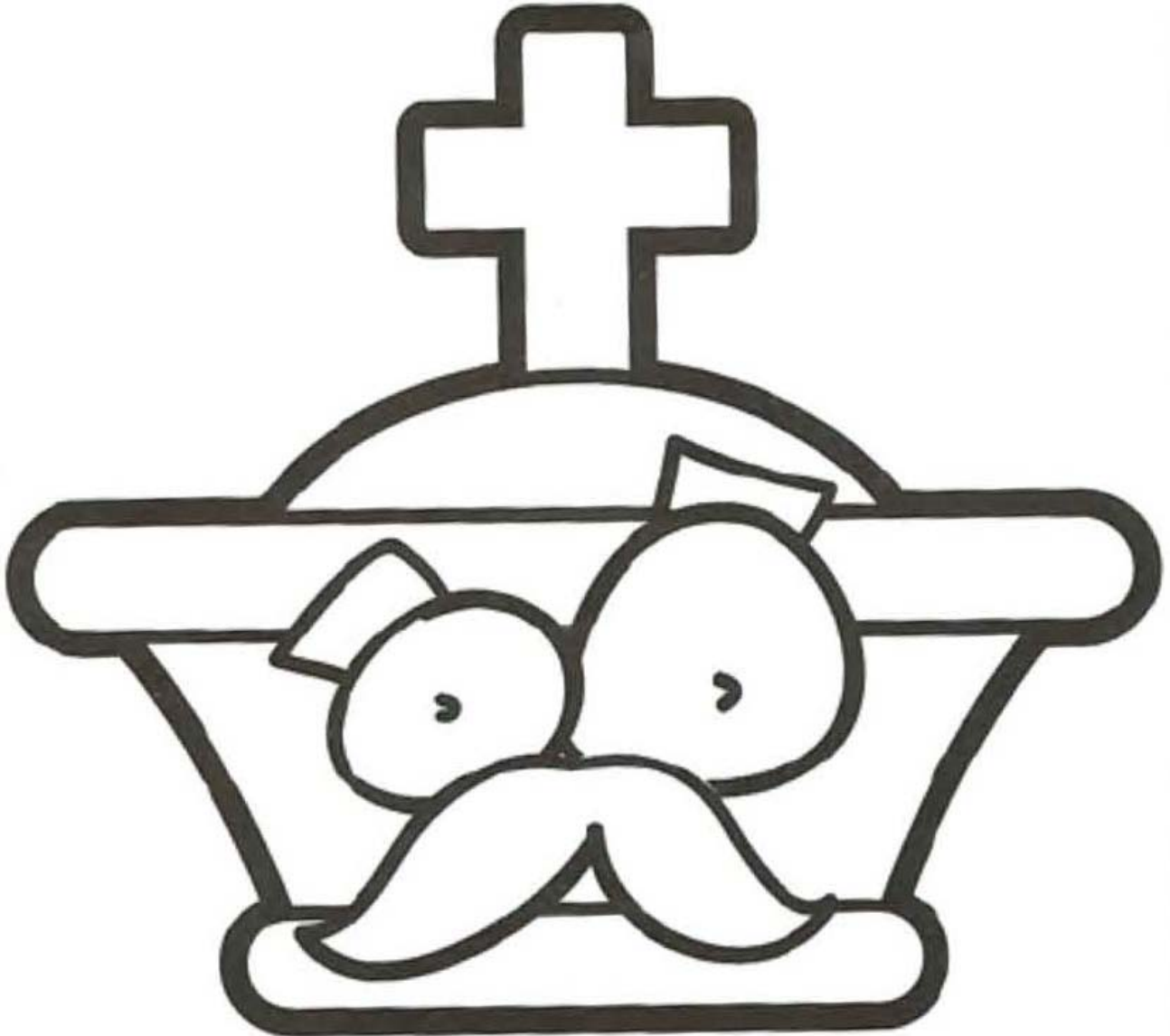
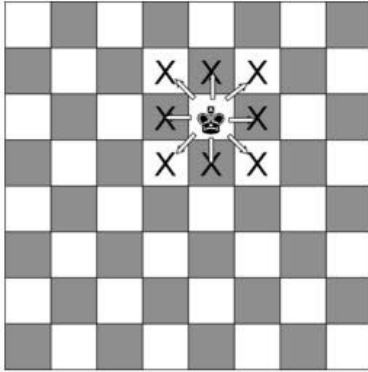




Rei



Nome:



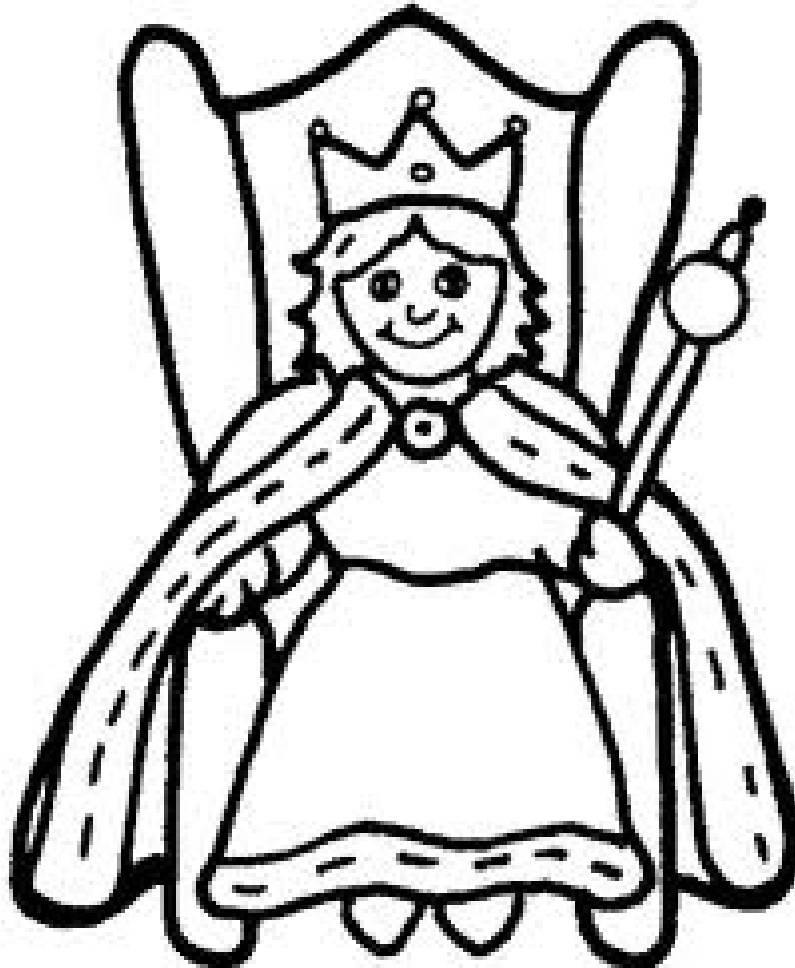
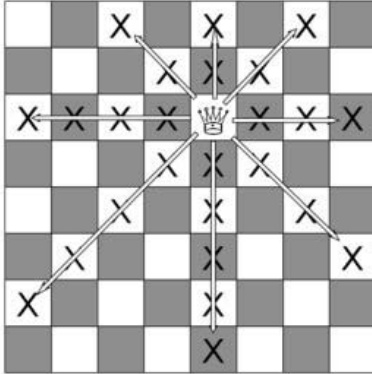
Nome:



Dama



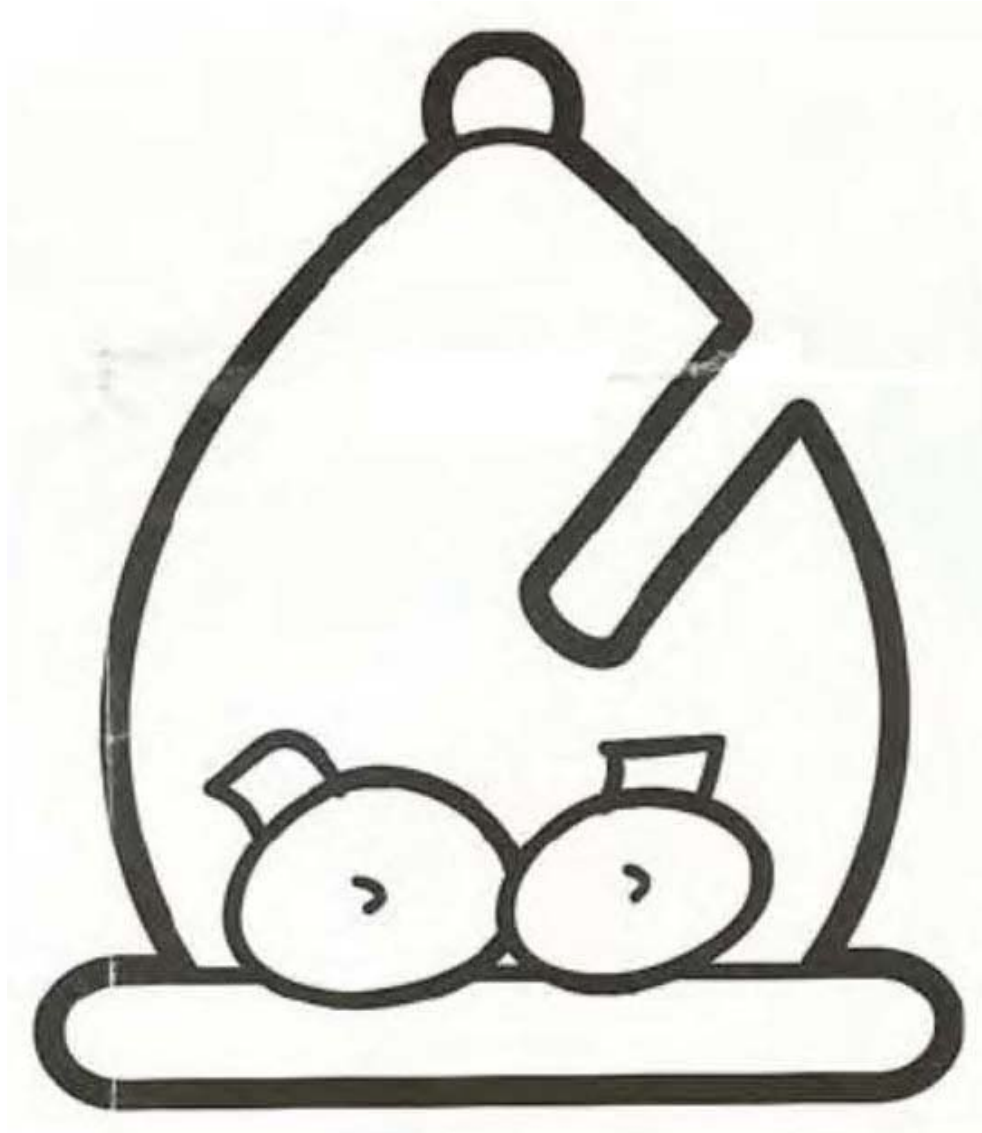
Nome:



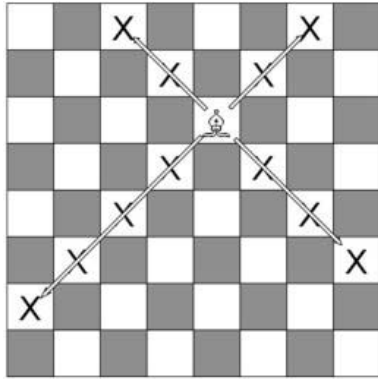
Nome:



Bispo



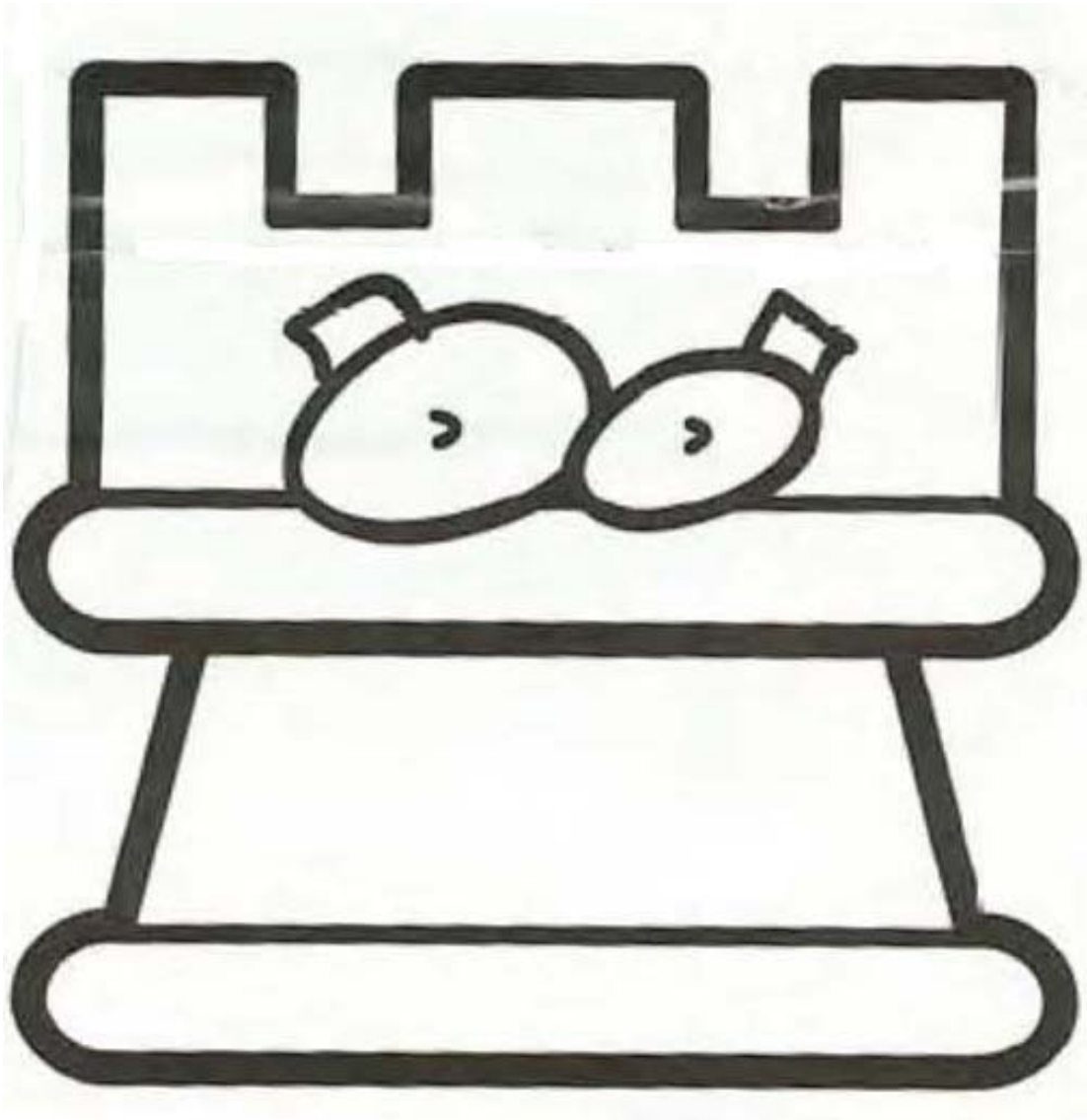
Nome:



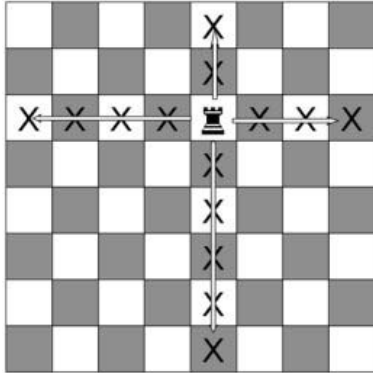
Nome:



Torre



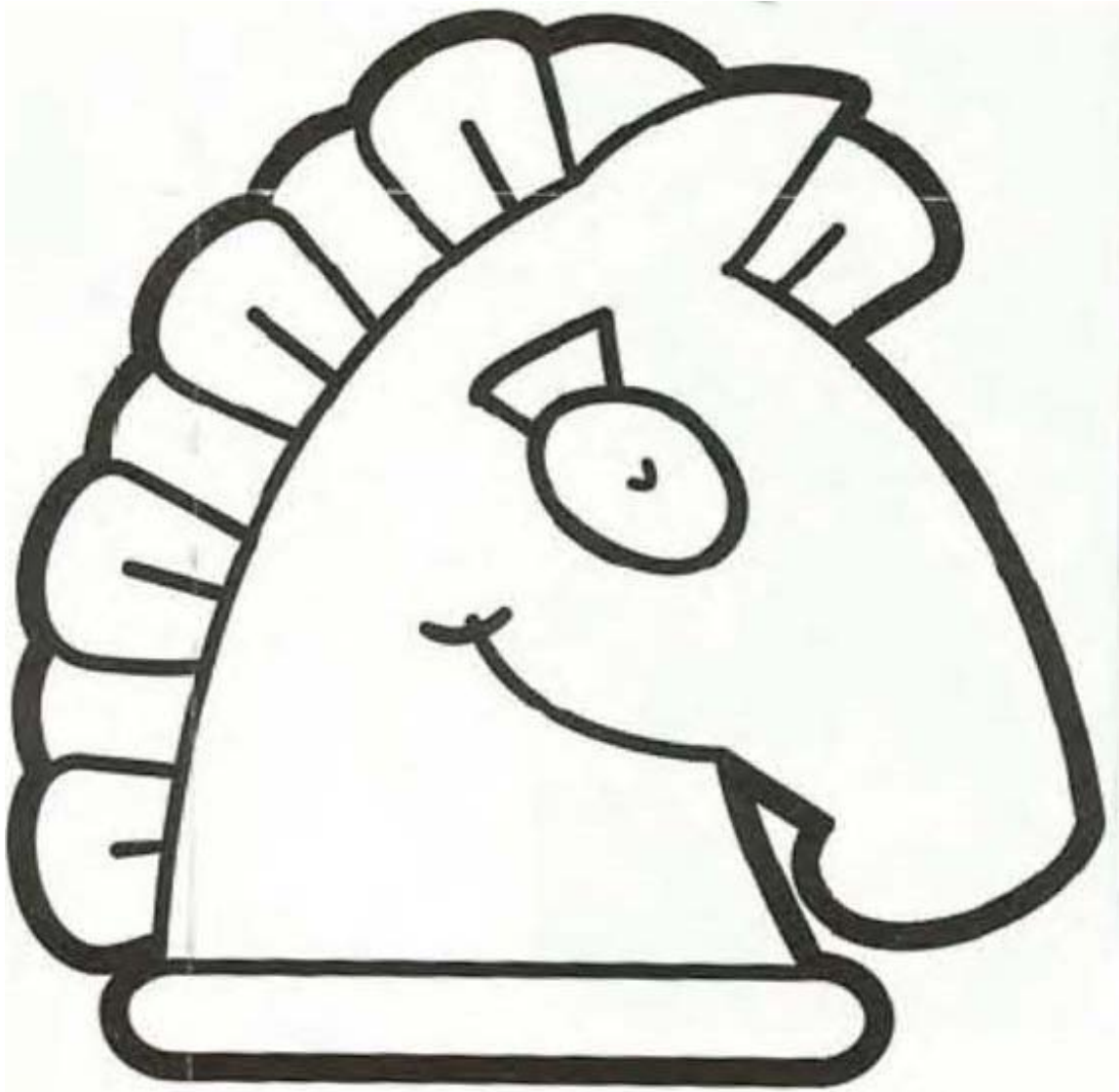
Nome:



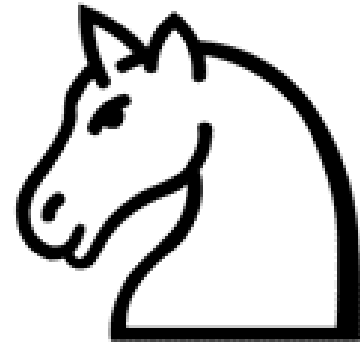
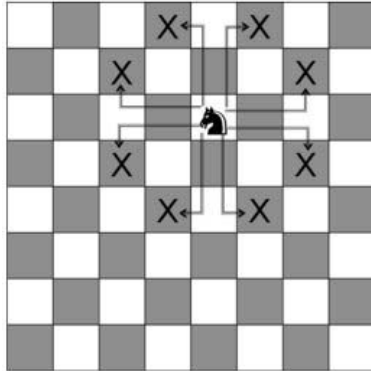
Nome:



Cavalo



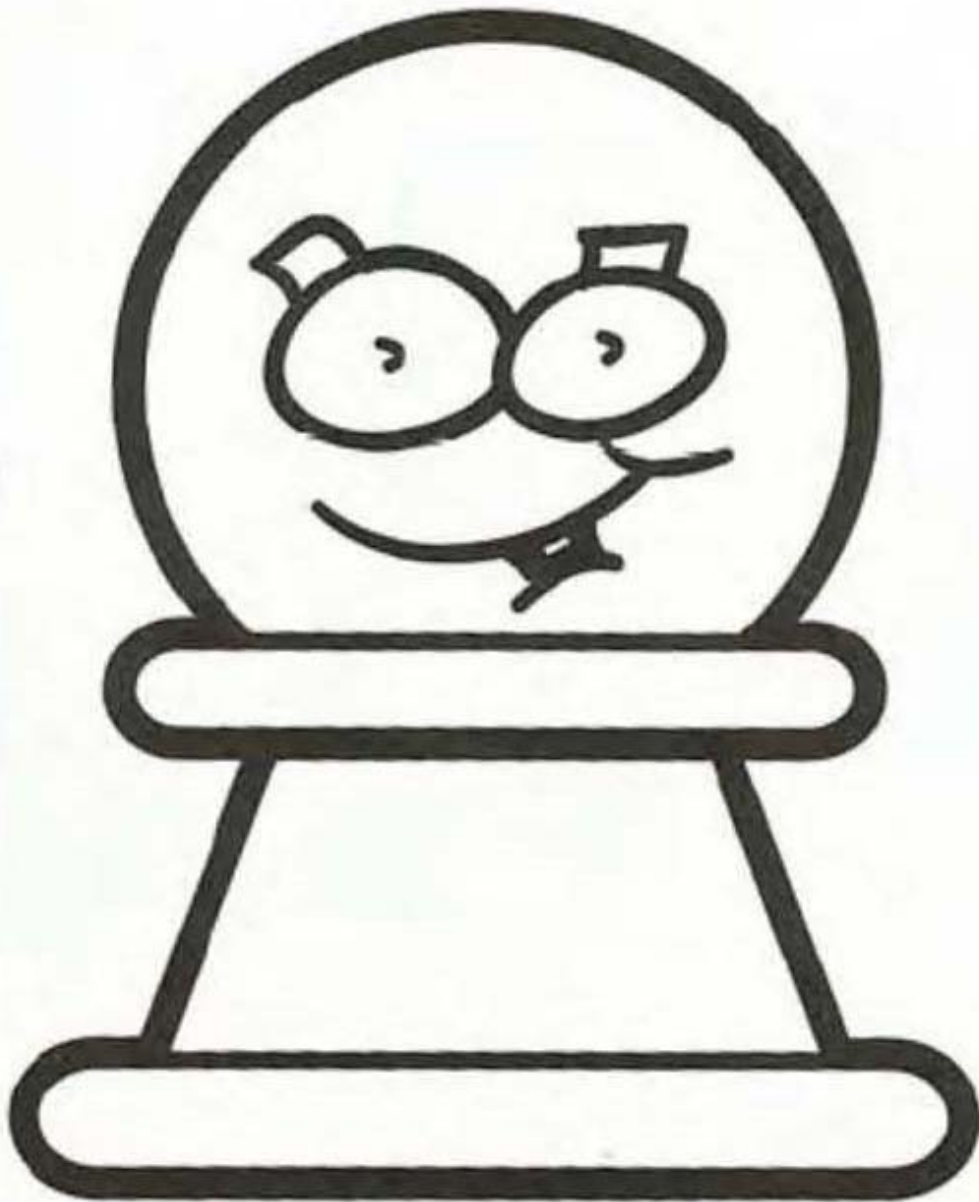
Nome:



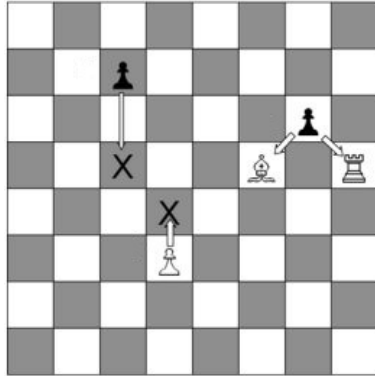
Nome:



Peão



Nome:



Observe quantas casas pretas faltam no tabuleiro. Pinte-as

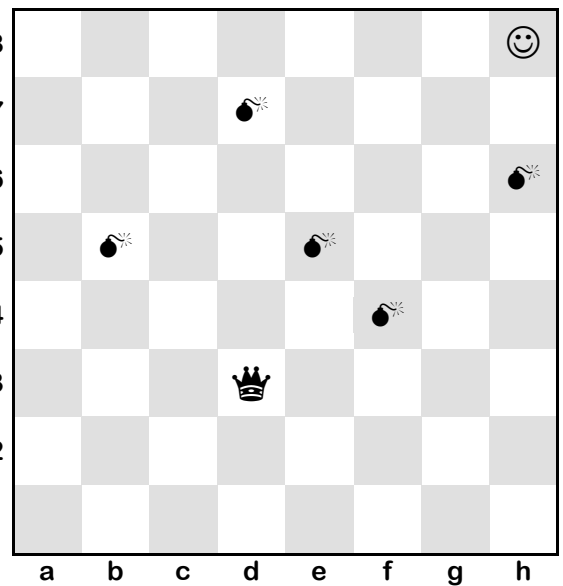
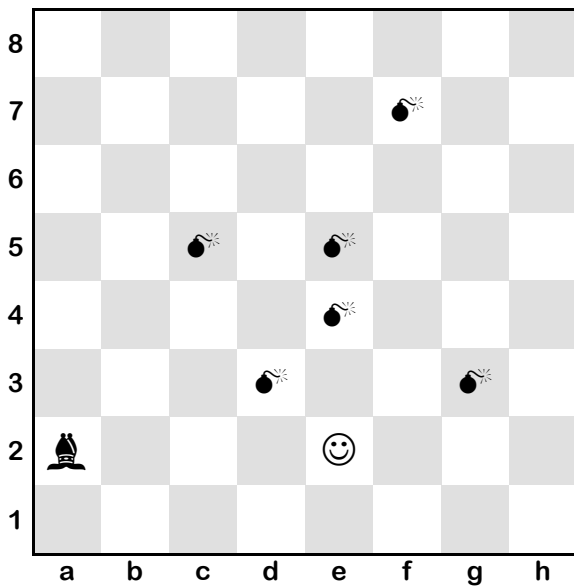
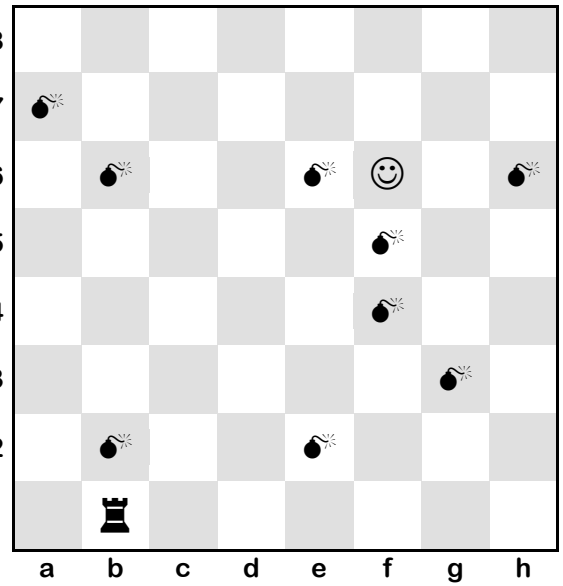
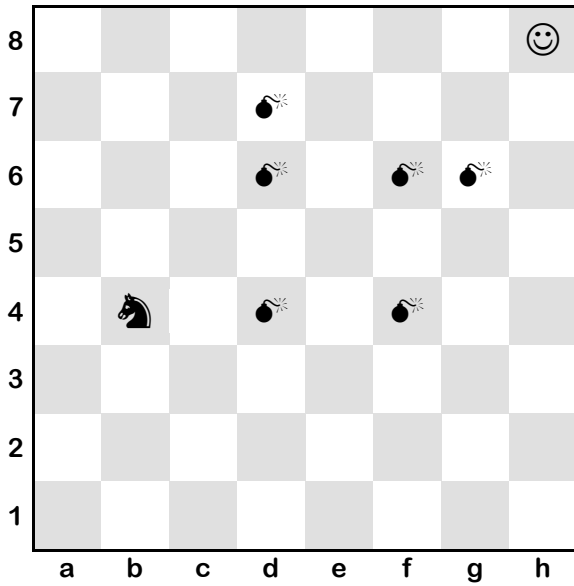


Nome:



Desenha as setas necessárias para fazer chegar a peça ao Smile.

Utiliza o menor número de jogadas sem rebentar as bombas!



Nome:



Cada peça tem um valor diferente!

Pinta as peças...

⇒ 1 = [1 person icon]

⇒ 3 = [3 person icons]

⇒ 3 = [3 person icons]




⇒ 5 = [1 knight icon and 2 person icons]

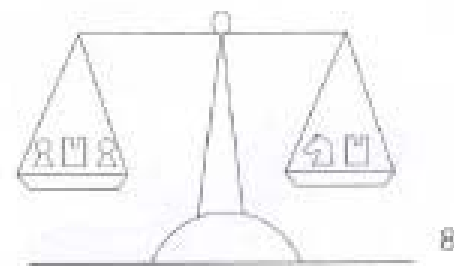
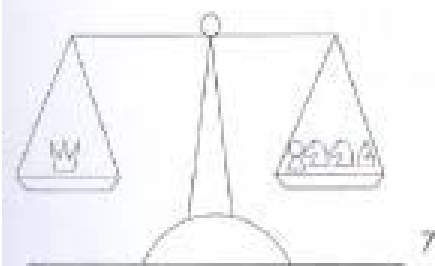
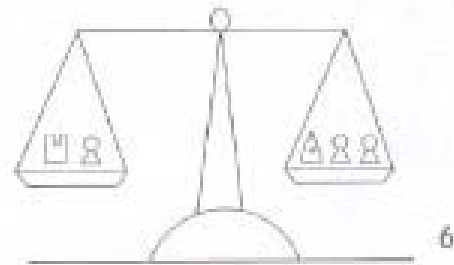
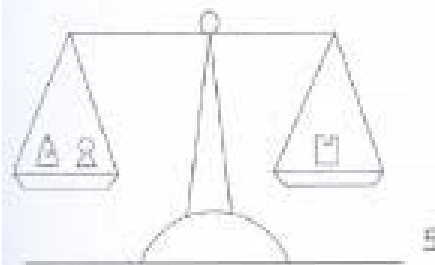
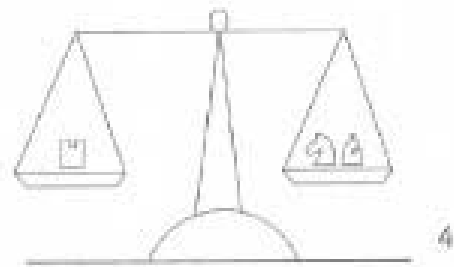
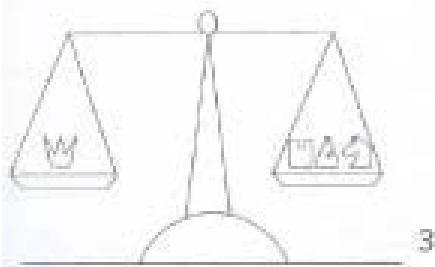
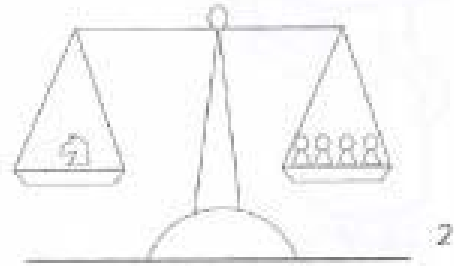
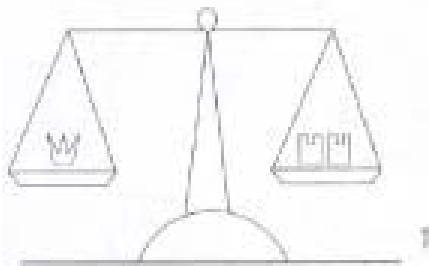
⇒ 9 = [1 rook icon, 1 knight icon, and 1 person icon]

Nome: _____



Faz um círculo no prato mais pesado de cada balança ...

Lembre-se:  = 1  = 3  = 3  = 5  = 9



Nome:



Pinta a figura!



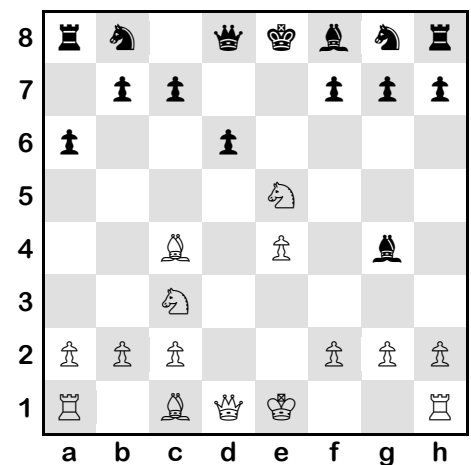
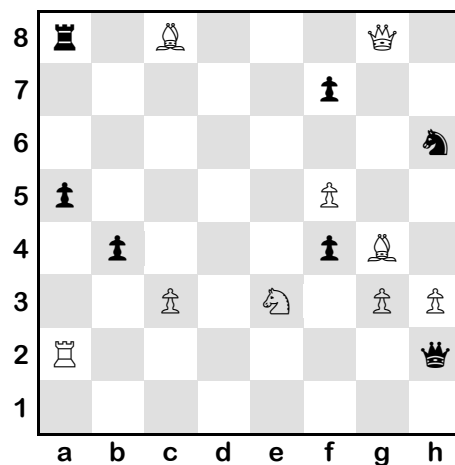
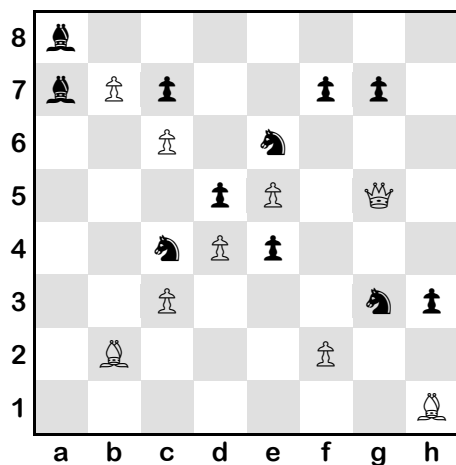
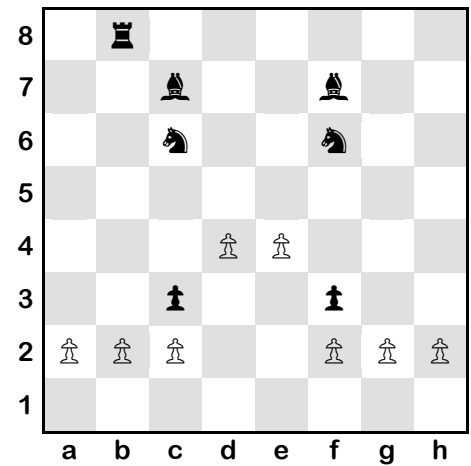
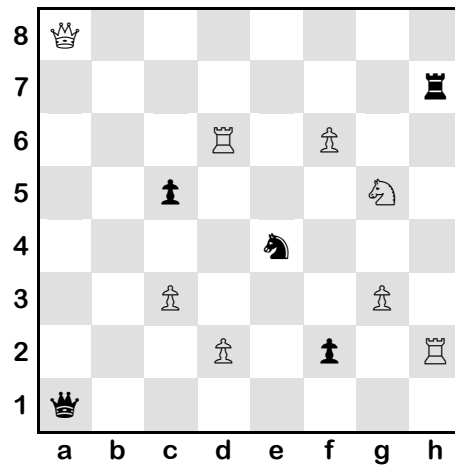
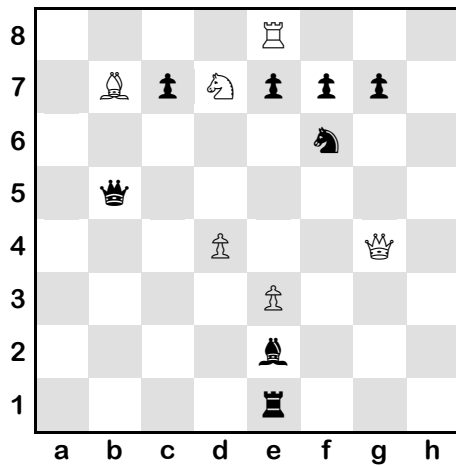
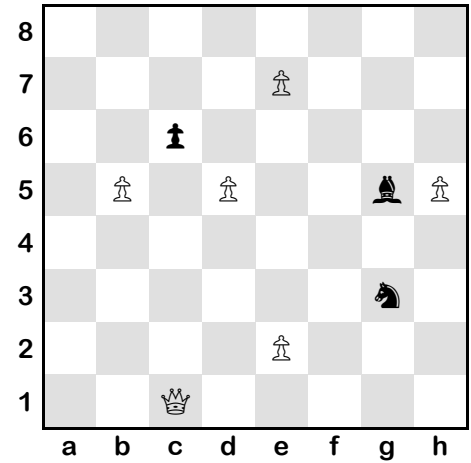
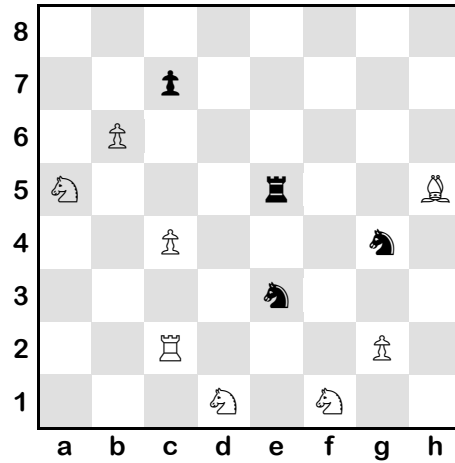
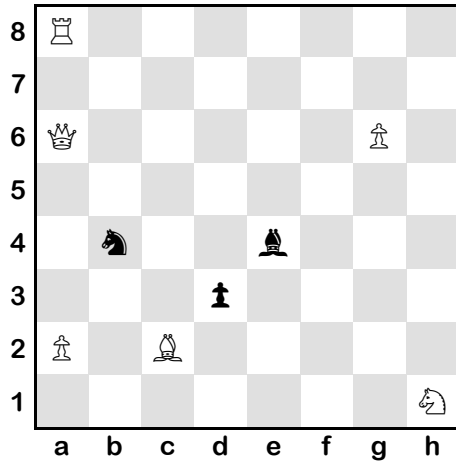
Nome:



Exercícios:

Que peças Brancas estão a ser atacadas?

Assinala-as com um círculo!



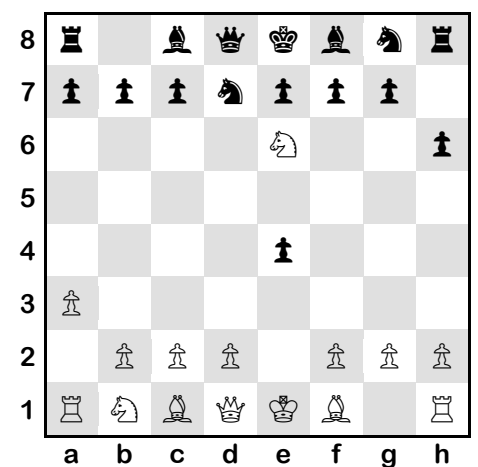
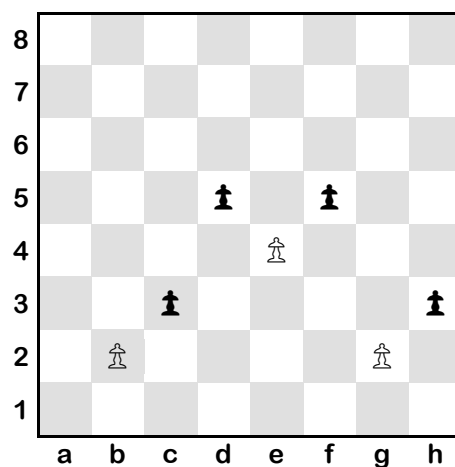
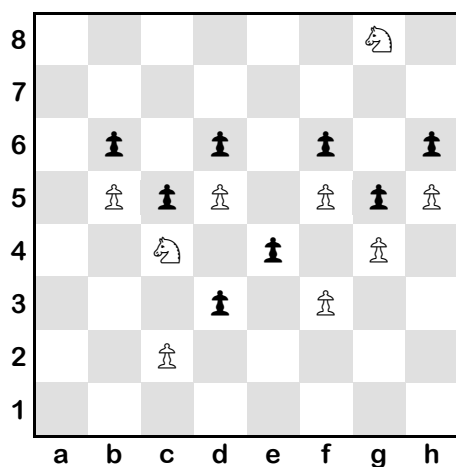
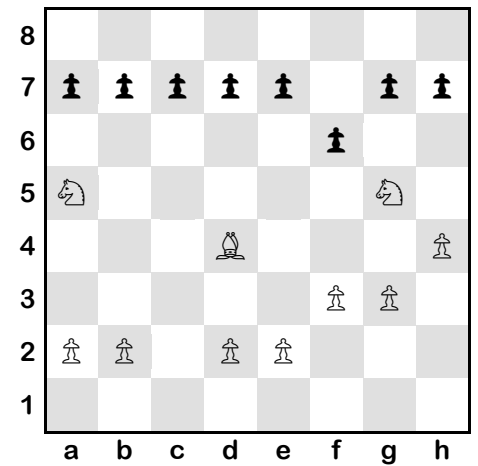
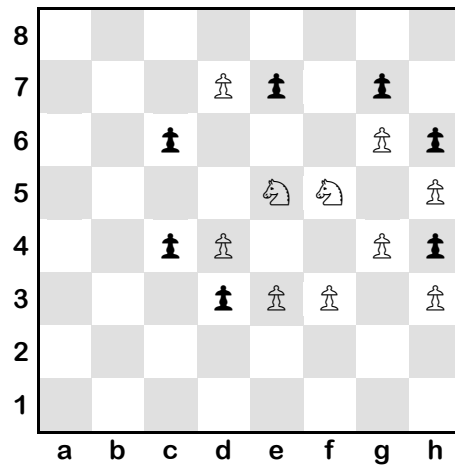
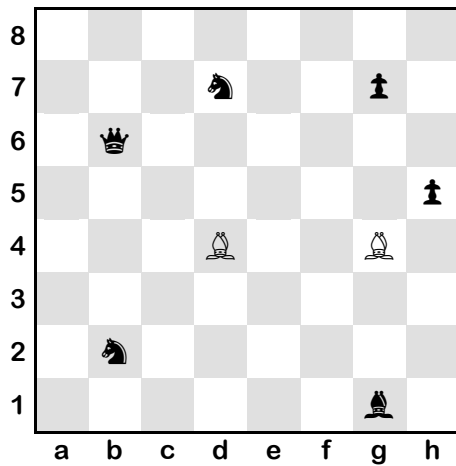
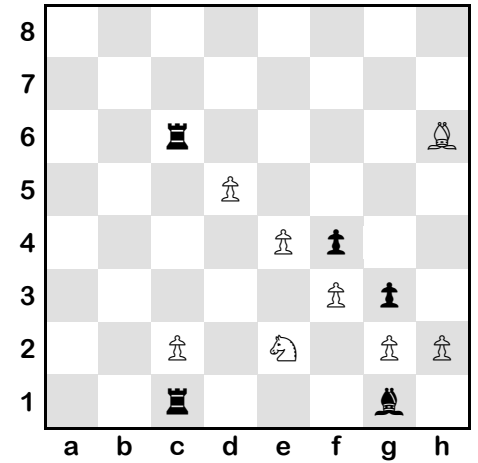
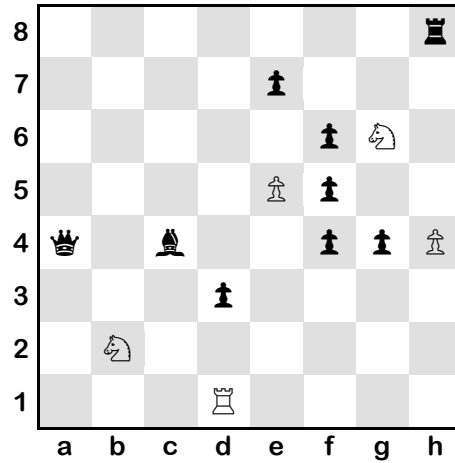
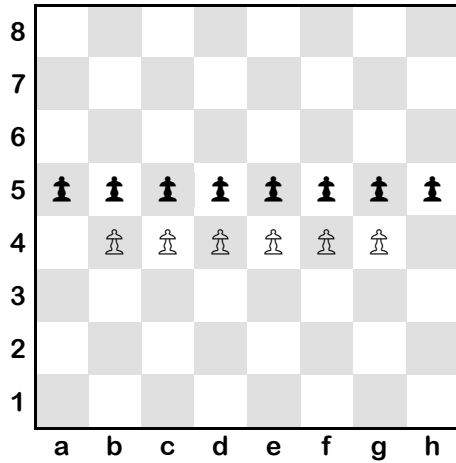
Nome:



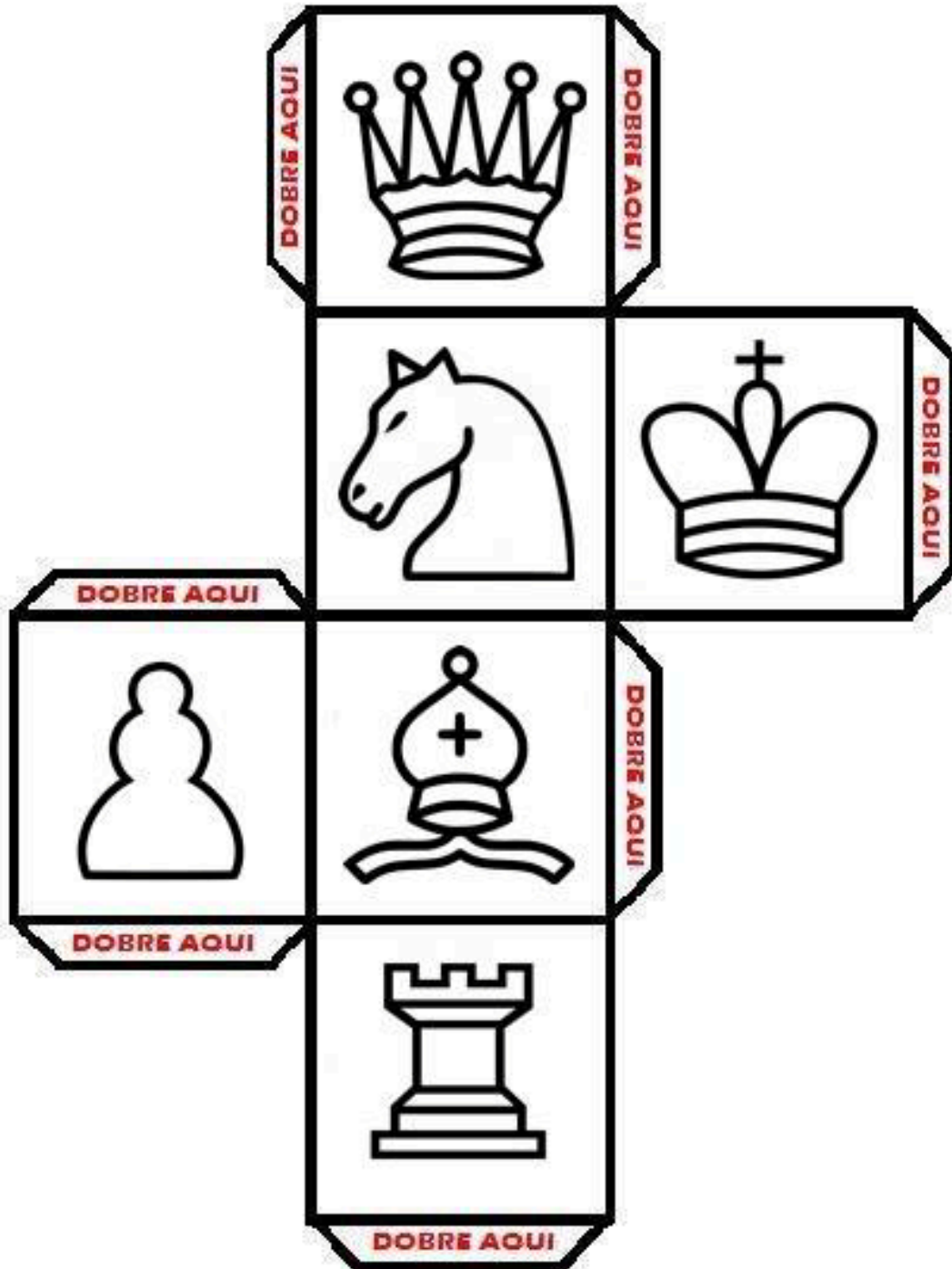
Exercícios:

Que peças Negras estão a ser atacadas?

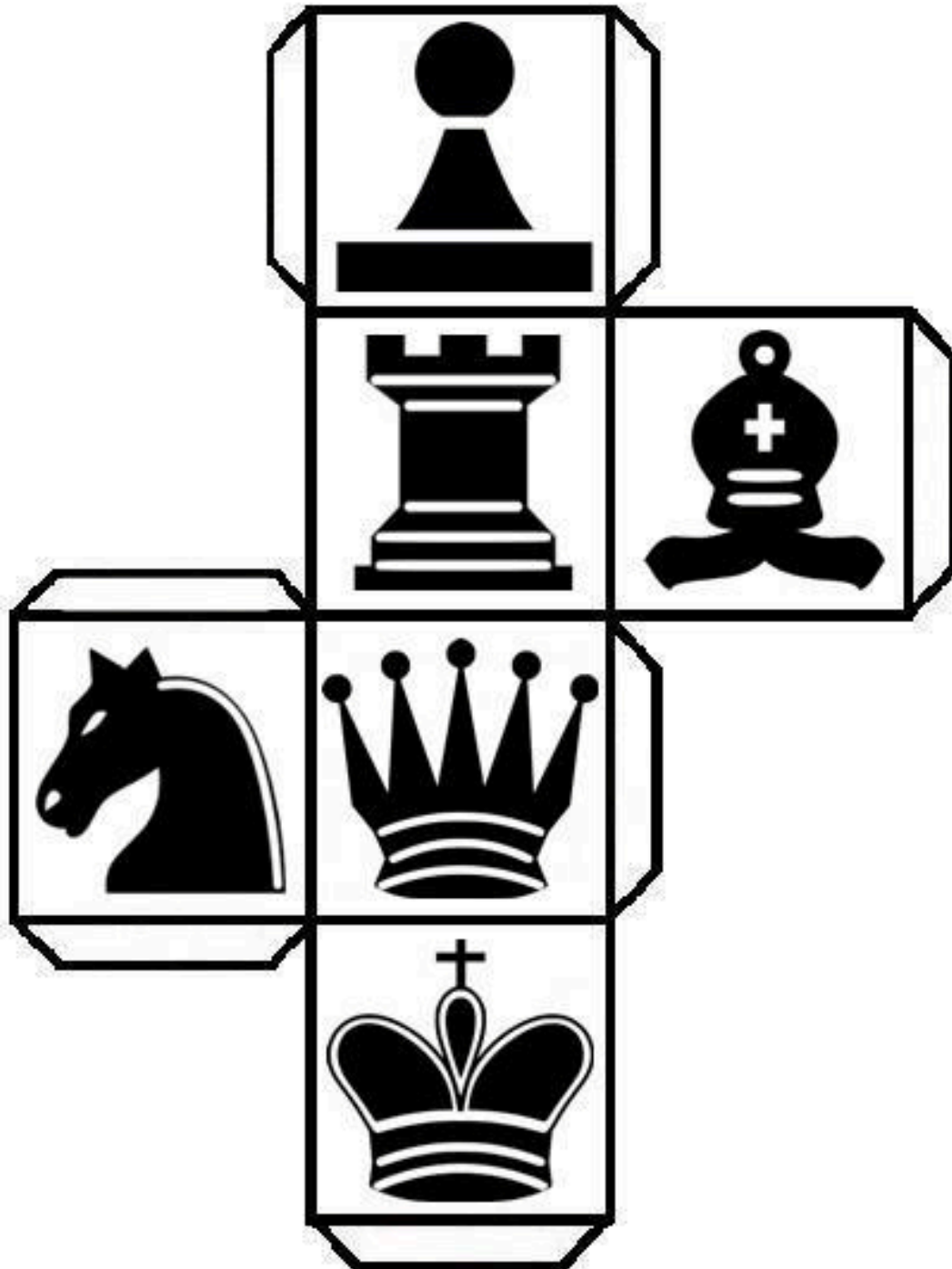
Assinala-as com um círculo!



Nome: _____



Nome: _____



Nome: _____