. Take the free piece!



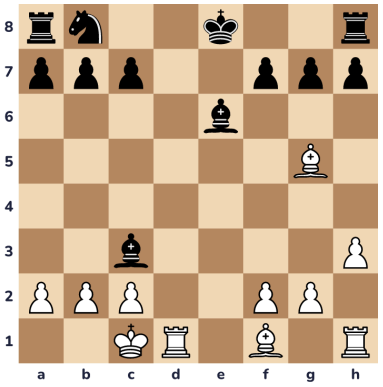
6. White to move. Take the free piece!

Checkmate in one: easy

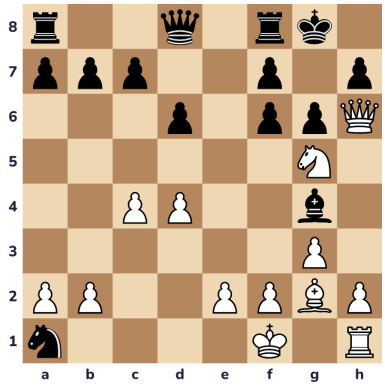
Find the move that gives checkmate. Write it under the board.



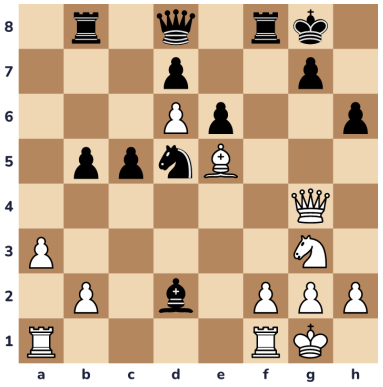
7. White to move. Find the checkmate!



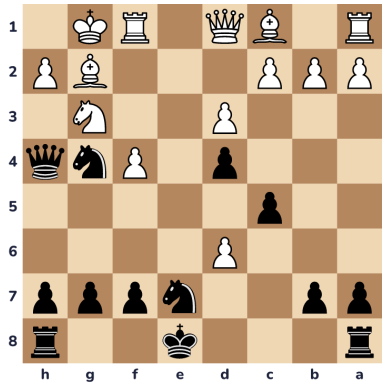
8. White to move. Find the checkmate!



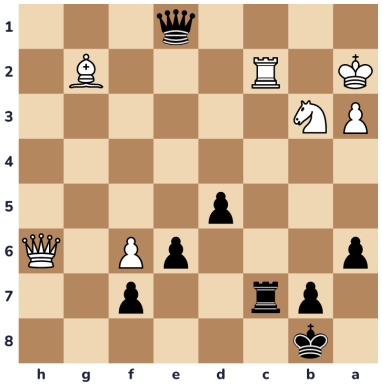
9. White to move. Find the checkmate!



10. White to move. Find the checkmate!



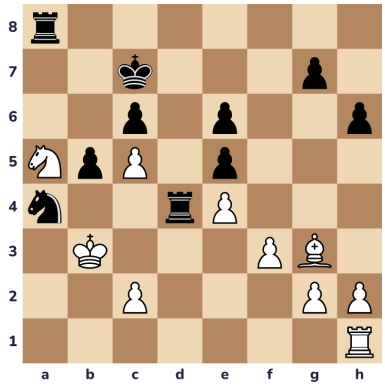
11. Black to move. Find the checkmate!



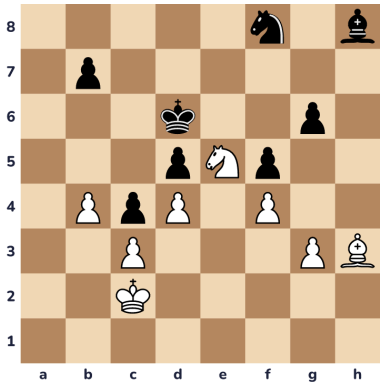
12. Black to move. Find the checkmate!

Find the fork

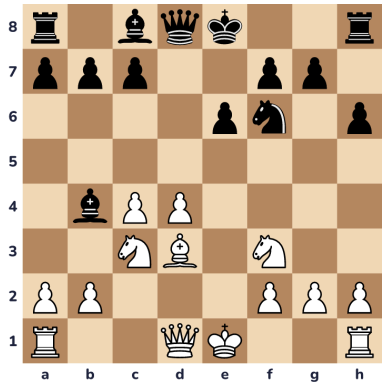
Find the move that attacks two pieces at once. Write it under the board.



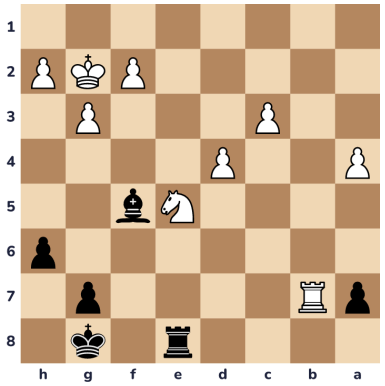
13. White to move. Find the fork!



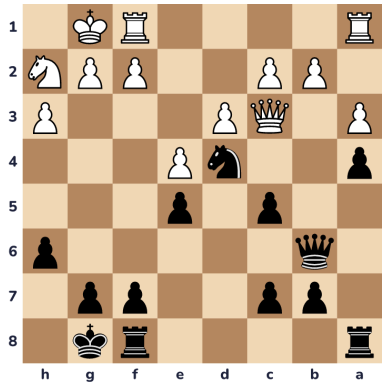
14. White to move. Find the fork!



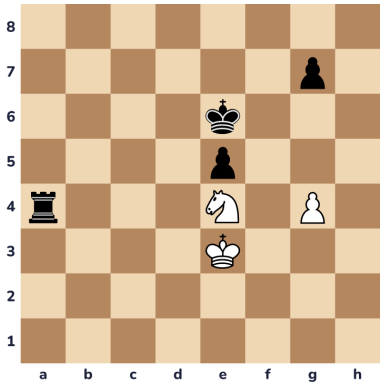
15. White to move. Find the fork!



16. Black to move. Find the fork!



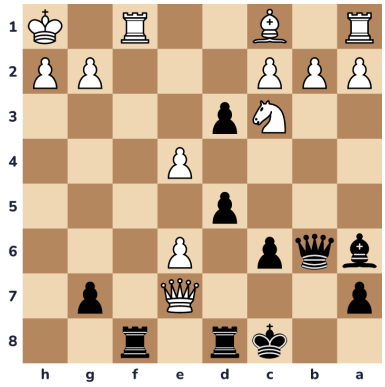
17. Black to move. Find the fork!



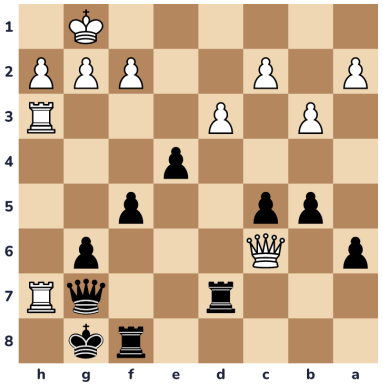
18. White to move. Find the fork!

Back-rank checkmate

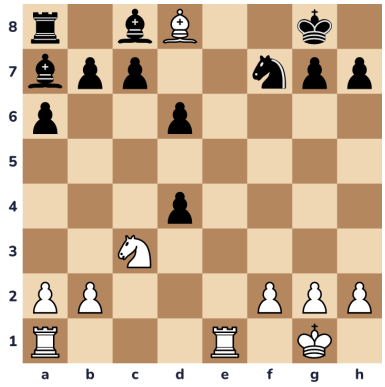
The king is trapped on the back row. Find the checkmate and write it under the board.



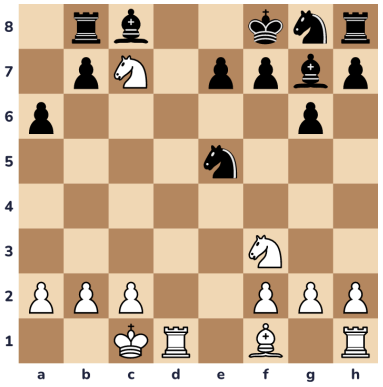
19. Black to move. Checkmate on the back row!



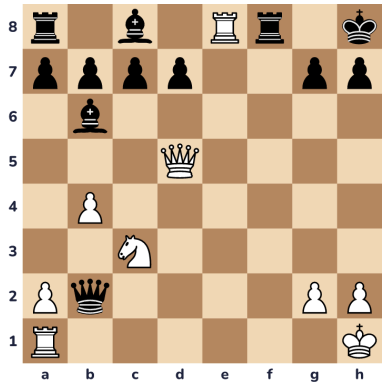
20. Black to move. Checkmate on the back row!



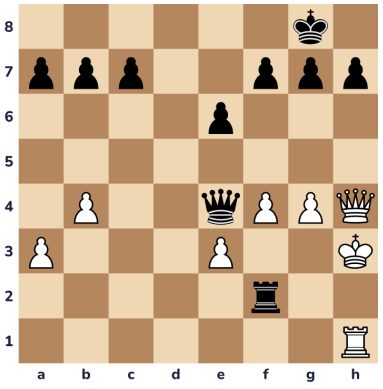
21. White to move. Checkmate on the back row!



22. White to move. Checkmate on the back row!



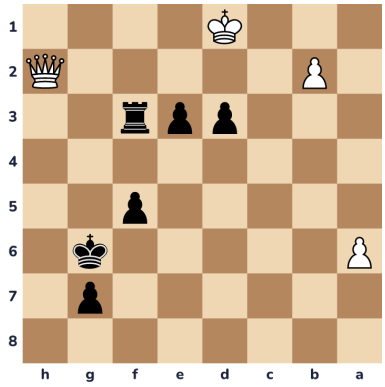
23. White to move. Checkmate on the back row!



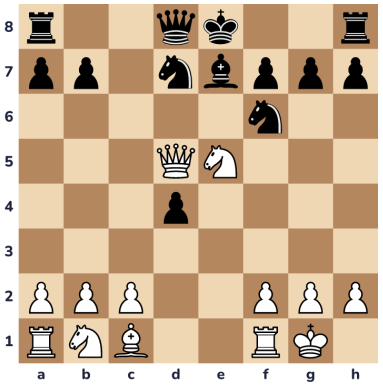
24. White to move. Checkmate on the back row!

Checkmate in one: harder

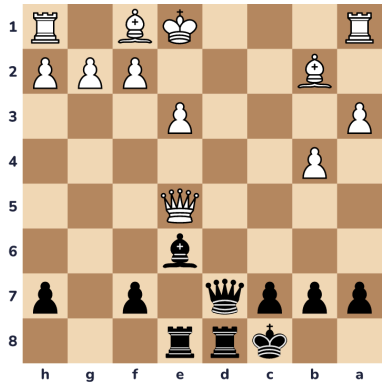
Find the move that gives checkmate. Write it under the board.



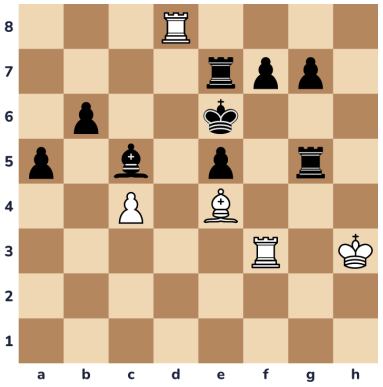
25. Black to move. Find the checkmate!



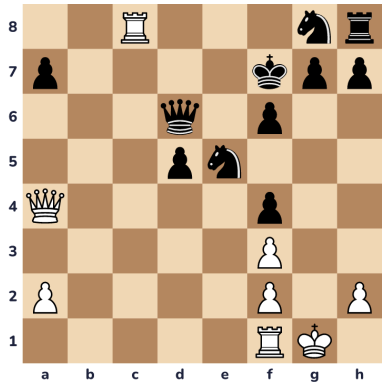
26. White to move. Find the checkmate!



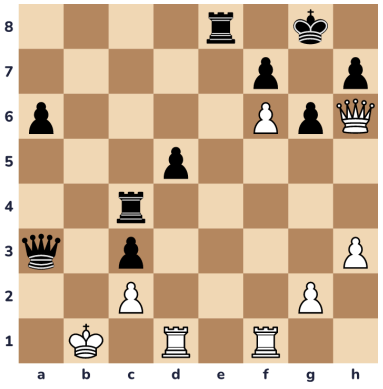
27. Black to move. Find the checkmate!



28. White to move. Find the checkmate!



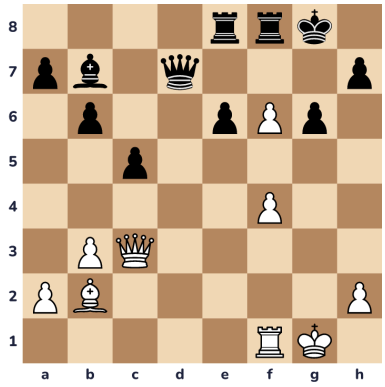
29. White to move. Find the checkmate!



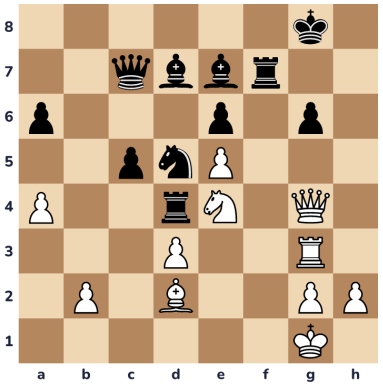
30. White to move. Find the checkmate!

Checkmate in two

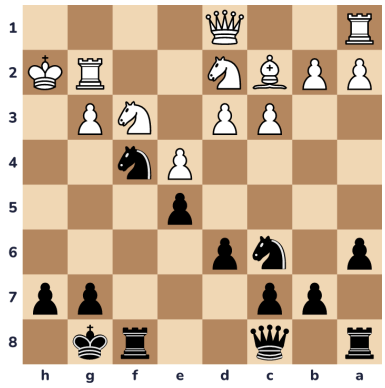
Find the first move of a checkmate in two, and write it under the board.



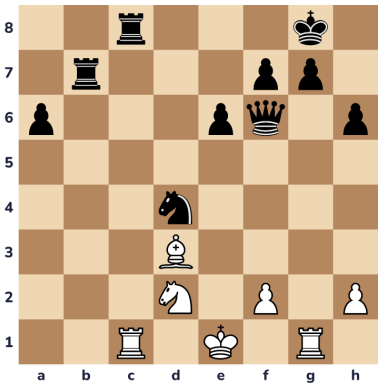
31. White to move. Checkmate in two moves: write the first move.



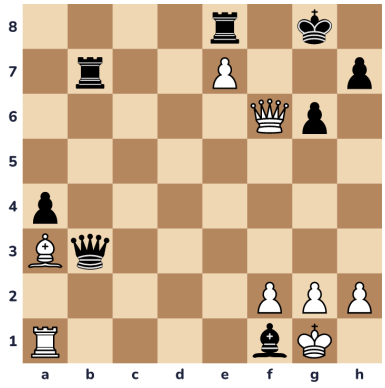
32. White to move. Checkmate in two moves: write the first move.



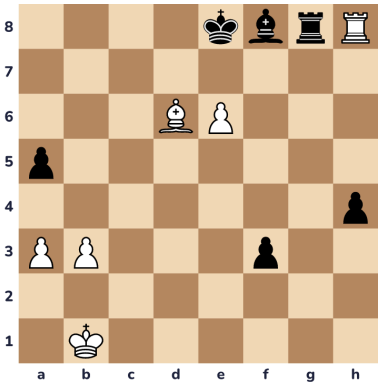
33. Black to move. Checkmate in two moves: write the first move.



34. White to move. Checkmate in two moves: write the first move.



35. White to move. Checkmate in two moves: write the first move.



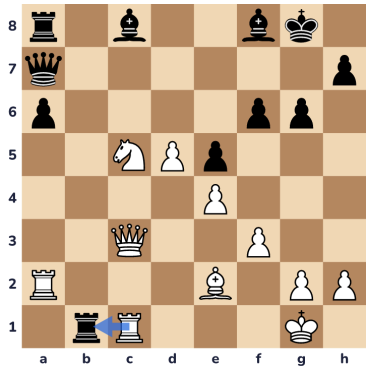
36. White to move. Checkmate in two moves: write the first move.

Answers

Take the free piece

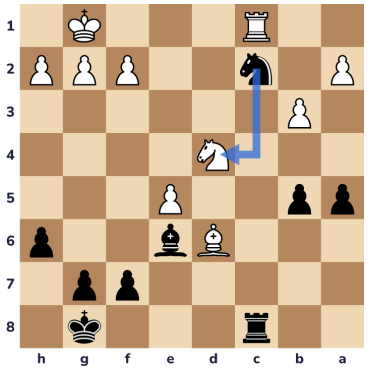
1. Rxb1

Rxb1 takes the rook, and nothing can take back.



2. Nxd4

Nxd4 takes the knight, and nothing can take back.



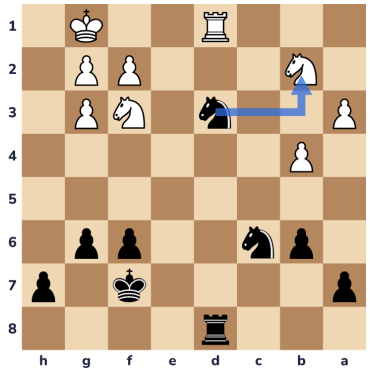
3. Nxd4

Nxd4 takes the knight, and nothing can take back.



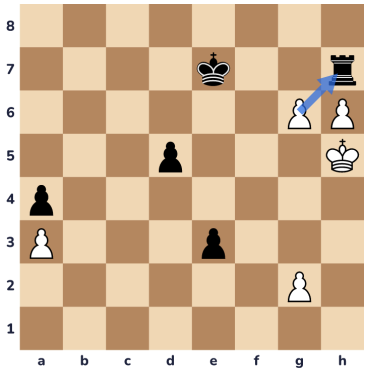
4. Nxb2

Nxb2 takes the knight, and nothing can take back.



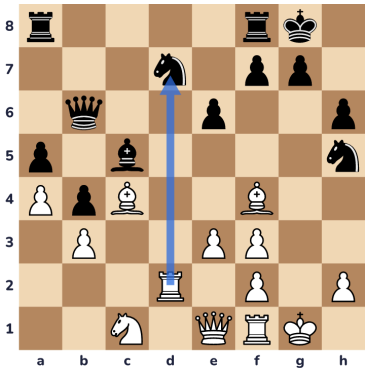
5. gxh7

gxh7 takes the rook, and nothing can take back.



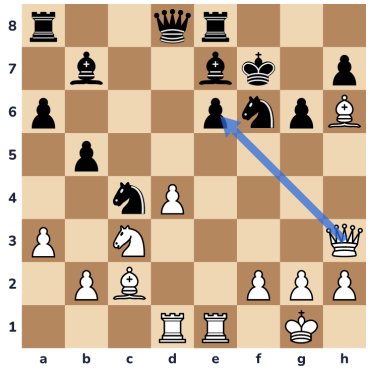
6. Rxd7

Rxd7 takes the knight, and nothing can take back.

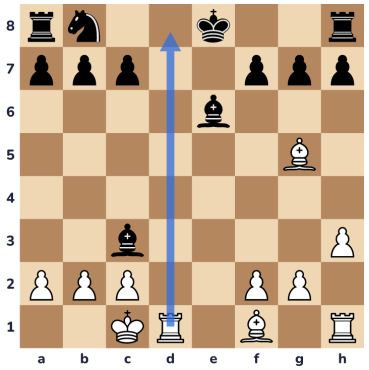


Checkmate in one: easy

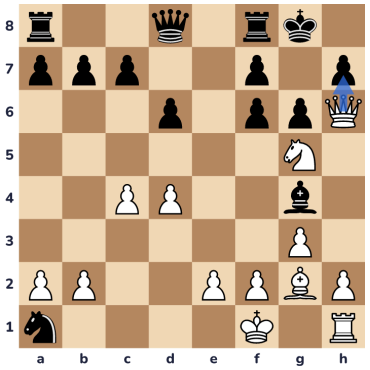
7. Qxe6#



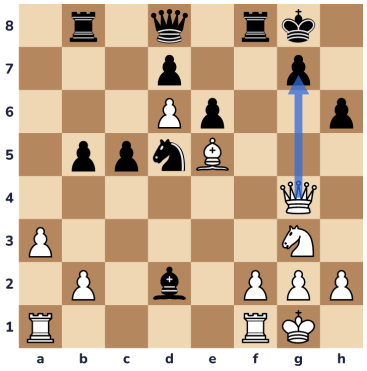
8. Rd8#



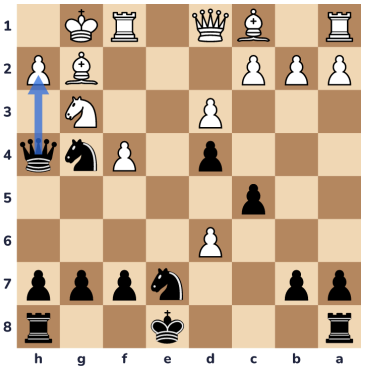
9. Qxh7#



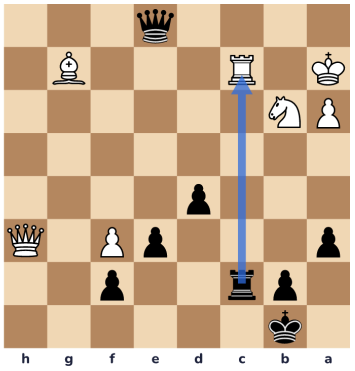
10. Qxg7#



11. Qxh2#



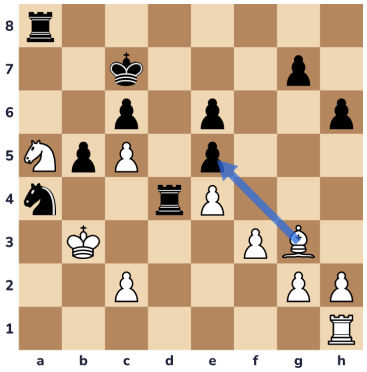
12. Rxc2#



Find the fork

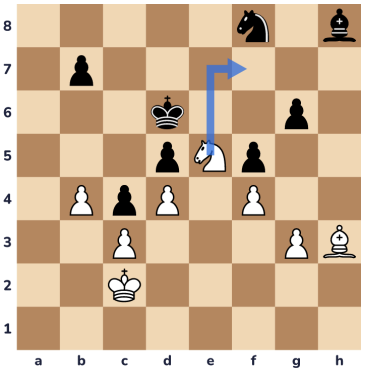
13. Bxe5+

Bxe5+ attacks the king and the rook. After Kd7, Bxd4 takes the rook.



14. Nf7+

Nf7+ attacks the king and the bishop. After Ke7, Nxh8 takes the bishop.



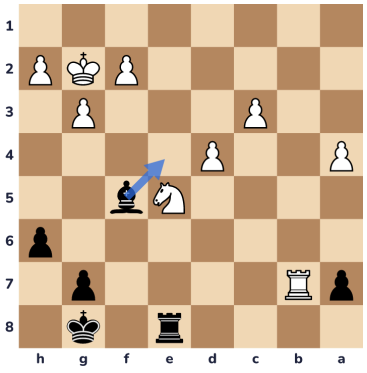
15. Qa4+

Qa4+ attacks the king and the bishop. After Bd7, Qxb4 takes the bishop.



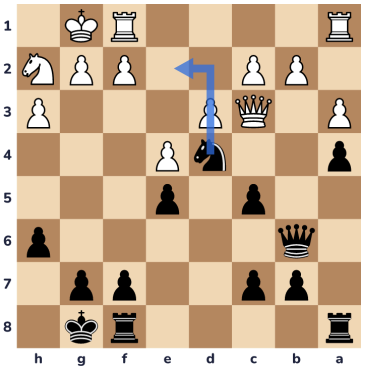
16. Be4+

Be4+ attacks the king and the rook. After f3, Bxb7 takes the rook.



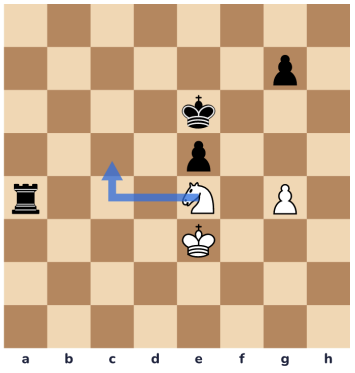
17. Ne2+

Ne2+ attacks the queen and the king. After Kh1, Nxc3 takes the queen.



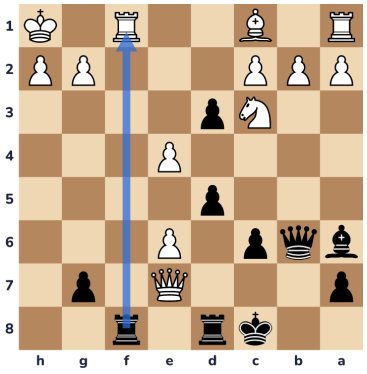
18. Nc5+

Nc5+ attacks the king and the rook. After Kf6, Nxa4 takes the rook.

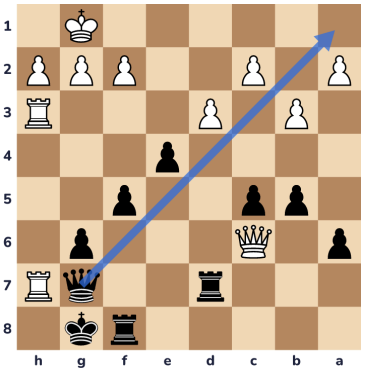


Back-rank checkmate

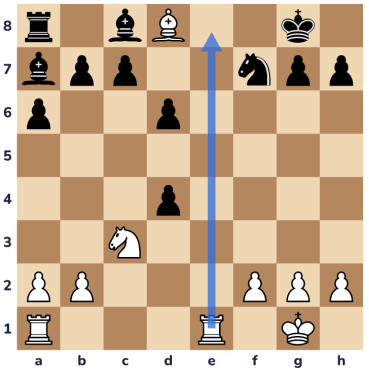
19. Rxf1#



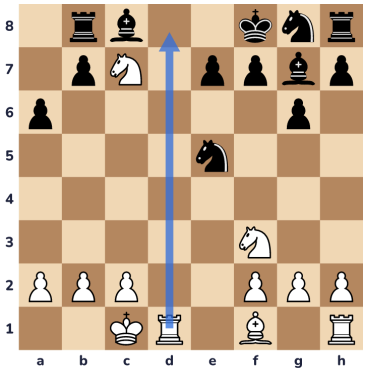
20. Qa1#



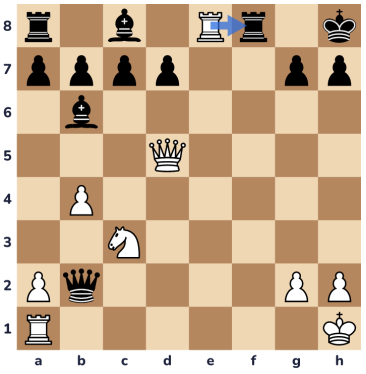
21. Re8#



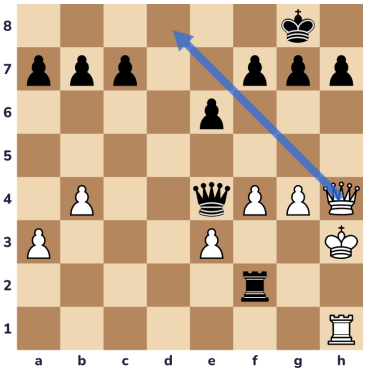
22. Rd8#



23. Rxf8#

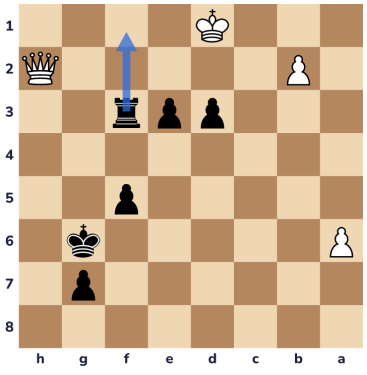


24. Qd8#



Checkmate in one: harder

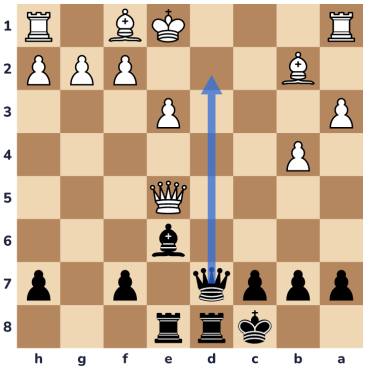
25. Rf1#



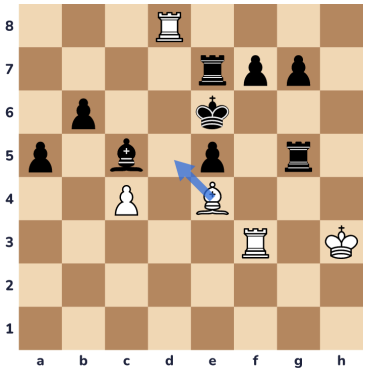
26. Qxf7#



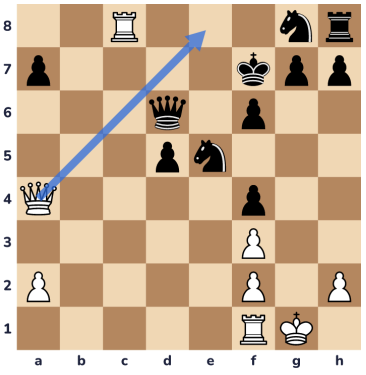
27. Qd2#



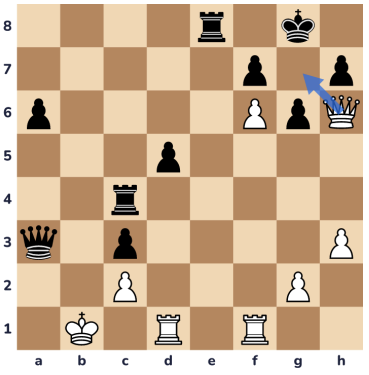
28. Bd5#



29. Qe8#



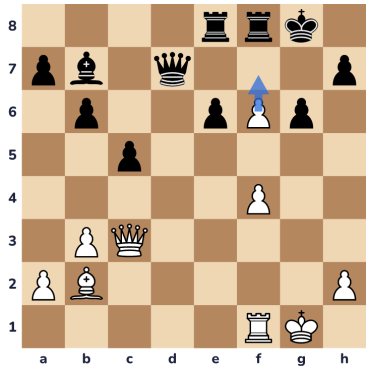
30. Qg7#



Checkmate in two

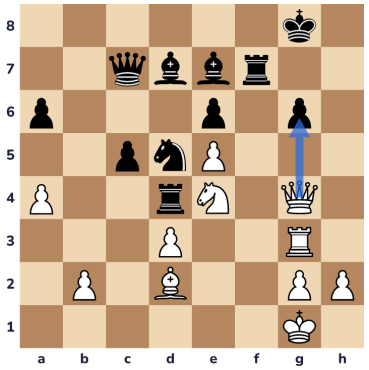
31. f7+

f7+. If Rxf7, then Qh8# is checkmate. Every other reply gets checkmated too.



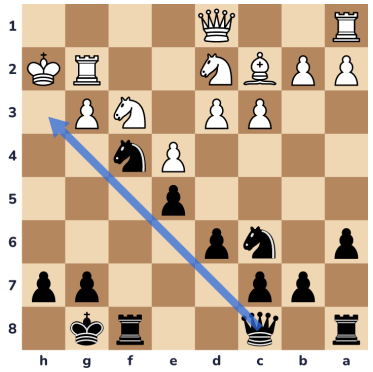
32. Qxg6+

Qxg6+. If Rg7, then Qxg7# is checkmate. Every other reply gets checkmated too.



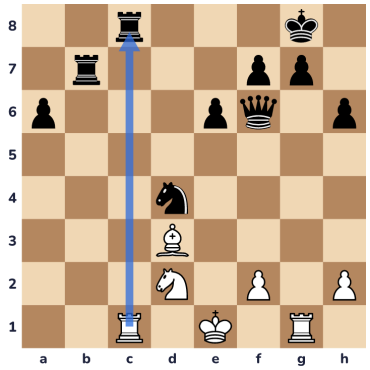
33. Qh3+

Qh3+. Kg1 is the only move, then Qxg2# is checkmate.



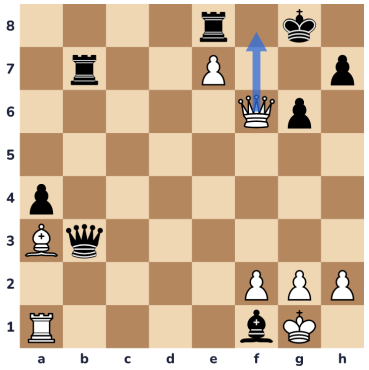
34. Rxc8+

Rxc8+. Qd8 is the only move, then Rxd8# is checkmate.



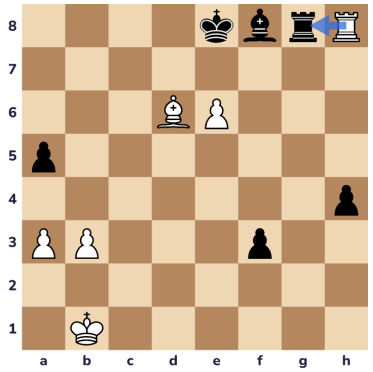
35. Qf8+

Qf8+. Rxf8 is the only move, then exf8=Q# is checkmate.



36. Rxg8

Rxg8. If f2, then Rxf8# is checkmate. Every other reply gets checkmated too.



Puzzle positions from the Lichess puzzle database (CC0), checked with the Stockfish chess engine.