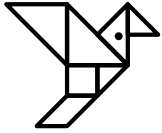




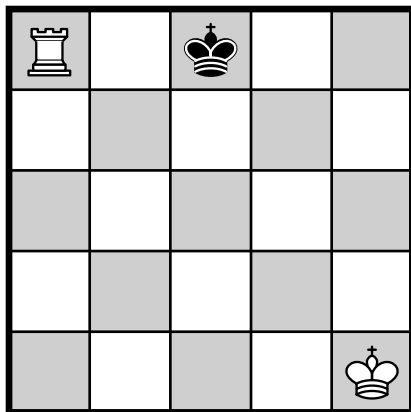
Learn a new puzzle

Mate in One

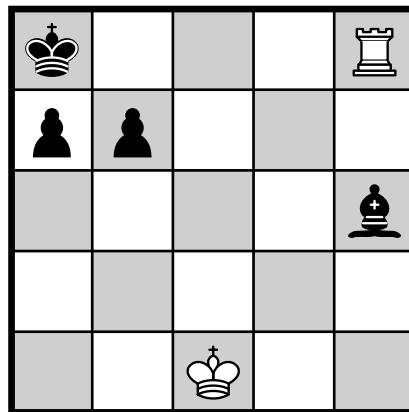


Checkmate: the king is in check and nothing helps.

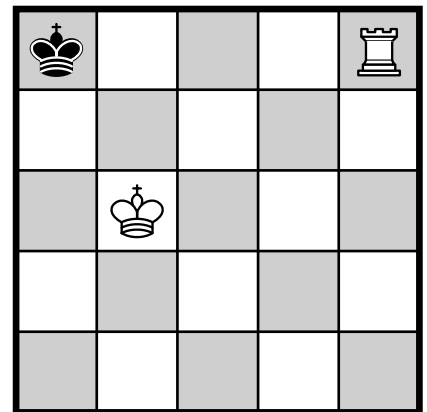
Check: it runs



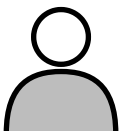
Check: it blocks



Checkmate!



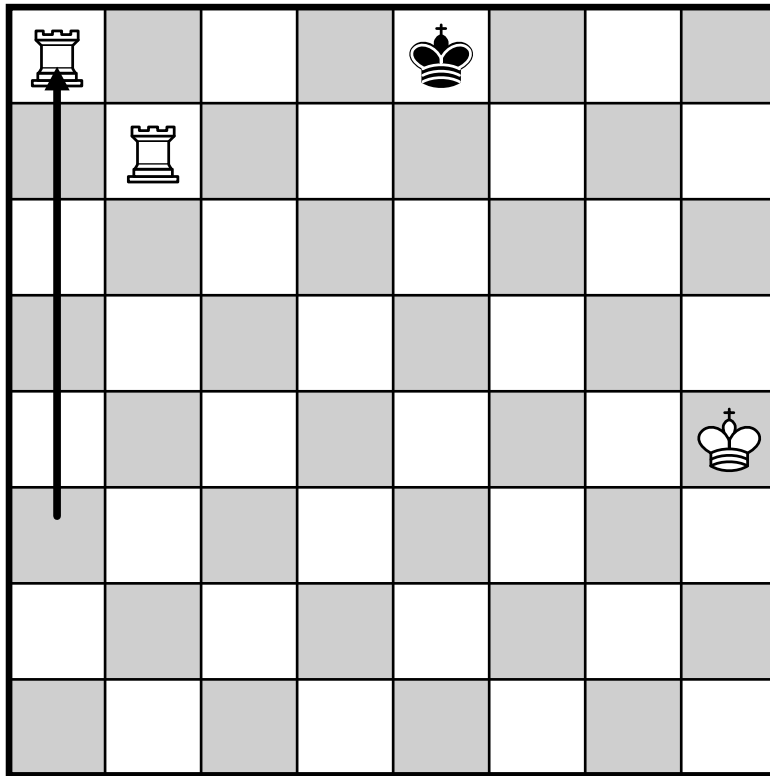
- 1 List every check White can give. Only a check can mate.
- 2 For each one, ask: can the king run? Can Black block or take?
- 3 Keep the check where the answer is no to all three.



Ask: What can the king do after your move?



- 1 **Mate in One** Black's king is in check. Is it checkmate? Circle Yes or No.

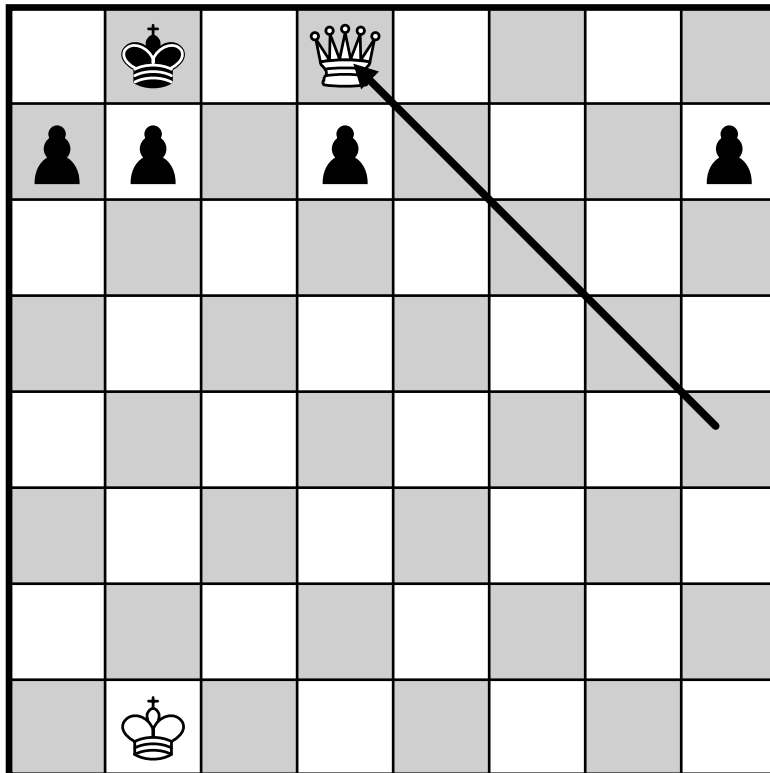


Checkmate?

☐ Yes

☐ No

- 2 **Mate in One** Black's king is in check. Is it checkmate? Circle Yes or No.



Checkmate?

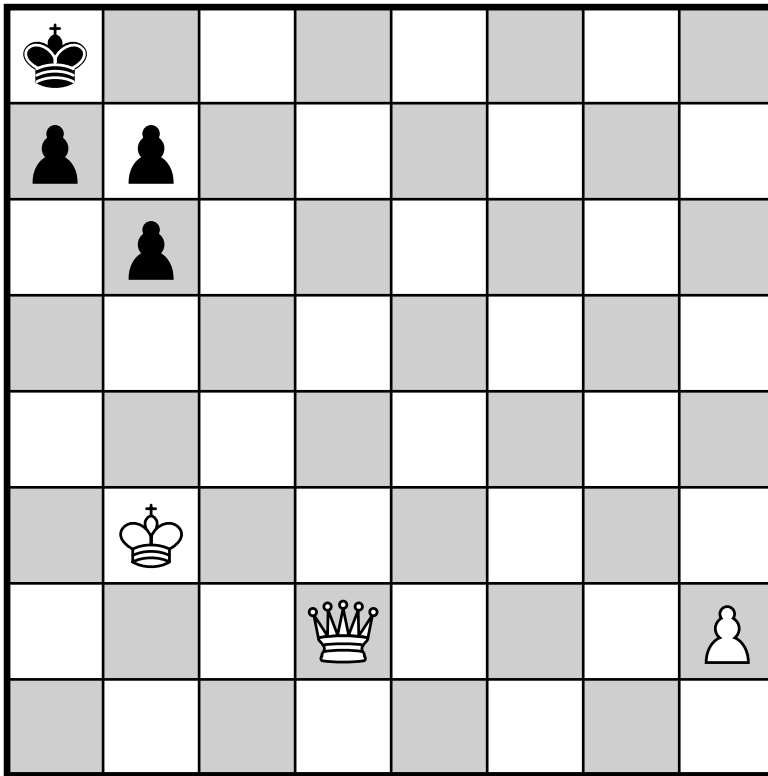
☐ Yes

☐ No



3

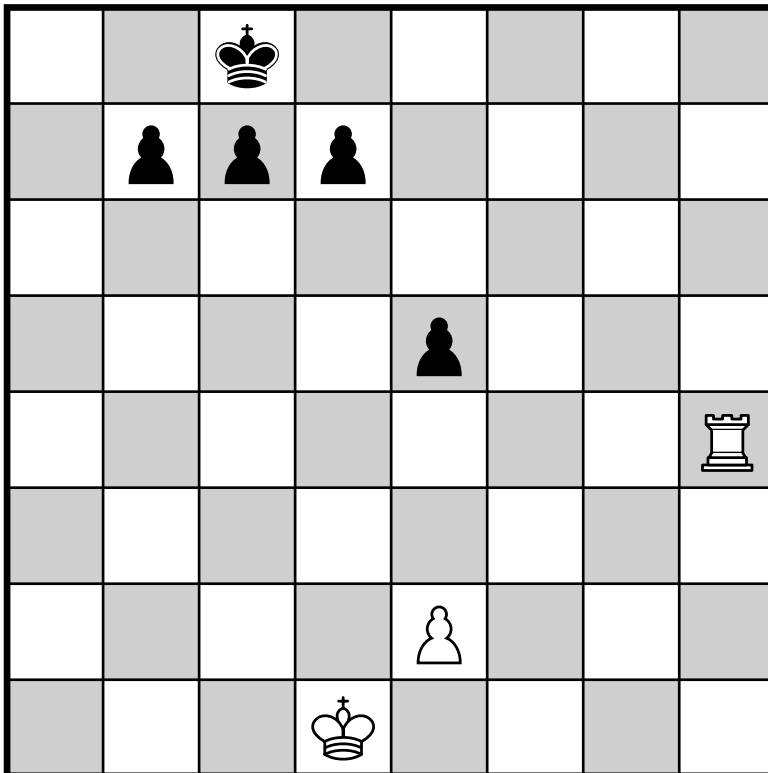
Mate in One White to move. Find the move that checkmates. Draw an arrow.



White to move

4

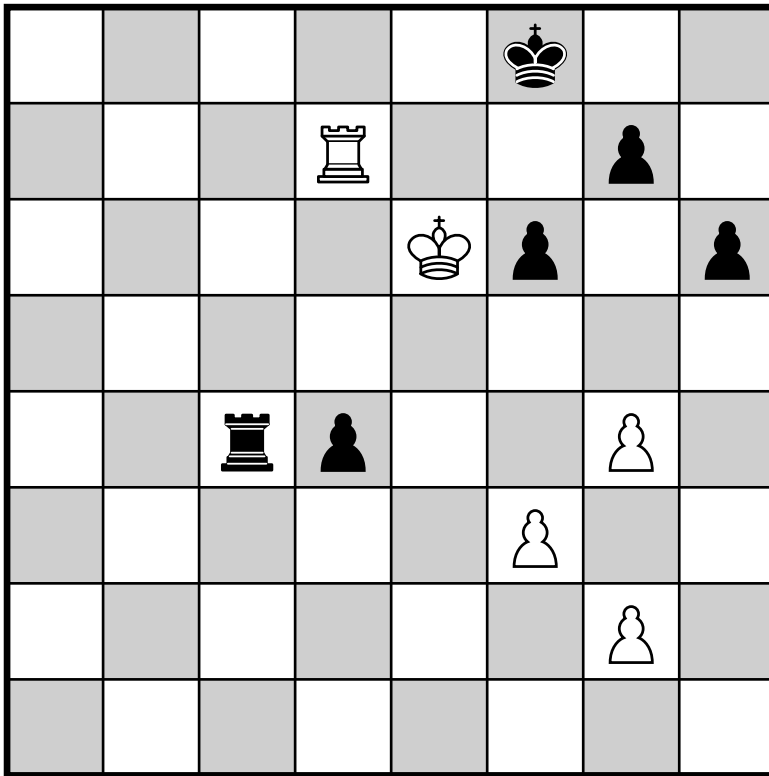
Mate in One White to move. Find the move that checkmates. Draw an arrow.



White to move

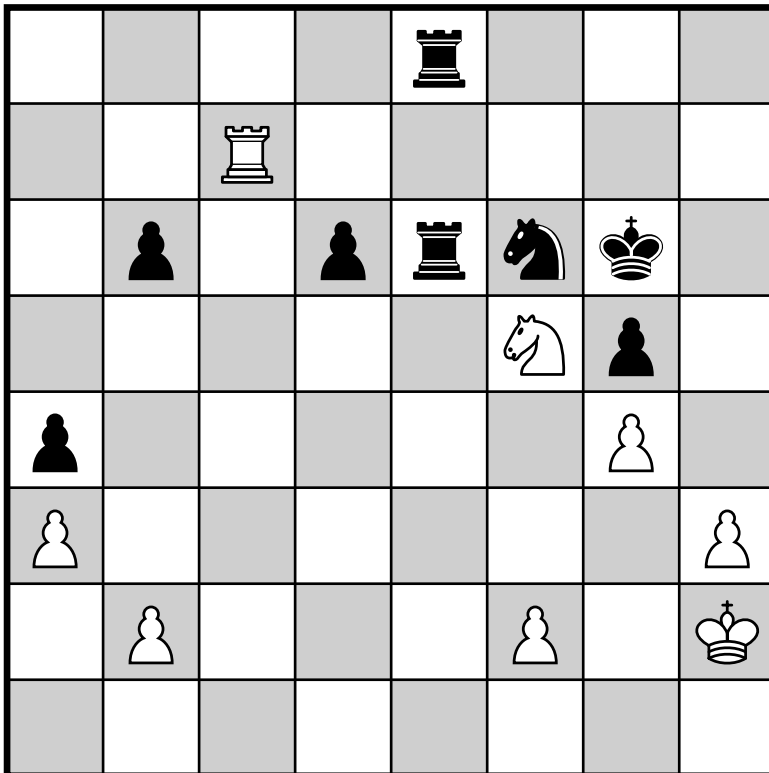


- 5 **Mate in One** White to move. Find the move that checkmates. Draw an arrow.



White to move

- 6 **Mate in One** White to move. Find the move that checkmates. Draw an arrow.

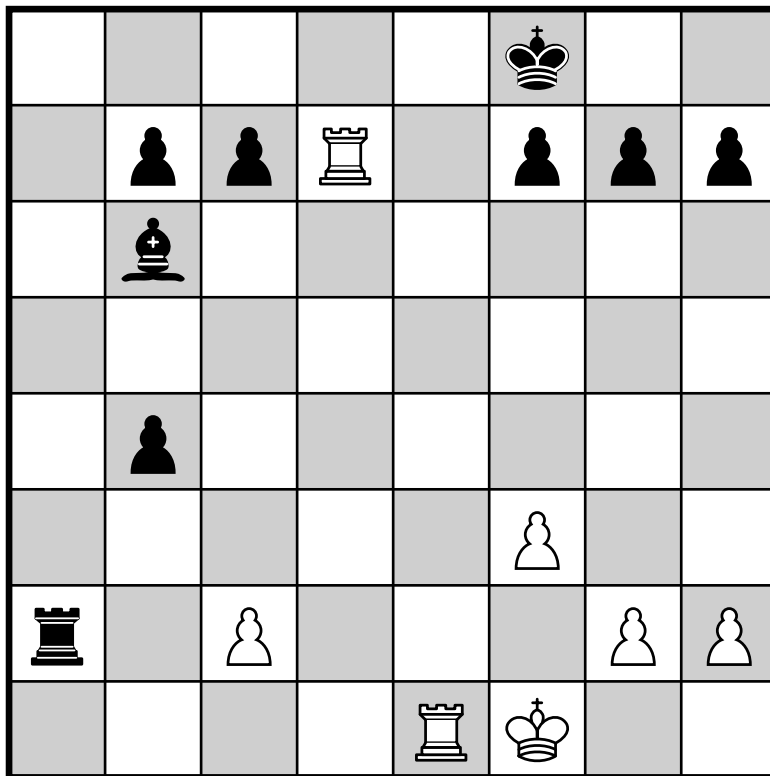


White to move



7

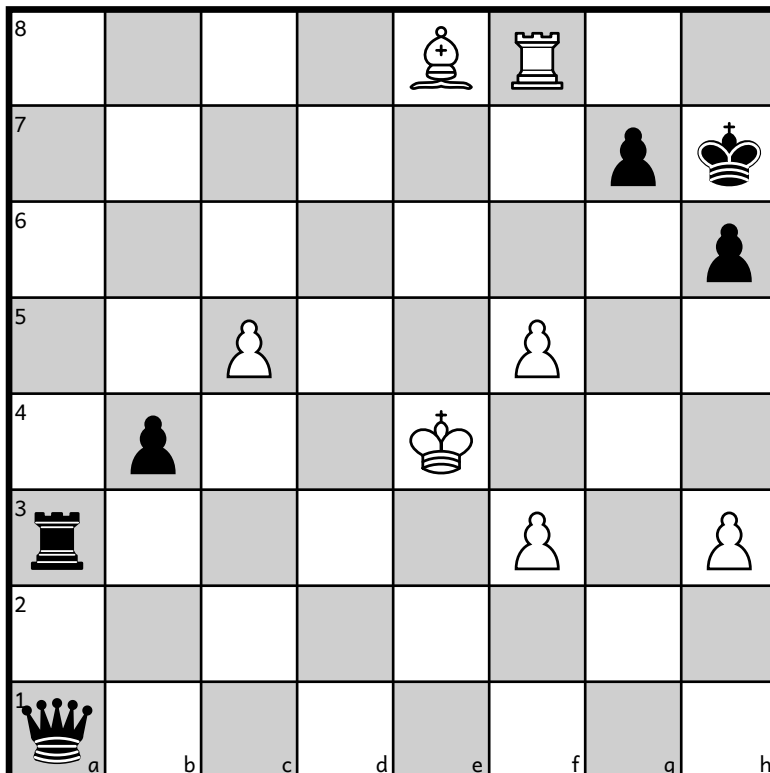
Mate in One White to move. Find the move that checkmates. Draw an arrow.



White to move

8

Mate in One White to move. Find the move that checkmates. Draw it and write the square.



White to move

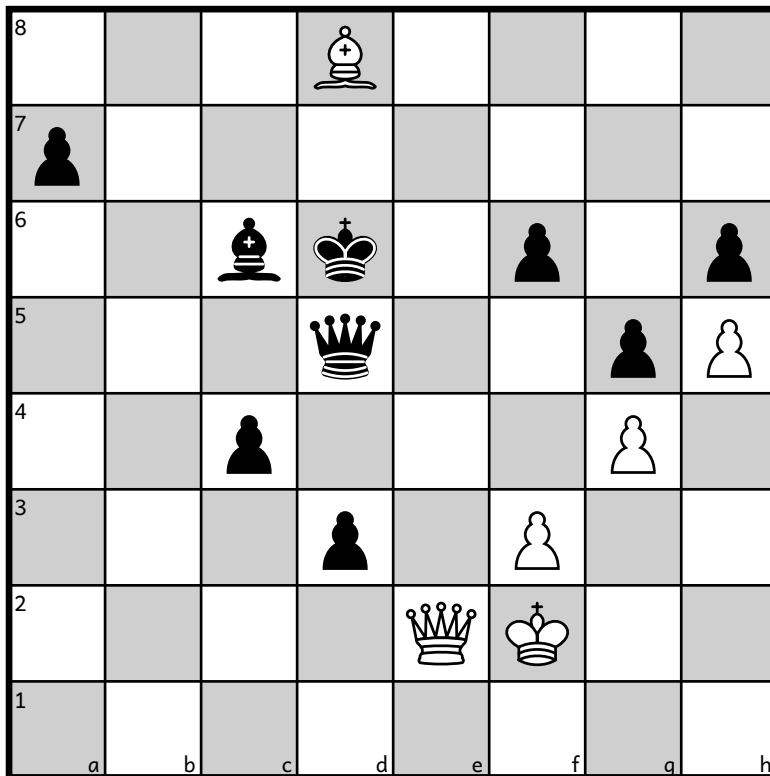
Mate on square:



9

Mate in One

White to move. Find the move that checkmates. Draw it and write the square.



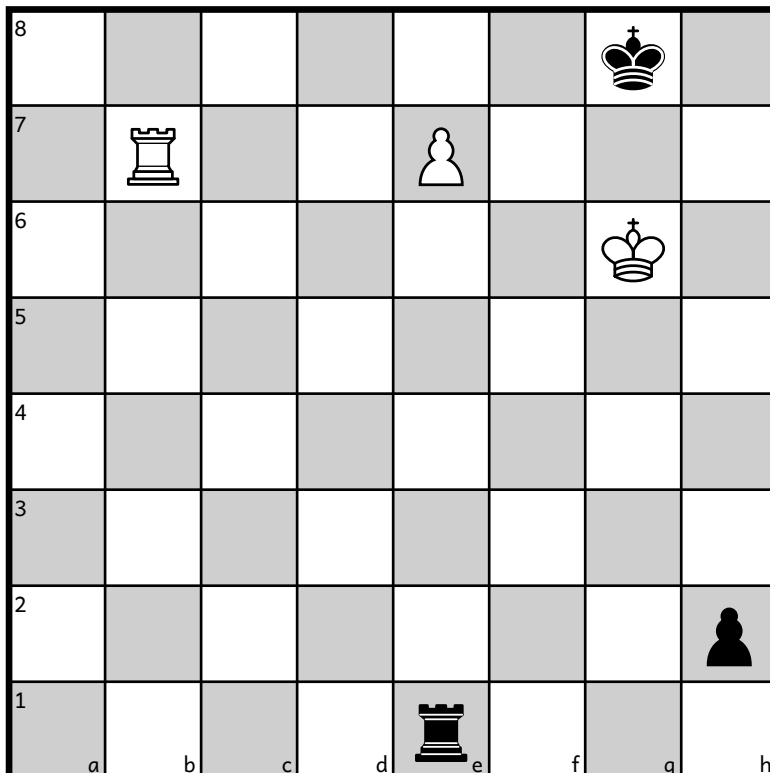
White to move

Mate on square:

10

Mate in One

White to move. Find the move that checkmates. Draw it and write the square.



White to move

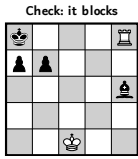
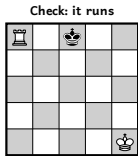
Mate on square:



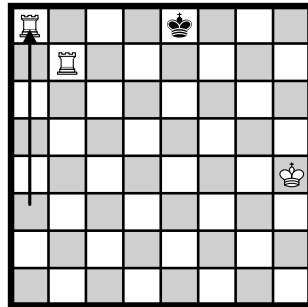
Answers

For grown-ups. Cut off or keep this page aside until the puzzles are done.

Learn · Mate in One



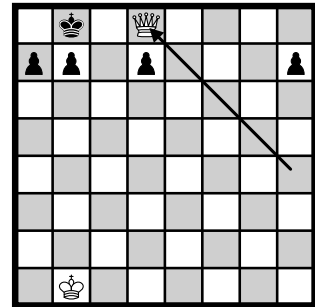
#1



Yes

Yes. The king can't move to a safe square, and nothing can block or take the checking piece.

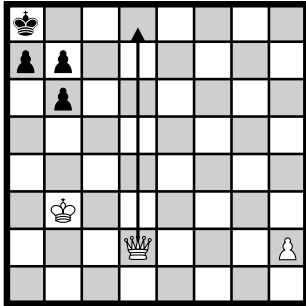
#2



Yes

Yes. The king can't move to a safe square, and nothing can block or take the checking piece.

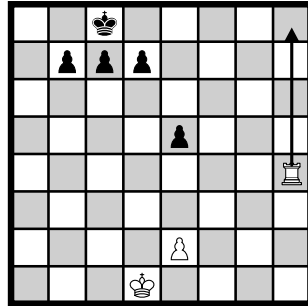
#3



Qd8#

Qd8#. The king can't run, and nothing can block or take the queen.

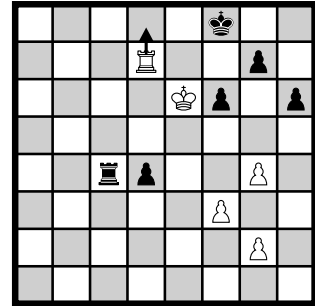
#4



Rh8#

Rh8#. The king can't run, and nothing can block or take the rook.

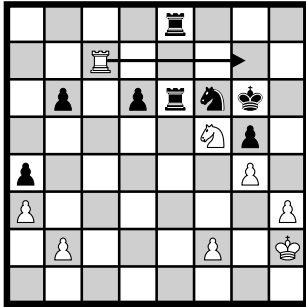
#5



Rd8#

Rd8#. The king can't run, and nothing can block or take the rook.

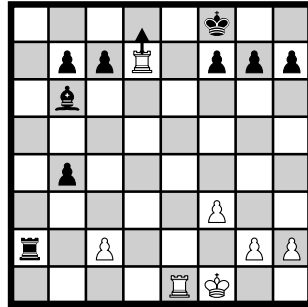
#6



Rg7#

Rg7#. The king can't run, and nothing can block or take the rook.

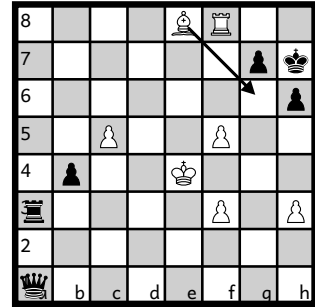
#7



Rd8#

Rd8#. The king can't run, and nothing can block or take the rook.

#8



Bg6#

Bg6#. The king can't run, and nothing can block or take the bishop. Rh8+ is check too, but the king steps away.



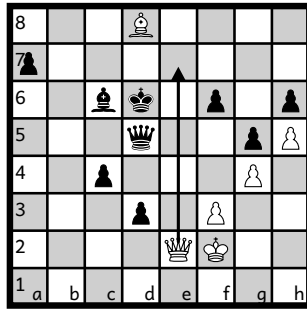
Name _____

Answers

For grown-ups. Cut off or keep this page aside until the puzzles are done.

For grown-ups. Cut off or keep this page aside until the puzzles are done.

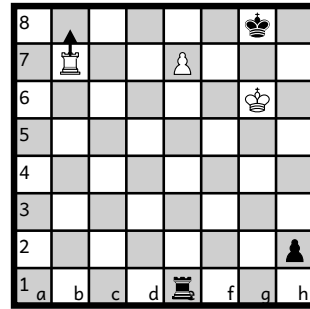
#9



Qe7#

Qe7#. The king can't run, and nothing can block or take the queen.

#10

**Rb8#**

Rb8#. The king can't run, and nothing can block or take the rook. e8=Q+ is check too, but Black takes the checker.