



Chess worksheet: Pawn endgames

12 puzzles · Levels 3, 4, 5, 6 · answers and explanations at the end

Name _____

Date _____



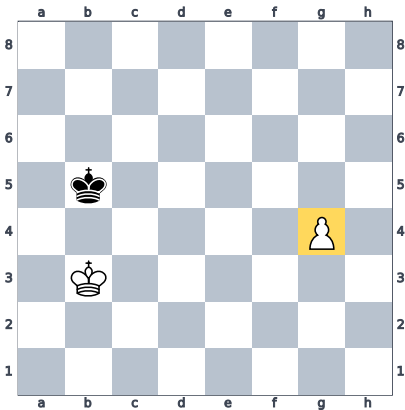
More practice in the Karotto app, with a voice guide and hints. Scan the code or visit playkarotto.com

Write the move (for example ♔f3 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 3

1 White to move

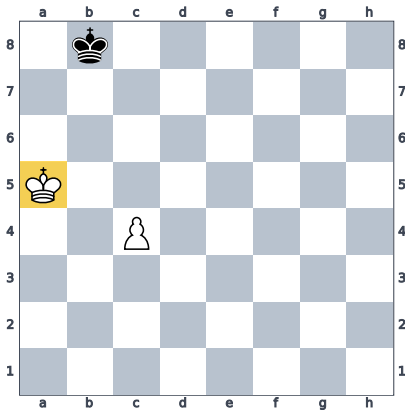


White to move. Can the black king catch the pawn? Pick the result!

- ☐ A White wins ☐ B Draw ☐ C Black wins

Circle: A B C _____

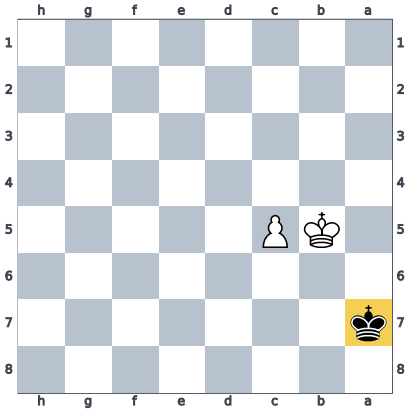
2 White to move



The glowing king takes the key square. Keep playing!

Move: _____

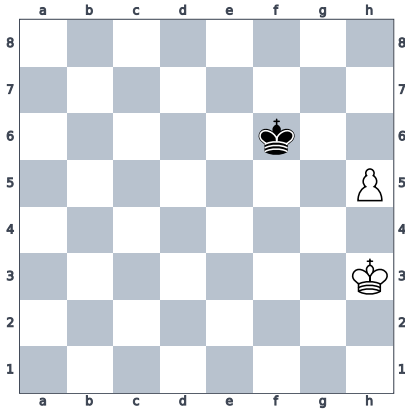
3 Black to move



You play Black. The glowing king keeps the opposition!

Move: _____

4 White to move



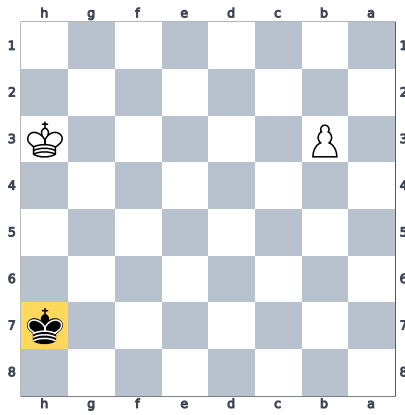
Rook pawn: can White win? Pick the result!

- ☐ A White wins ☐ B Draw ☐ C Black wins

Circle: A B C _____

5

Black to move

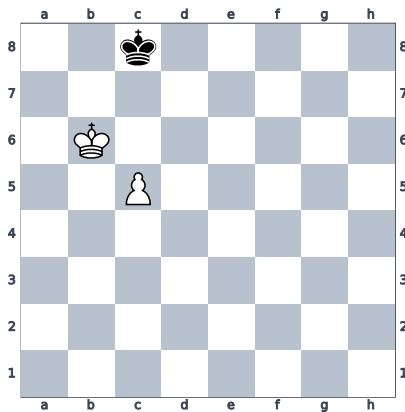


You play Black. The glowing king must chase the pawn.
Your move!

Move: _____

7

White to move



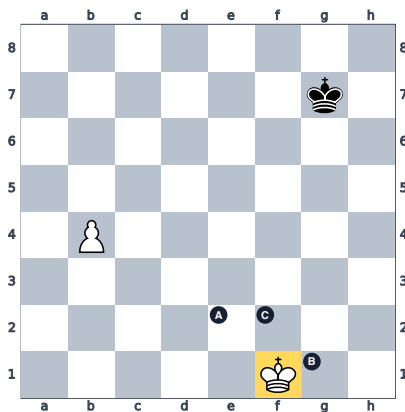
Use the opposition to win!

Move: _____

Level 4

8

White to move



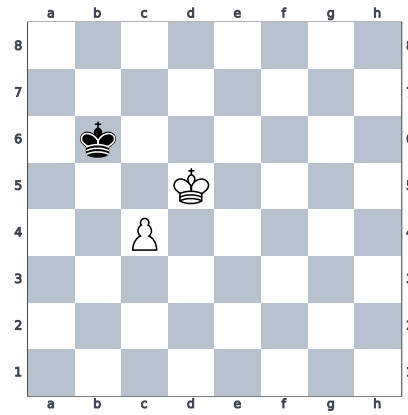
Which square should the white king go to, to rush back and help the pawn on b4? Tap that square.

(A) e2 (B) g1 (C) f2

Circle: A B C _____

6

White to move

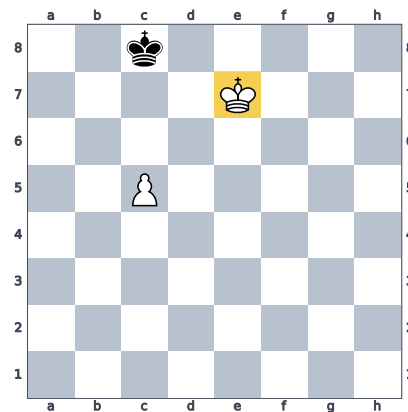


White to move. Find the best move!

Move: _____

9

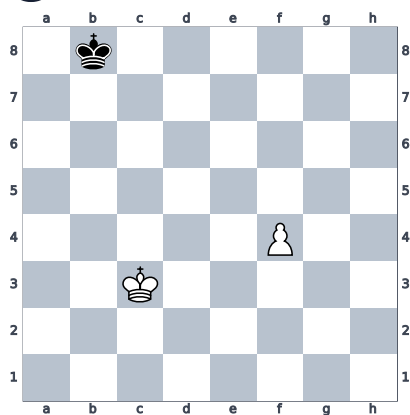
White to move



The glowing piece is the king. Bring the king up to lead the way for the pawn!

Move: _____

10 White to move

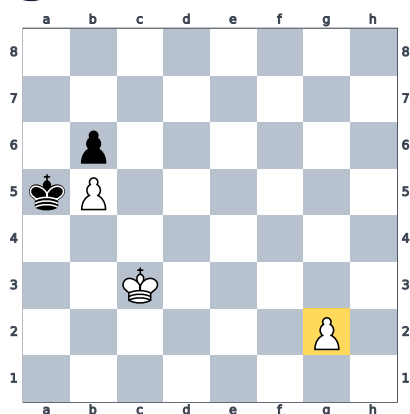


Your king joins the battle: walk in front of the pawn to lead the way!

Move: _____

Level 5

11 White to move



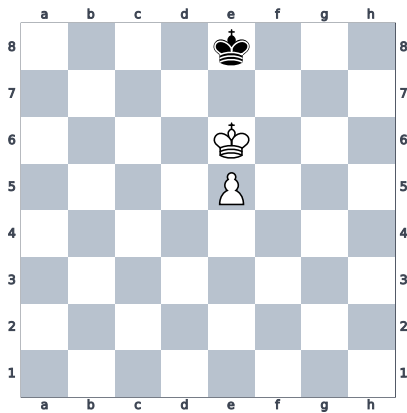
The glowing pawn is a far-away passed pawn. Push it two squares!

Move: _____

Level 6

12

White to move



White is a pawn up and moves first. The white king is already standing right in front of the pawn. What is the result of this game?

- ☐ A White wins ☐ B Draw ☐ C Black wins

Circle: A B C _____

Answers and explanations: Pawn endgames

1. A (White wins) · 1.g5 ♟c5 2.g6 ♟d4 3.g7 ♟e3 · Level 3

Why: You used the square of the pawn.

2. 1.♟b6 ♟c8 2.c5 ♟d7 3.c6+ ♟d8 4.♟b7 ♟e7 5.c7 ... · Level 3

Why: The white king stands on a key square in front of the pawn, and the pawn becomes a queen.

3. 1...♟b7 2.c6+ ♟c7 3.♟a4 ♟xc6 · Level 3

Why: The black king keeps the opposition, and White can't get through.

4. B (Draw) · 1.h6 ♟g6 2.h7 ♟xh7 · Level 3

Why: The black king holds the corner.

5. 1...♟g7 2.b4 ♟f6 3.b5 ♟e5 · Level 3

Why: The black king steps into the square and catches the pawn.

6. 1.♟d6 ♟b7 2.c5 ♟c8 3.♟c6 ♟d8 4.♟b7 ♟d7 5.c6+ ... · Level 3

Why: The white king stands on a key square in front of the pawn, and the pawn becomes a queen.

7. 1.♟d6 ♟d8 2.♟b7 ♟d7 3.c6+ ♟d6 4.c7 ♟c5 5.c8=♟+ · Level 3

Why: You took the opposition, and the black king has to give way.

8. A (e2) · 1.♟e2 ♟f6 2.♟d3 ♟e5 3.♟c4 ♟d6 · Level 4

Why: The king goes to e2, then d3 and c4: the king runs straight toward the pawn to lead the way.

9. 1.♟d6 ♟b7 2.c6+ ♟b8 3.♟d7 · Level 4

Why: The white king goes to d6 and then d7, guarding the squares in front of the pawn. The pawn marches straight up to become a queen.

10. 1.♟d4 ♟c7 2.♟e5 ♟d7 3.♟f6 ♟c6 4.f5 · Level 4

Why: The white king runs up to d4, e5, f6 in front of the pawn. The black king arrives too late, and the pawn marches up to become a queen.

11. 1.g4 ♟xb5 2.g5 ♟c5 3.g6 ♟d5 4.g7 ♟e4 5.g8=♟ · Level 5

Why: The g-pawn moves two squares right from the start. The black king is busy taking the b-pawn, so it can't catch the g-pawn.

12. A (White wins) · 1.♟d6 ♟f7 2.e6+ ♟f8 3.♟d7 ♟g7 · Level 6

Why: The white king is standing right in front of the pawn on the sixth rank. In this position, White always wins.