



Chess worksheet: Active pieces and targets

12 puzzles · Levels 2, 5, 6 · answers and explanations at the end

Name _____

Date _____



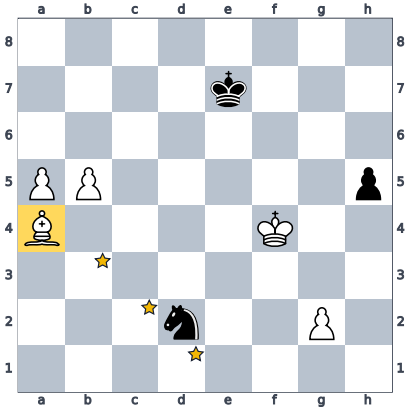
More practice in the Karotto app, with a voice guide and hints. Scan the code or visit playkarotto.com

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 2

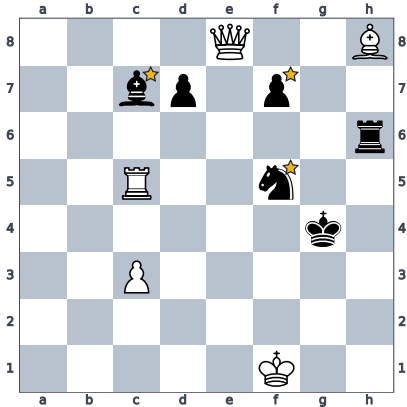
1 White to move



There are three stars. One square is very open but can be captured by Black. Pick a square that's both open and safe!

Move: _____

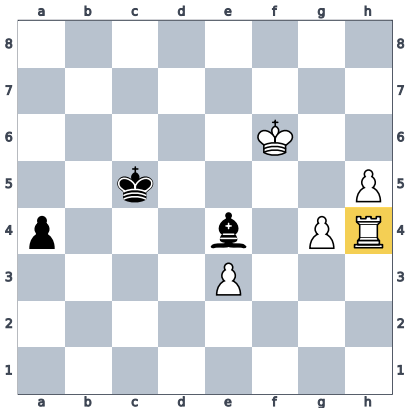
2 White to move



There are three stars. After capturing, check which of your pieces can be taken. Only one star is safe.

Move: _____

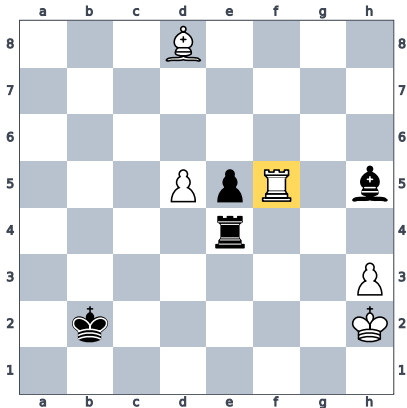
3 White to move



The glowing piece is stuck. Move it to the most open square where it can't be captured!

Move: _____

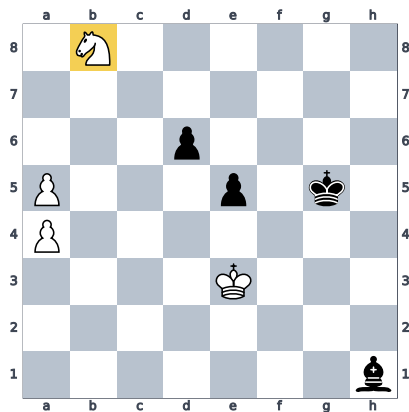
4 White to move



The glowing piece can capture more than one black piece. Which one is unguarded? Take it!

Move: _____

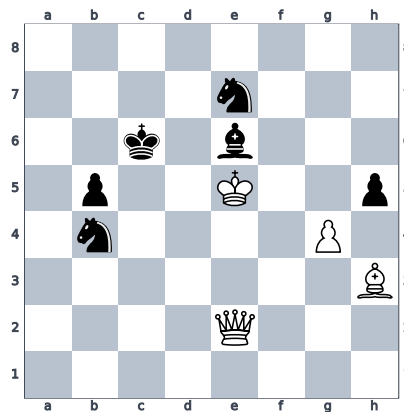
5 White to move



The glowing piece is stuck. Move it to the most open square where it can't be captured!

Move: _____

6 White to move

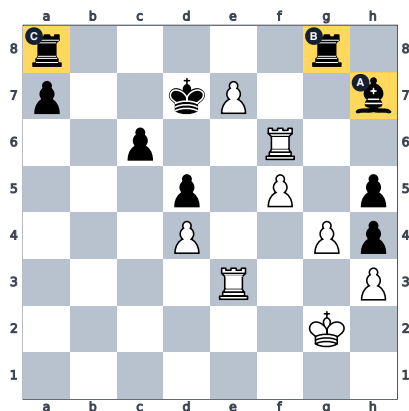


Find an unguarded black piece. After capturing, you must not lose any piece!

Move: _____

Level 5

7 White to move

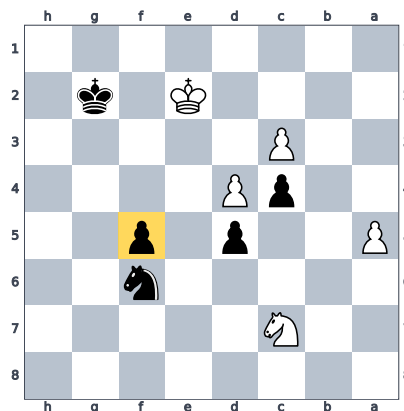


Which black piece is trapped with no squares to run to? Tap that piece!

(A) h7 (B) g8 (C) a8

Circle: A B C _____

8 Black to move

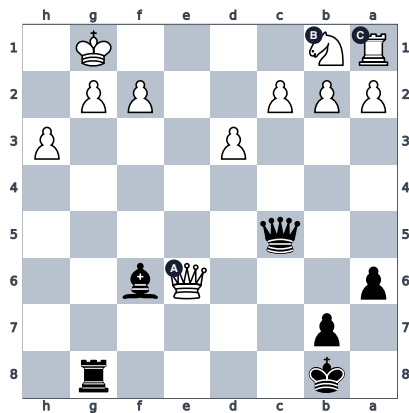


The glowing piece has a very strong move. Pick it!

(A) ♖g1 (B) f4 (C) ♞e4

Circle: A B C _____

9 Black to move



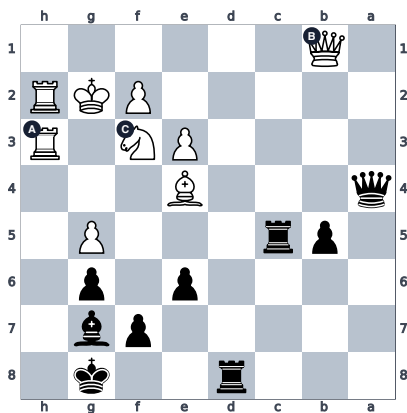
Which white piece is trapped? Tap that piece!

(A) e6 (B) b1 (C) a1

Circle: A B C _____

Level 6

10 Black to move

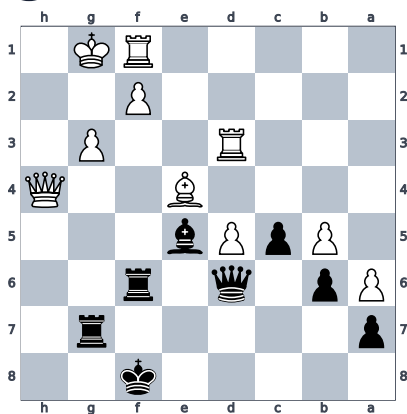


Which enemy piece has nowhere to run? Tap that piece.

- ☐ A h3 ☐ B b1 ☐ C f3

Circle: A B C _____

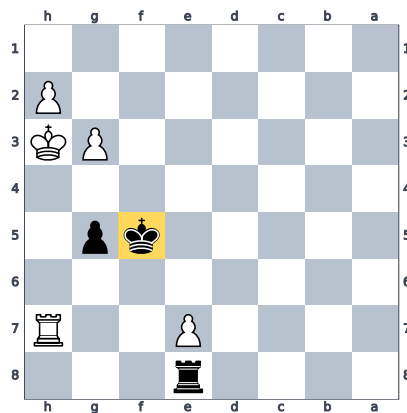
12 Black to move



Trap an enemy piece that has no squares left to run to!

Move: _____

11 Black to move



The glowing piece will trap an enemy piece. Play the right move!

Move: _____

Answers and explanations: Active pieces and targets

1. ♖c2 · Level 2

Why: There the bishop reaches 9 squares without being captured.

2. ♖xc7 · Level 2

Why: That piece was unguarded, so you take it without losing anything.

3. ♖h2 · Level 2

Why: There the rook reaches 10 squares without being captured.

4. ♖xh5 · Level 2

Why: That piece was unguarded, so you take it without losing anything.

5. ♞d7 · Level 2

Why: There the knight can reach 6 squares without being captured.

6. ♕xe6 · Level 2

Why: That piece was unguarded, so you take it without losing anything.

7. A (h7) · 1. ♖f7 ♖ae8 2. ♖xh7 · Level 5

Why: The bishop on h7 is blocked in by the pawn on f5 and Black's own pawn on h5. The white rook goes to f7 to attack the bishop, and Black can't save it.

8. B (f4) · 1...f4 2.a6 f3+ · Level 5

Why: Pawn to f4, then f3 with check: the f-pawn runs straight up, and the faraway white knight can't get back in time.

9. C (a1) · 1...♗g5 2.g4 ♞xb2 3.♞d2 ♞xa1 · Level 5

Why: The rook on a1 is still stuck in the corner because the knight on b1 and the pawns haven't moved. The black queen threatens checkmate, then the bishop takes the pawn on b2 and also takes the rook on a1.

10. B (b1) · 1...♖d1 2.♞xg6 ♖xb1 · Level 6

Why: The white queen on b1 has all its escape squares blocked by black pieces. The black rook goes to d1 and attacks the queen, and the queen can't get away.

11. 1...♕g6 2.♕g4 ♕xh7 · Level 6

Why: The black king goes to g6 and attacks the rook on h7. Wherever the white rook runs, it gets captured, so the black king wins the rook.

12. 1...♖h6 2.♗xh6 ♗xh6 · Level 6

Why: The black rook chases the white queen. The queen has no safe square left and must trade itself for the rook.
