



Here is a skill level key and a placement test to help put kids in the correct group. Ask these questions below to make sure your little Wizard knows all of the correct answers in the group. If they can answer all five questions, then have them try the next set of group questions. If and when they struggle to get the correct answers, that should be a good indication of their level.

CB: Complete Beginner: known as Proud Pawns: Learning how the pieces move. Not yet understanding the concept of check or checkmate.

- This level is for people who are brand new to chess or only played a handful of times.

B: Beginner: known as Nifty Knights: Knows how to move every piece correctly, and has been introduced to castling. Not yet displaying coherent strategies.

- How does the Pawn move? **Answer:** *Pawns can move two squares forward only on its first move, then a pawn may only move one square forward at a time. Pawns can never move backward.*
- What is the only piece that captures differently than it moves? **Answer:** *Pawns.*
- How does the Rook move? **Answer:** *The Rook moves horizontally or vertically.*
- How does the King move? **Answer:** *A king can move one square in any direction (horizontally, vertically, or diagonally)*
- What two pieces make up the power of the Queen? **Answer:** *Bishop and Rook.*
- What is the only piece that jumps over other pieces? **Answer:** *Knight.*

I: Intermediate: Known as Brilliant Bishops: Understands check and checkmate. Has done checkmate before but does not always make logical trades.

- How many times can one castle in a game? **Answer:** *1 per side.*
- How many squares does the King move when you castle? **Answer:** *2 squares.*
- How many points is a Queen worth? **Answer:** *9.*
- Can a King put another King in check? **Answer:** *No.*
- What are the only two pieces one can start a game with? **Answer:** *Pawn and Knight.*
- True or False? A Knight attacks three pieces at once. **Answer:** *True.*
- True or False? You win the game by capturing a King. **Answer:** *False. Cannot capture a King*