

2. How do the Pawns move?

Name: _____

School: _____

Each player has eight ♙ **Pawns**. There are five things to know about ♙ Pawns.

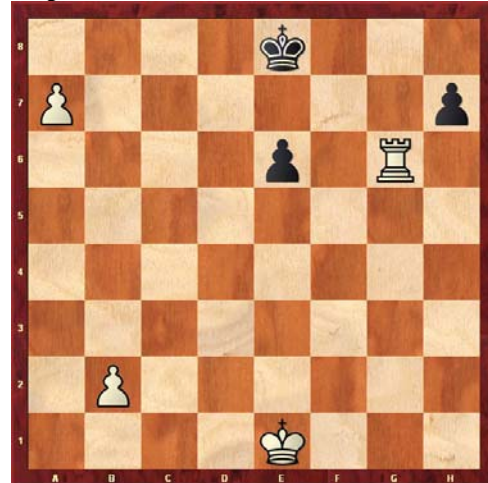
1. ♙ Pawns move one square ahead at a time (except when capturing).
2. Each ♙ Pawn may move one or two squares on its first move.
3. ♙ Pawns capture by moving diagonally forward one square. When capturing, Pawns end on a square the same color as the square they started on
4. When a ♙ pawn moves all the way to other side of the board, it is promoted to a new ♔ Queen, ♖ Rook, ♗ Bishop, or ♘ Knight.
5. In special situations, a ♙ Pawn may capture another ♙ Pawn *en passant* or “in passing”.

Diagram 1 – White to Move



What moves can the **white Pawns** on **a7** and **b2** make?

Diagram 2 – Black to Move



What moves can the **black Pawns** on **e6** and **h7** make?

Diagram 3 – White to Move



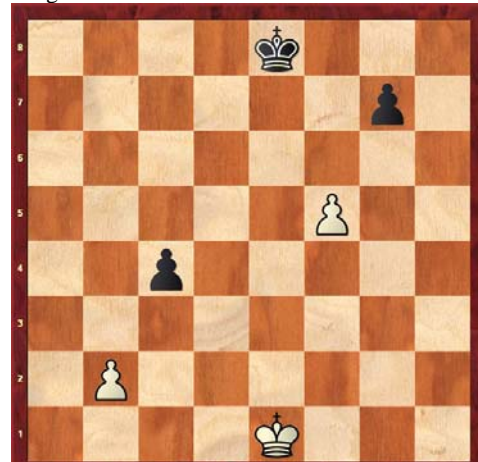
Circle all the black Pawns that the **white Pawns** can capture.

Diagram 4 – Black to Move



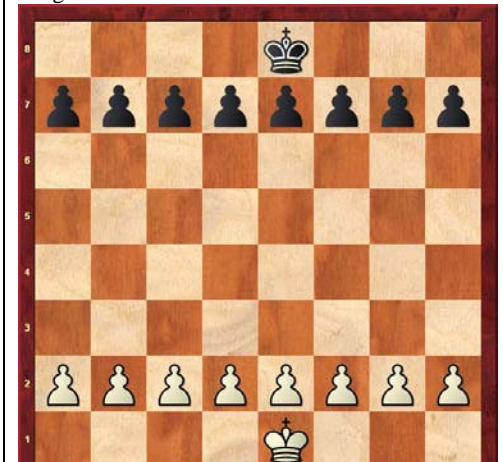
Circle all the white Pawns that the **black Pawns** can capture.

Diagram 5 – White or Black to Move



(Optional) If white Pawn moves b2-b4 or the black Pawn moves g7-g5, show the *en passant* Pawn capture.

Diagram 6 – White to Move



Play the Pawn Game! White to move. First player to promote a Pawn wins!