



Chess worksheet: Planning and strategy

12 puzzles · Levels 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

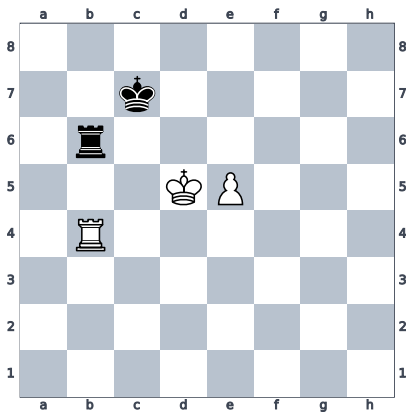
Write the move (for example Qf3 or Nf3) or draw an arrow on the board. The board always faces the side to move.

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 4

1

White to move



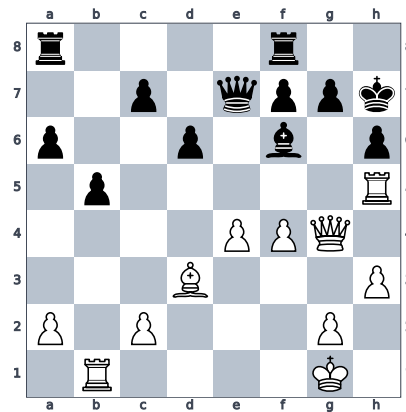
White is a pawn ahead. Trade rooks or keep your rook? You choose!

- (A) Rf4 (B) Rxb6 (C) e6

Circle: A B C _____

2

White to move



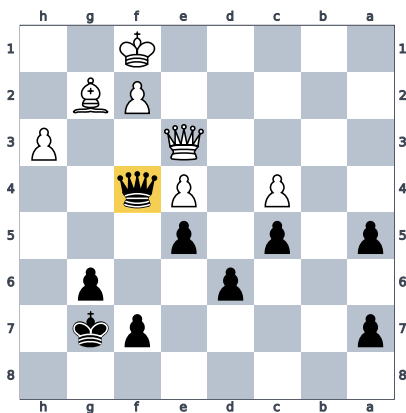
White to move. The pawn on e4 is blocking the bishop on d3 from reaching the black king. Pick the best move!

- (A) Kxg7+ (B) Rhx6+ (C) e5+

Circle: A B C _____

3

Black to move

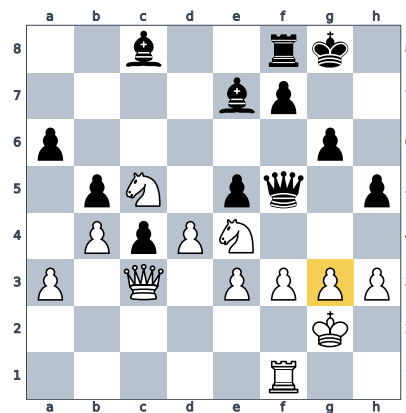


The glowing piece is the queen. You have a passed pawn, so trade queens!

Move: _____

4

White to move

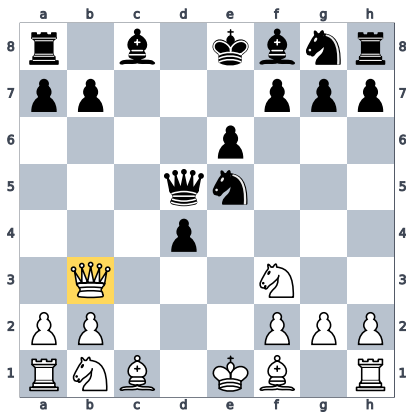


The glowing piece is the pawn on g3. Push it to attack the black queen!

Move: _____

Level 5

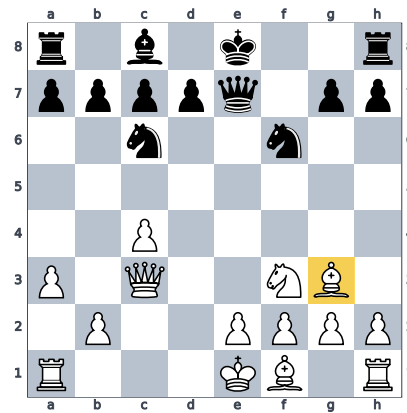
5 White to move



The glowing queen moves first. Trade pieces in the right order!

Move: _____

6 White to move



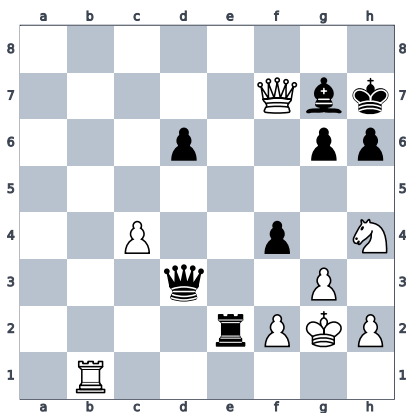
The glowing piece has three moves. Capture, or save time? You choose!

(A) c5 (B) ♖xf6 (C) ♗xc7

Circle: A B C _____

Level 6

7 White to move

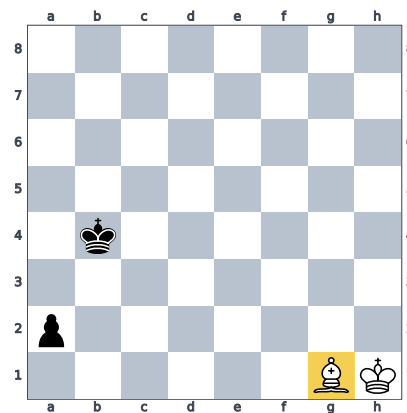


The white queen is already on f7, right next to the black king. Of the three moves, which is the best plan?

(A) ♖b7 (B) ♗xg6+ (C) ♗xg7+

Circle: A B C _____

8 White to move



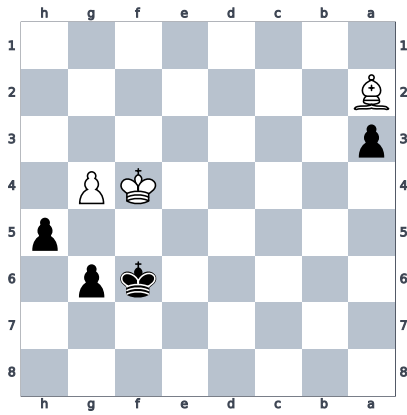
White moves first. Can the bishop stop the black pawn in time? What is the result of this game?

(A) White wins (B) Draw (C) Black wins

Circle: A B C _____

9

Black to move



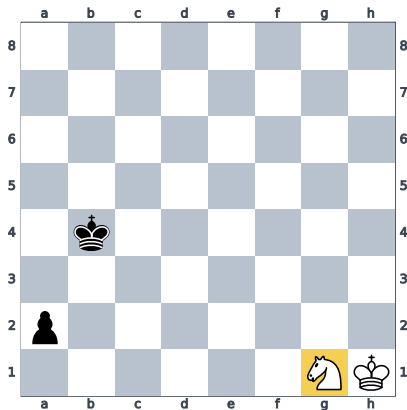
A bishop endgame. Black has only pawns against the bishop. Of the three moves, which keeps the winning position?

- (A) h4 (B) hxg4 (C) g5+

Circle: A B C _____

11

White to move



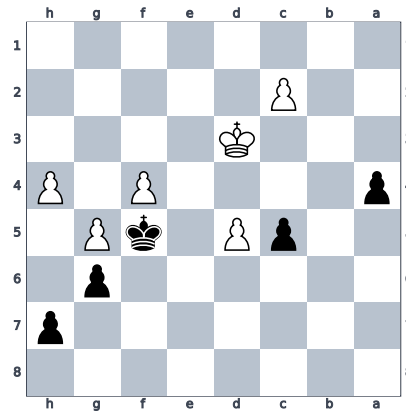
Now swap the bishop for a knight. White moves first. What is the result of this game?

- (A) White wins (B) Draw (C) Black wins

Circle: A B C _____

10

Black to move



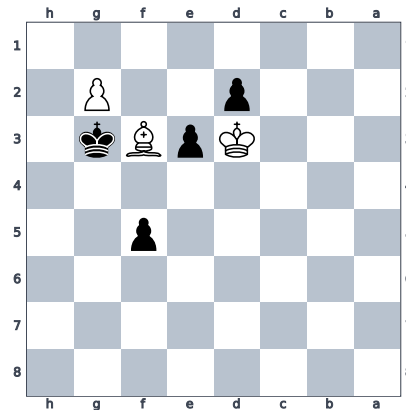
Black has two pawns on the queenside; the white king has only one king to stop them. Of the three moves, which is the best plan?

- (A) c4+ (B) ♖xf4 (C) a3

Circle: A B C _____

12

Black to move



A bishop endgame. The pawn on d2 is about to promote. Of the three moves, which keeps the winning position?

- (A) ♖f2 (B) d1=♖+ (C) d1=♗+

Circle: A B C _____

Answers and explanations: Planning and strategy

1. B (♖xb6) · 1.♖xb6 ♕xb6 2.♕d6 ♕a5 3.e6 ♕a4 · Level 4

Why: Trade rooks: the black king has to take back on b6, far from the pawn. The white king leads the e-pawn to the end.

2. C (e5+) · 1.e5+ g6 2.exf6 · Level 4

Why: The pawn goes to e5, opening the way for the bishop on d3: check! The pawn also attacks the bishop on f6; after Black blocks the check, the pawn takes the bishop.

3. 1...♖xe3 2.fxe3 a4 · Level 4

Why: After trading queens, Black's a-pawn becomes a fast passed pawn, and White has no queen left to stop it.

4. 1.g4 exd4 2.♖xd4 · Level 4

Why: The pawn goes to g4 and attacks the black queen. The queen has no safe square, and taking the pawn on d4 doesn't help Black either: you'll win the queen.

5. 1.♖xd5 exd5 2.♗xe5 · Level 5

Why: Trade queens first so the black queen can't take back, then the knight takes the knight on e5: you're a knight up.

6. A (c5) · 1.c5 ♗e4 2.♖c2 b6 · Level 5

Why: The pawn goes to c5 to hold space instead of grabbing the pawn on c7. Black still hasn't developed the bishop or castled, so you're ahead in time.

7. A (♖b7) · 1.♖b7 ♖e4+ 2.♗f3 ♖xb7 3.♖xb7 · Level 6

Why: The rook goes to the seventh rank, behind the queen. Now White threatens queen takes the bishop on g7, checkmate, because the rook guards g7.

8. B (Draw) · 1.♗d4 ♕c4 2.♗a1 · Level 6

Why: The bishop needs just one move to guard the promotion square in the corner. The black pawn can't go any further.

9. C (g5+) · 1...g5+ 2.♕e3 h4 3.♗b1 ♕e5 · Level 6

Why: The pawn on g5 gives check, and the white king must step back. The h-pawn survives, and together with the a-pawn it's too much for the white bishop to stop.

10. C (a3) · 1...a3 2.♕c3 c4 3.♕b4 a2 · Level 6

Why: The a-pawn runs first, so the white king must chase it. Then the c-pawn runs too: one king can't stop two pawns far apart.

11. C (Black wins) · 1.♗e2 a1=♖+ 2.♕h2 · Level 6

Why: The knight is slow; before it can get there to guard the promotion square, the black pawn has already become a queen.

12. A (♕f2) · 1...♕f2 2.♗d1 f4 3.♗f3 ♕e1 · Level 6

Why: The black king moves up to f2 first. The white bishop has to guard d1, while the black king clears the way for both the e-pawn and the f-pawn.
