

Name _____ Date _____

Data Sheet

Piece Name	Description of Movements Allowed	Total Number of Spaces Per Move
Pawn	Can only move straight ahead. On the first move, a pawn can either move 1 or 2 squares, but on all following moves, only one square at a time.	1 st Move – 1 or 2 spaces 2 nd Move – 1 space
Bishop	Can only move on the diagonal. Can go backward and forward. Can move the required number of spaces needed only if the spaces are VACANT.	As many vacant diagonal spaces as needed.
Rook	Can move only in straight line, but can be vertical or horizontal. Can move forward and backward. Can move only on horizontal or vertical VACANT squares.	As many vacant horizontal or vertical spaces as needed.
Knight	Can move two squares in any direction (not diagonally), then one square at right angles to the direction of the first part of the move.	Can move three spaces each turn.
Queen	Can move back and forth on the diagonal and back and forth on the vertical or horizontal.	Can move in any direction needed to capture pieces.
King	Can go in any direction and can capture any piece appearing in a square adjacent to the one he is occupying.	Can move only one square per turn.

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