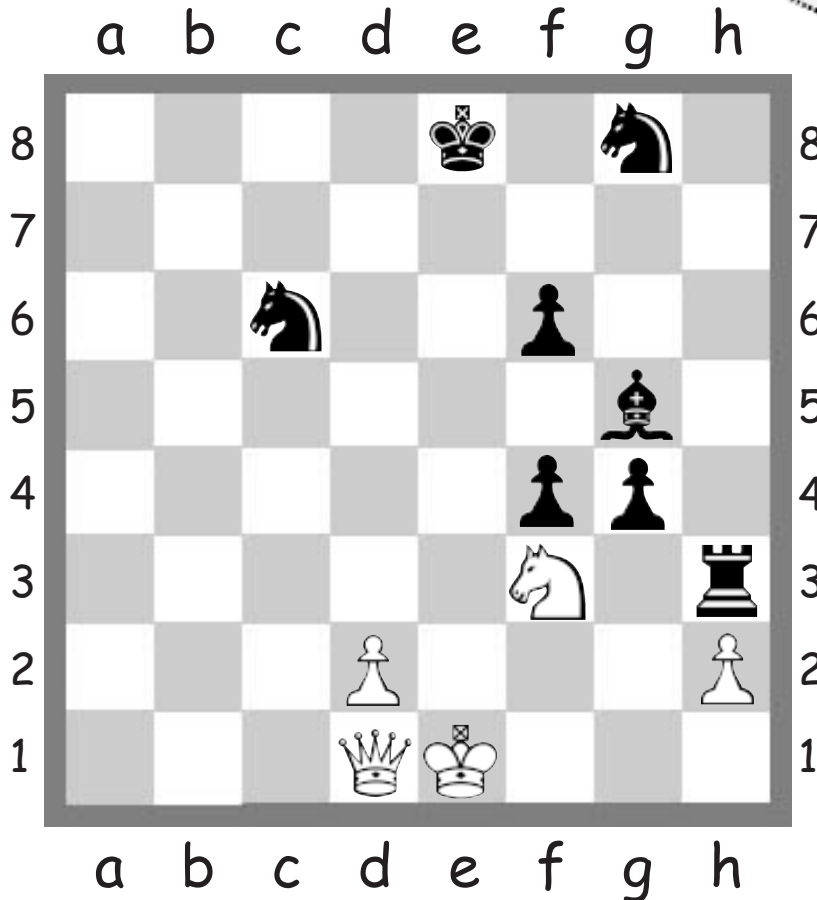


Activity 6: Moving and Capturing

Move down 1...
and across 2 or
Move across 1...
and down 2...



1. Draw a ○ around the Black Knight at c6. Draw a ✓ on each square where this Knight can move or capture.
2. Draw a □ around the Black Knight at g8. Draw an ✕ on each square where the Knight can move or capture.
3. Draw a △ around the White Knight at f3. Draw a + on each square where the Knight can move or capture.



■ ■ Think About It
If the 8 squares touching the White Knight were filled with black or white pieces, could the Knight still move the same number of squares? Why?

