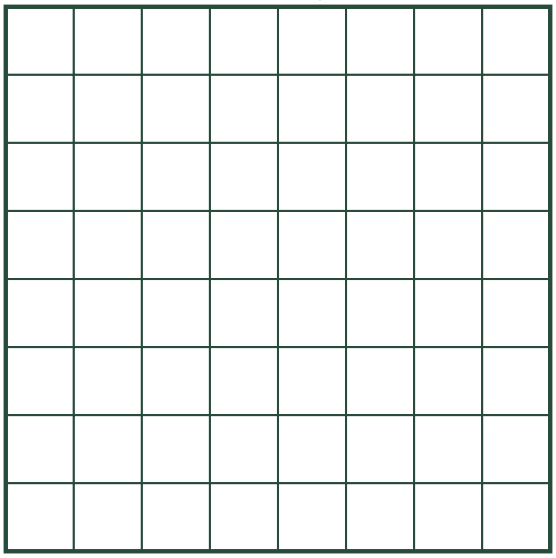
Checkers Rules Printable

Student | Task 1 of 4 | A4

Original prompt

Task 1 — Setup: On a blank 8×8 grid, mark the dark squares and place 12 pieces for each player on the correct starting rows. Describe where the empty rows are.

Blank 8×8 grid



Record where the empty rows are:

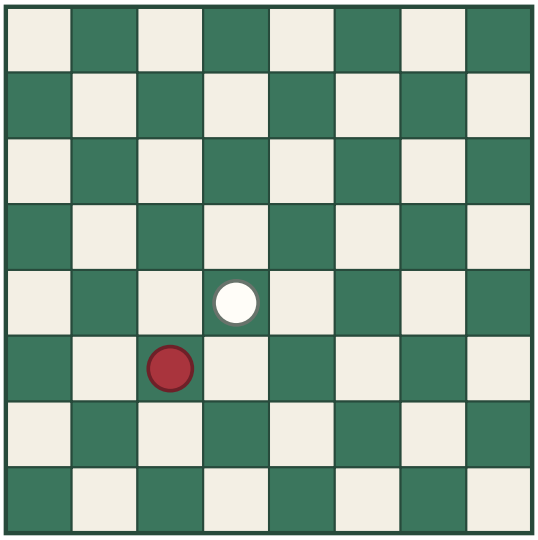
Checkers Rules Printable

Student | Task 2 of 4 | A4

Original prompt

Task 2 — Movement: A regular piece has two possible diagonal forward squares, one empty and one occupied by an enemy with an empty square beyond. Which move must be made and why?

Given position - dark man to move



Which move is required? Explain why and show the landing square.

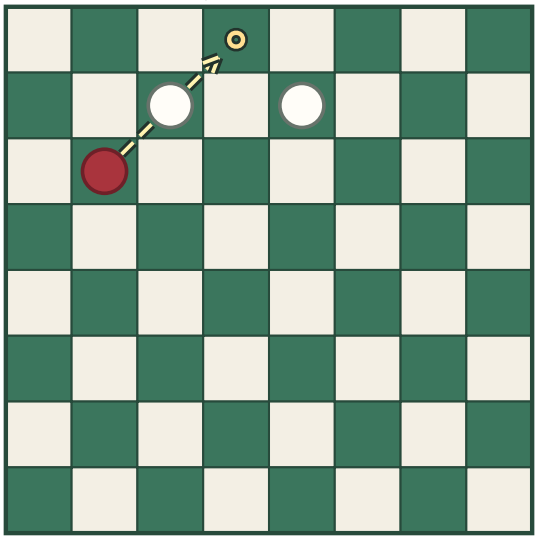
Checkers Rules Printable

Student | Task 3 of 4 | A4

Original prompt

Task 3 — Kinging: A regular piece jumps and lands on the opponent's back row. Describe what happens to the piece and whether it can keep jumping.

Given jump to the far row



What happens at the far row? Can the piece jump again in this turn?

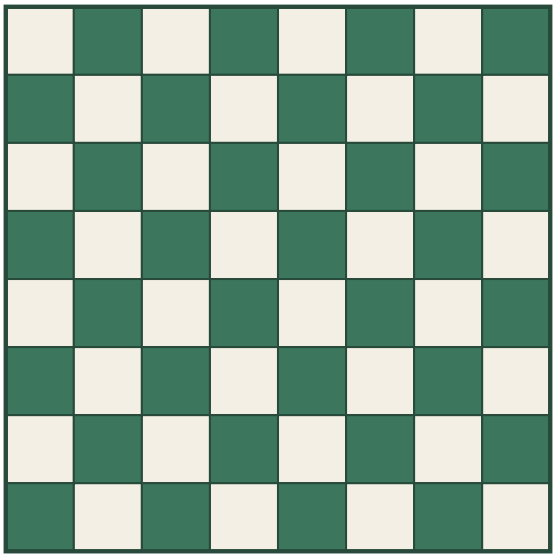
Checkers Rules Printable

Student | Task 4 of 4 | A4

Original prompt

Task 4 — Combined: Draw a small position where a regular piece can make a double jump and end on the far row. Show the path and the final king.

Blank checkerboard for your position



Draw two legal jumps, the far-row landing, and the final king.