



Chess worksheet: Thinking moves ahead

12 puzzles · Levels 1, 2, 3, 4 · answers and explanations at the end

Name _____

Date _____



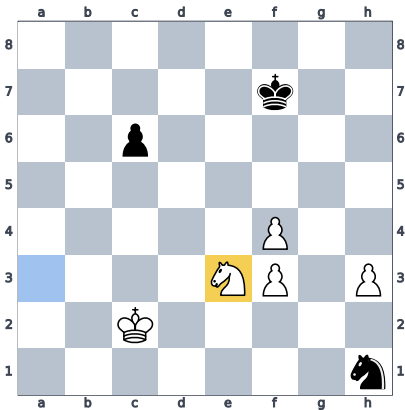
More practice in the Karotto app, with a voice guide and hints. Scan the code or visit playkarotto.com

Write the move (for example Qf3 or Nf3) or draw an arrow on the board. The board always faces the side to move.

Yellow square: the piece to move (the "glowing piece" in the question). · Stars: squares you could move to; only one is right. · Letters A, B, C on squares: the options to choose from. · Arrow: the last move, or a move the question gives you. · Red square: a piece under attack. · Blue square: a piece or square to watch.

Level 1

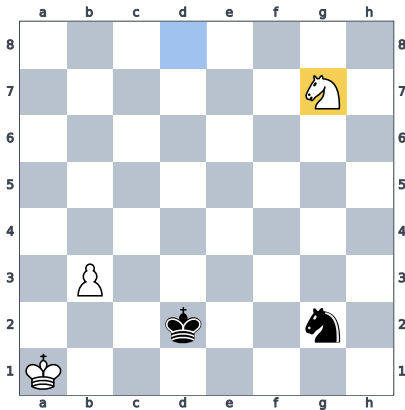
1 White to move



The glowing knight needs to reach a3 in as few moves as possible. Where does your first move go?

Move: _____

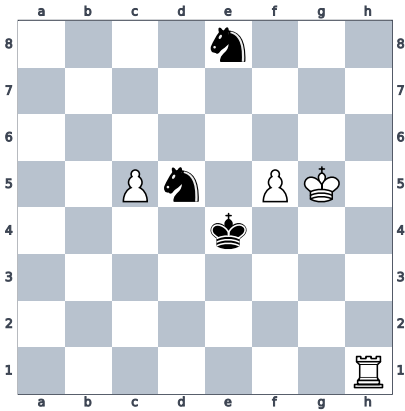
2 White to move



The glowing knight needs to reach d8 in as few moves as possible. Where does your first move go?

Move: _____

3 White to move

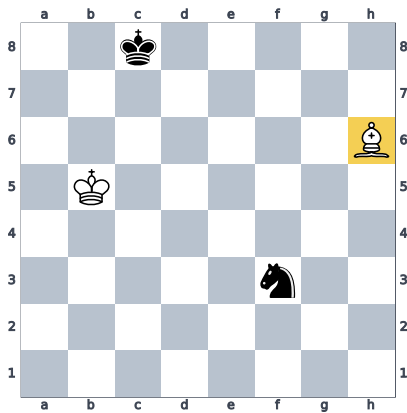


White to move. Get the white rook to a4 in as few moves as possible. Play the first move!

Move: _____

Level 2

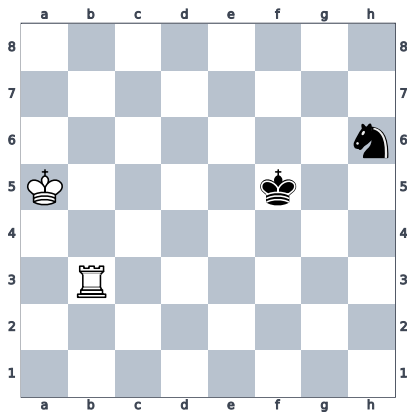
4 White to move



The glowing bishop wants to reach h2. Play the first move of the shortest path!

Move: _____

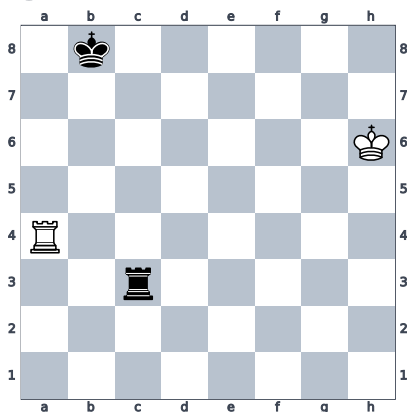
6 White to move



The rook wants to reach h7 in as few moves as possible. Play the first move!

Move: _____

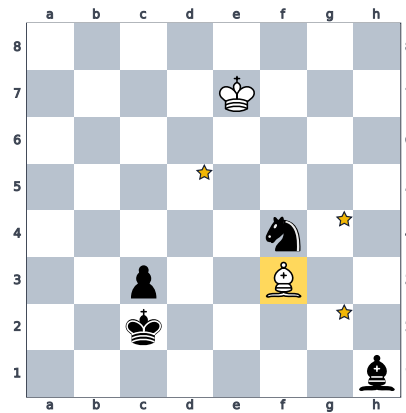
8 White to move



The rook wants to reach d8 in as few moves as possible. Play the first move!

Move: _____

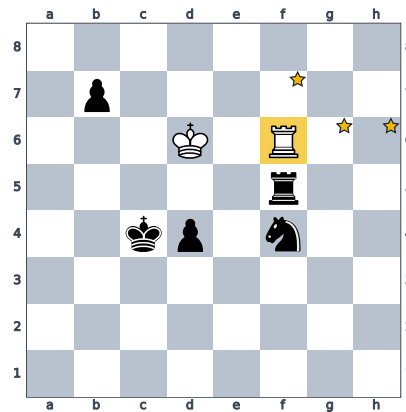
5 White to move



Before touching, picture it in your head: on which star is the glowing piece safe from capture? Only one star is safe.

Move: _____

7 White to move

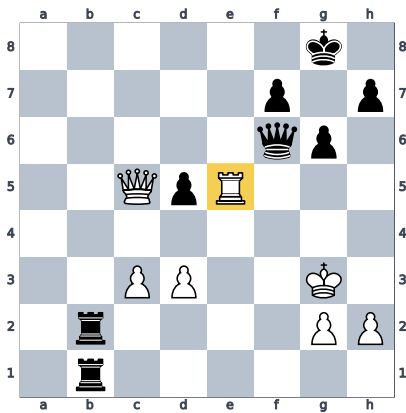


Before touching, picture it in your head: on which star is the glowing piece safe from capture? Only one star is safe.

Move: _____

Level 3

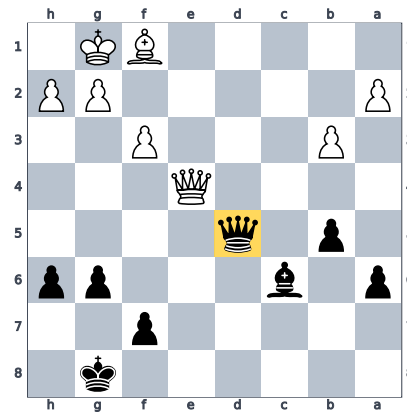
9 White to move



The glowing piece starts the two-move combo. Your move!

Move: _____

10 Black to move

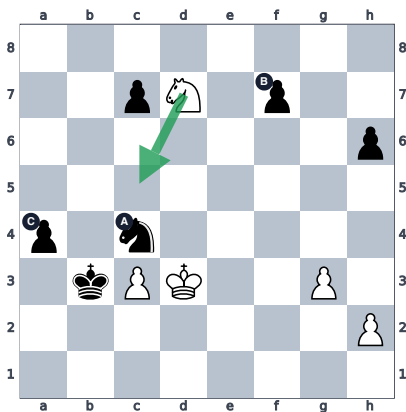


The glowing piece goes first. Think ahead to the second move!

Move: _____

Level 4

11 White to move

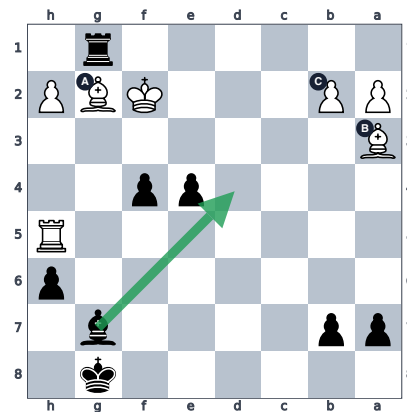


Follow the green arrow: the knight checks. The black king must move. Then on which square do you capture a piece? Tap that square.

(A) c4 (B) f7 (C) a4

Circle: A B C _____

12 Black to move



Follow the green arrow: the black bishop checks. The white king must move. Then on which square do you capture a piece? Tap that square.

(A) g2 (B) a3 (C) b2

Circle: A B C _____

Answers and explanations: Thinking moves ahead

1. ♞c4 · Level 1

Why: From c4, the knight is just 1 move away from a3.

2. ♞e6 · Level 1

Why: From e6, the knight is just 1 move away from d8.

3. ♖a1 · Level 1

Why: From a1, the rook is just 1 move away from a4.

4. ♜f4 · Level 2

Why: That's the first step of the shortest path to h2.

5. ♞g4 · Level 2

Why: You saw it ahead of time: no black piece can capture there.

6. ♖b7 · Level 2

Why: That's the first step of the shortest path to h7.

7. ♖h6 · Level 2

Why: You saw it ahead of time: no black piece can capture there.

8. ♖d4 · Level 2

Why: That's the first step of the shortest path to d8.

9. 1. ♖e8+ ♜g7 2. ♜f8# · Level 3

Why: The rook checks on e8, and the black king has only losing moves. Then you checkmate.

10. 1... ♜c5+ 2. ♜h1 ♞xe4 · Level 3

Why: The queen to c5 starts the combination. Then you win the queen.

11. A (c4) · 1. ♞c5+ ♜a2 2. ♜xc4 · Level 4

Why: The knight check chases the black king away, and the black knight on c4 has no king guarding it: the white king takes it.

12. A (g2) · 1... ♞d4+ 2. ♜e2 ♖xg2+ · Level 4

Why: The bishop checks, the white king must leave f2, and the white bishop on g2 has no guard left: the black rook takes it, with check too.
