



# CAÇA PALAVRA DA TORRE

Encontre as seguintes palavras relacionadas com a TORRE:

FILA—FILEIRA—COLUNA—FORÇA—XEQUE—ATAQUE—VERTICAL—  
HORIZONTAL—FORTALEZA—ROQUE—MATE—REI—PEÇAS—PESADAS—  
CINCO—PONTOS

MN MN MN MN  
MN MN MN MN  
H R O O K J A R A R T I P F I I H  
H T M C P M J U O K R O M I H  
H K T K R A F R R O E I H U H  
V R O T P T F I L A D E R T V  
V F P K E O I E P A C F V

V L D K G U R O V

V D L U T A E V

N C O L U N A N

N D K F I G I I N

N E F O R Ç A N

A F I L E I R A F A

A L H G J O D E W A

A X E Q U E M F R Y A

A T A Q U E L S W N T A

A M F W V E R T I C A L A

A T O R I Ç A T H O R I Z I A

A H O R I Z O N T A L R O C A

A M A T F X E Q U H O F I L W A

A A Z E L A T R O F T O R R E S A

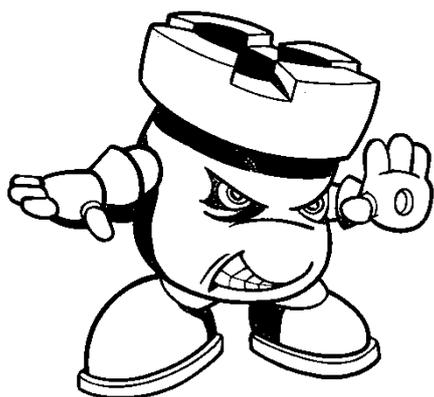
A S R O E S S A R O Q U E G K S A A

A D I F H O R A M H D A L S A Ç E P A

I M A R E R U J F M I T N A M R E I Ç A I

I M P E S A D A S I C I N C O P O N T O S I

I J O R R K M M S S Q U E Z H H O I T A I





# ATIVIDADE: OS PONTOS DAS PEÇAS



## Calculando os fatos



*Somando e subtraindo*

$$\text{Bishop} + \text{Rook} = \underline{\hspace{2cm}}$$

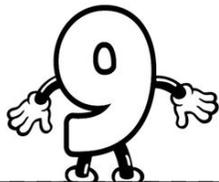
$$\text{Rook} - \text{Pawn} = \underline{\hspace{2cm}}$$

$$\text{Knight} + \text{Pawn} = \underline{\hspace{2cm}}$$

$$\text{Rook} - \text{Knight} = \underline{\hspace{2cm}}$$

$$\text{King} + \text{Knight} = \underline{\hspace{2cm}}$$

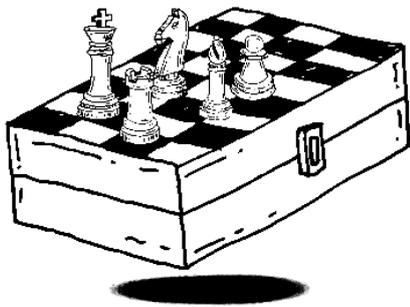
$$\text{King} - \text{Pawn} - \text{Pawn} = \underline{\hspace{2cm}}$$



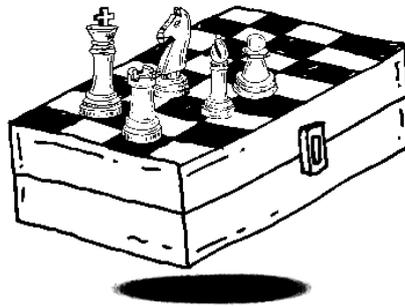
# ATIVIDADE - CAPTURANDO



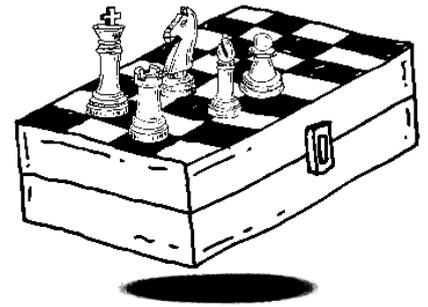
1 AJUDE OS PEÕES A CHEGAREM ATÉ O TABULEIRO CAPTURANDO A EQUIPE BRANCA. PINTE A SEQUÊNCIA:



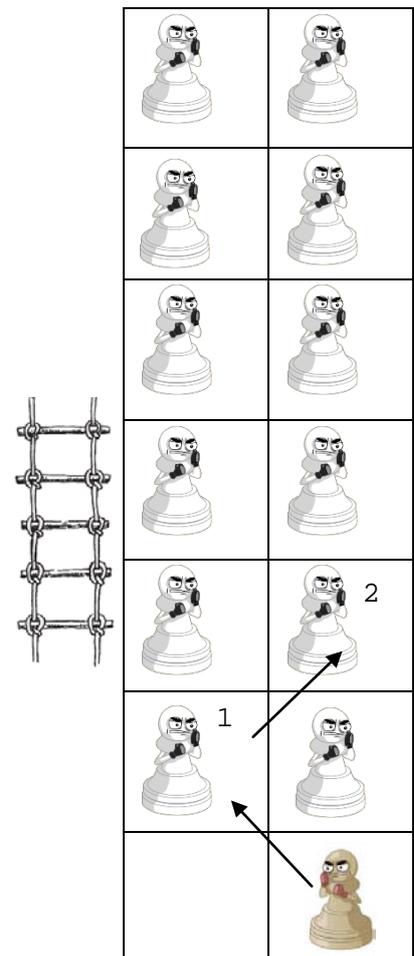
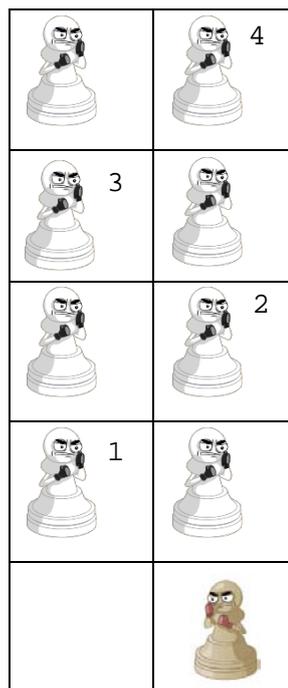
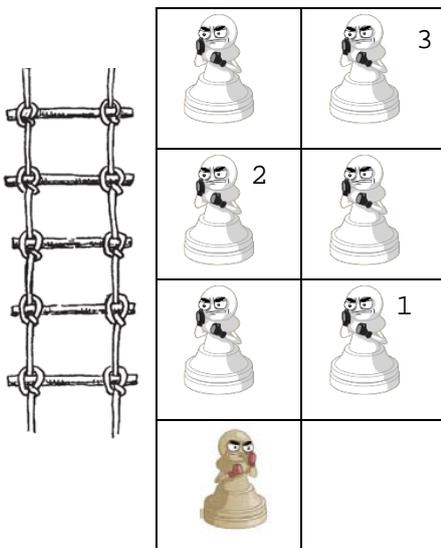
A



B

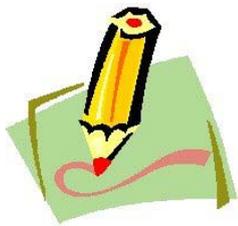


C









# CONHECENDO AS PEÇAS...



PEÇAS	BRANCAS	PRETAS	QUANT.
REI			1
DAMA			1
TORRE			2
BISPO			2
CAVALO			2
PEÃO			8

COMPLETE AS VOGAIS DAS PEÇAS DE XADREZ:

R \_ \_ \_ \_

B \_ \_ S P \_ \_

T \_ \_ R R \_ \_

P \_ \_ \_ \_

D \_ \_ M \_ \_

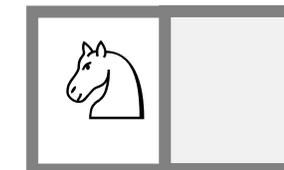
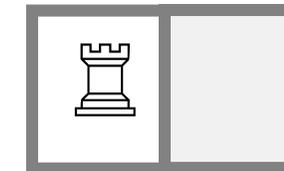
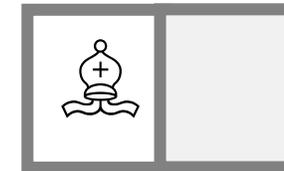
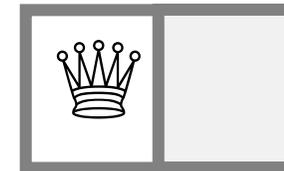
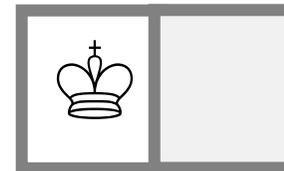
C \_ \_ V \_ \_ L \_ \_

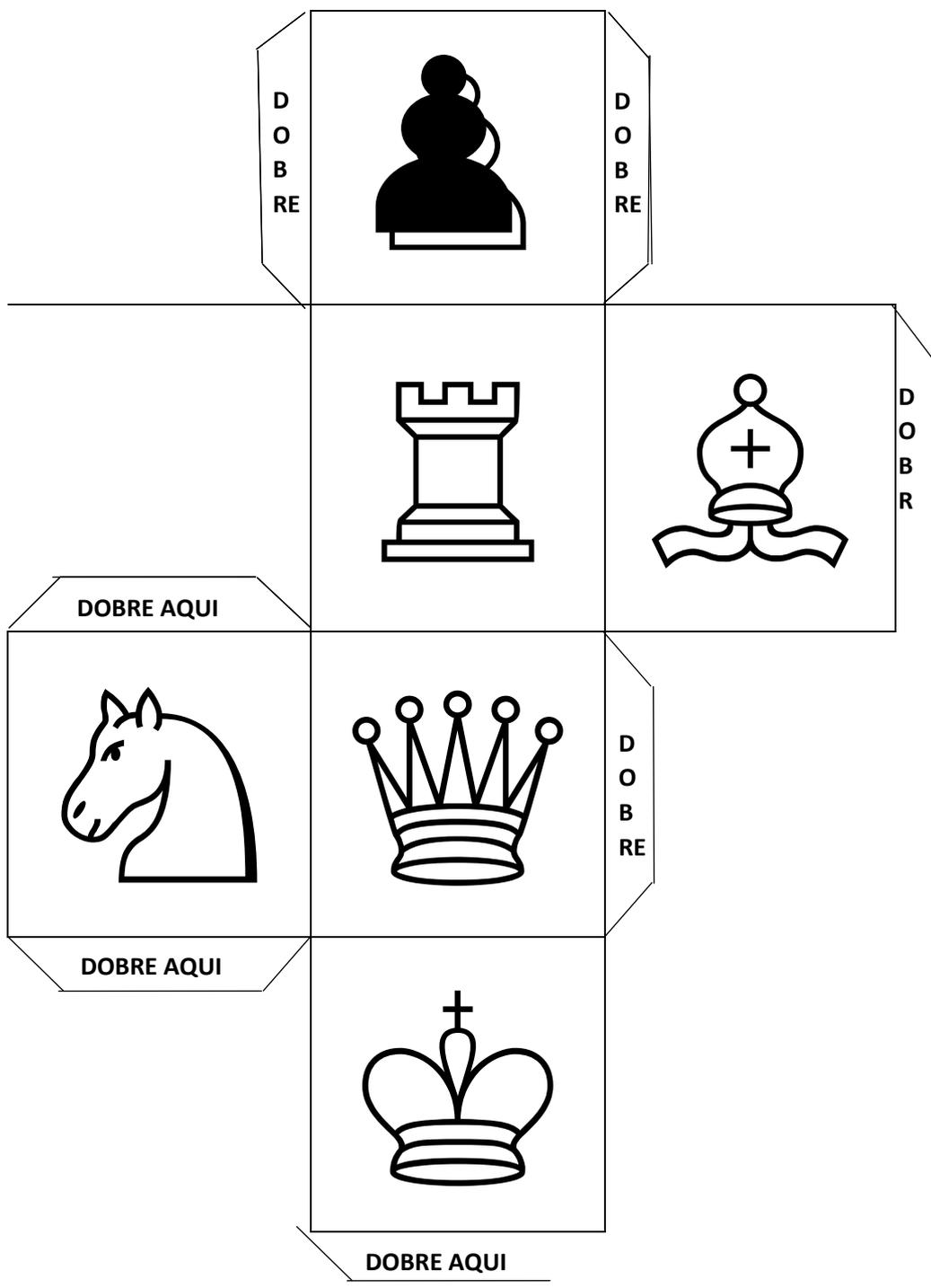
# ATIVIDADE – CONTANDO AS PEÇAS

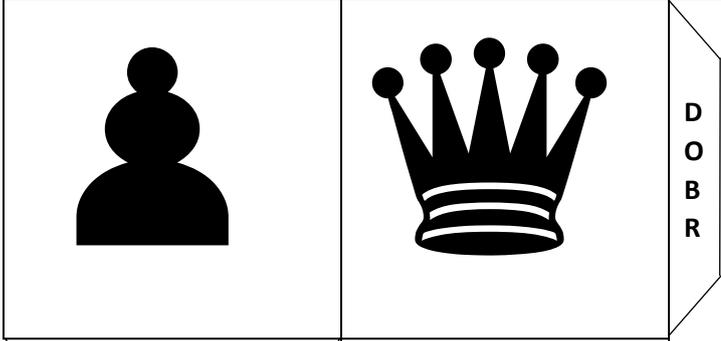
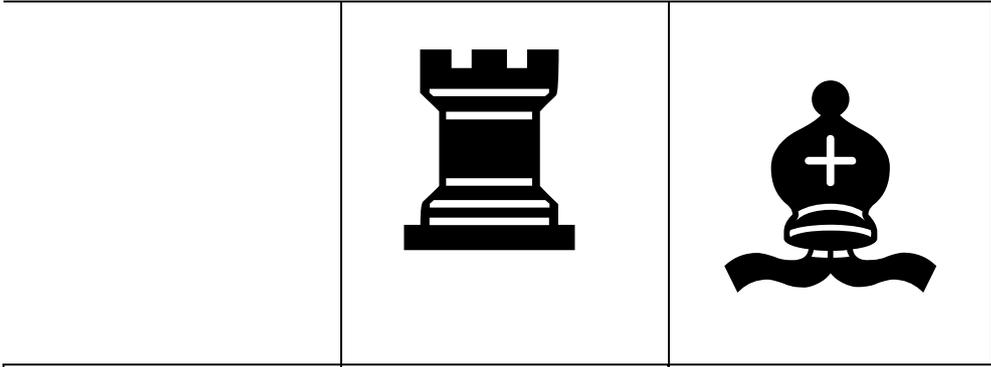
VEJA QUANTAS VEZES A PEÇA SE REPETE NO TABULEIRO E ESCREVA O NÚMERO AO LADO.









DOBRE AQUI

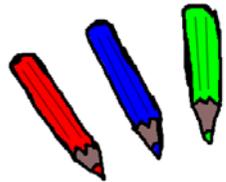
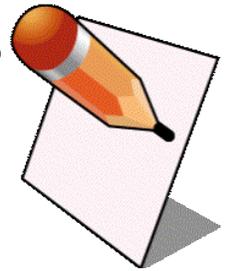


DOBRE AQUI

D  
O  
B  
R



# Escrevendo e COLORINDO CAMINHOS

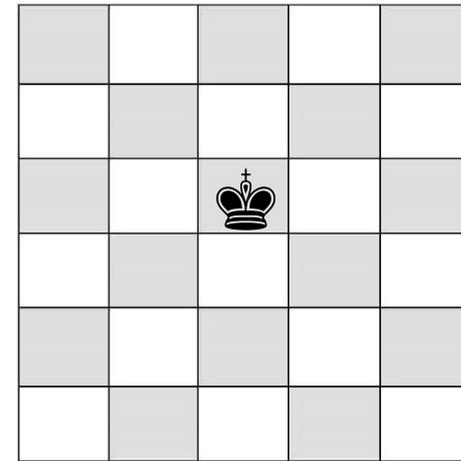
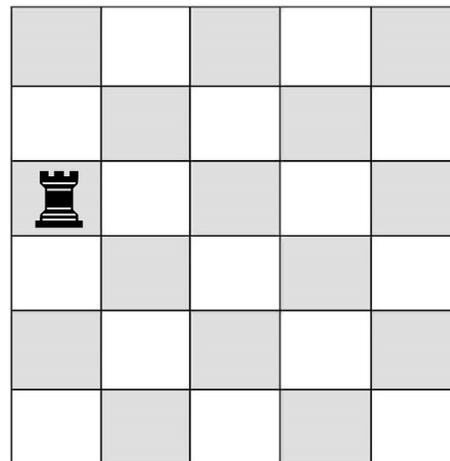
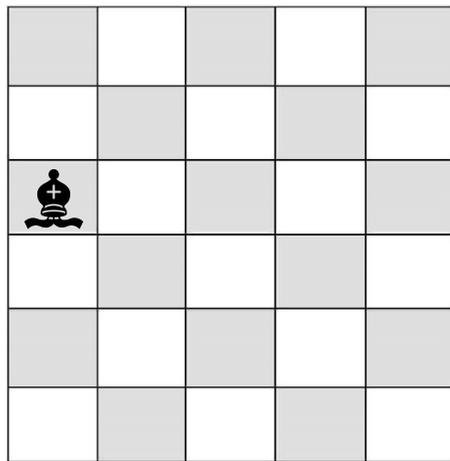


ESCREVA O NOME DA PEÇA E PINTE OS CAMINHOS QUE ELA PODE PERCORRER

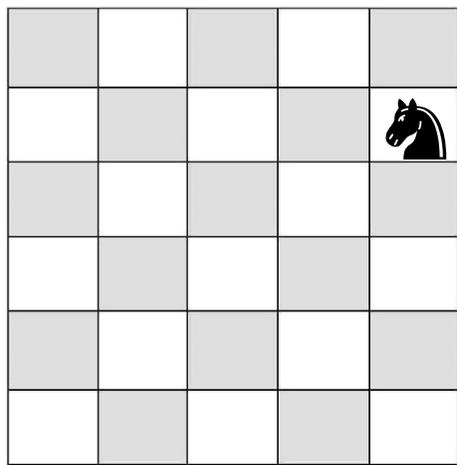
1

2

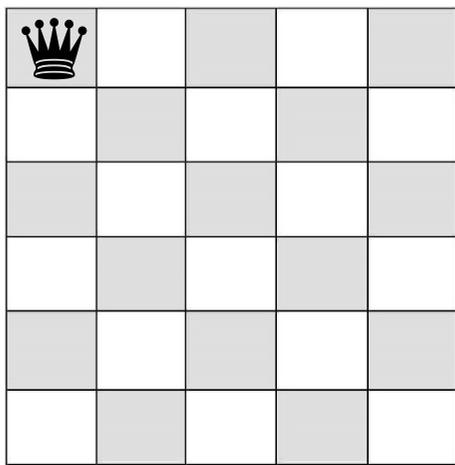
3



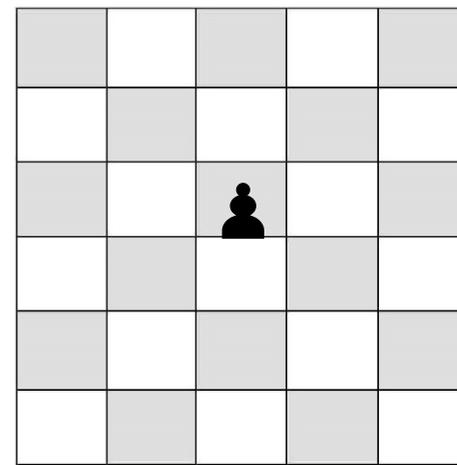
4



5



6

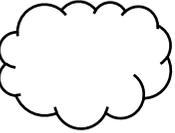
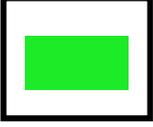
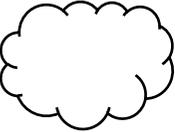


# ATIVIDADE – ESCREVENDO O LANCE

1 ESCREVA A LETRA E O NÚMERO DE CADA FIGURA:

	A	B	C	D	E	F	G	H
8								
7				♥				
6		●						
5						▲		
4								
3	■							
2					▬			
1								★
	A	B	C	D	E	F	G	H

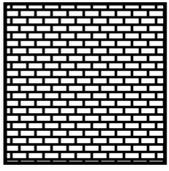
LETRA      NÚMERO

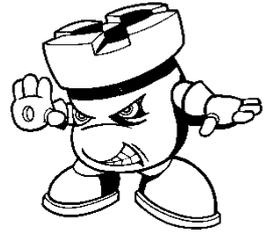
JOGO DA MEMÓRIA – EMPLASTIFICAR E RECORTAR



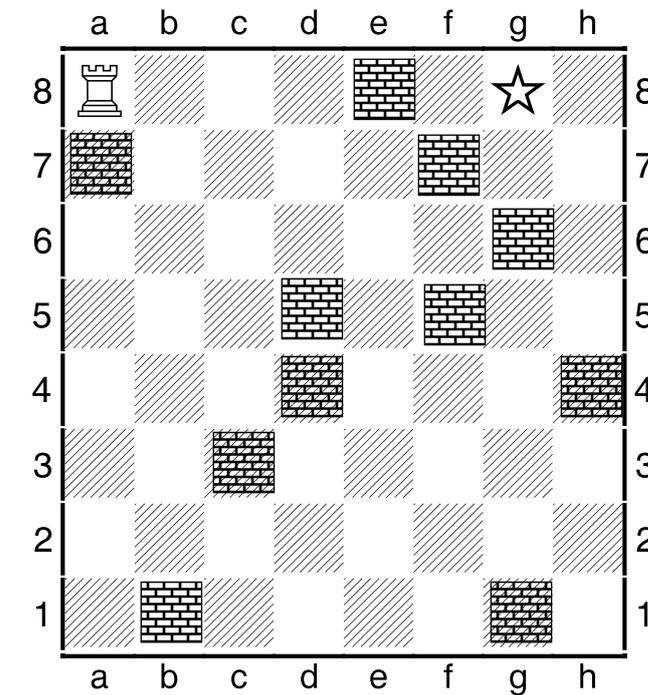
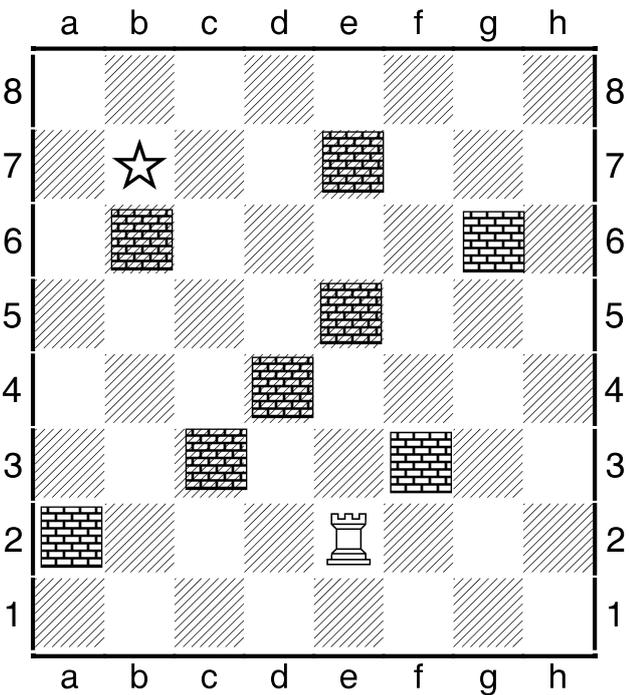
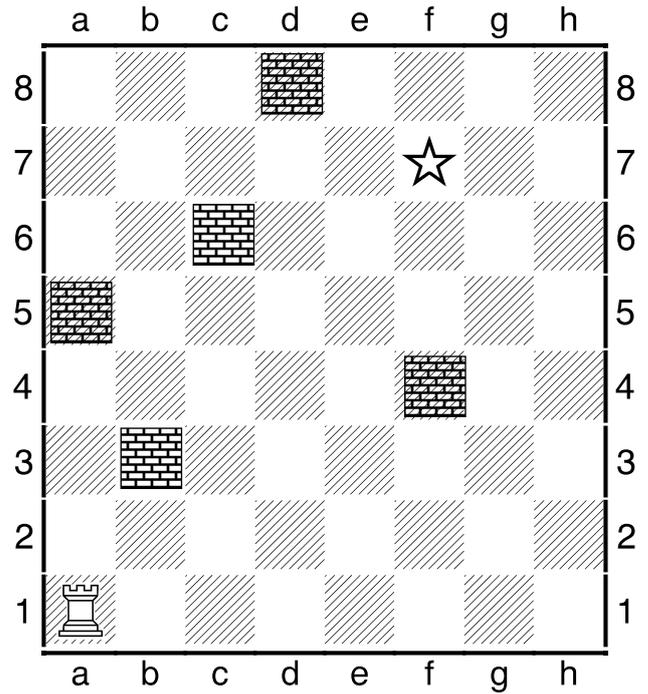
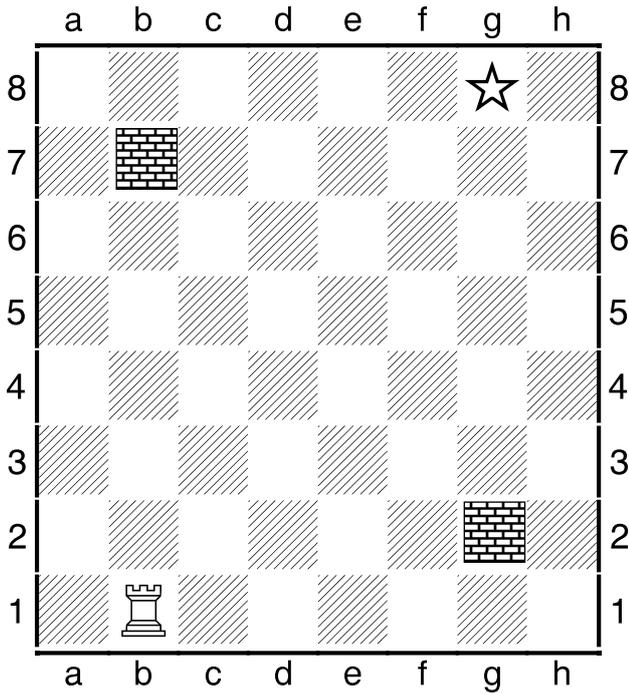
Nome: \_\_\_\_\_ Data: \_\_\_\_/\_\_\_\_/\_\_\_\_



# LABIRINTO Da torre



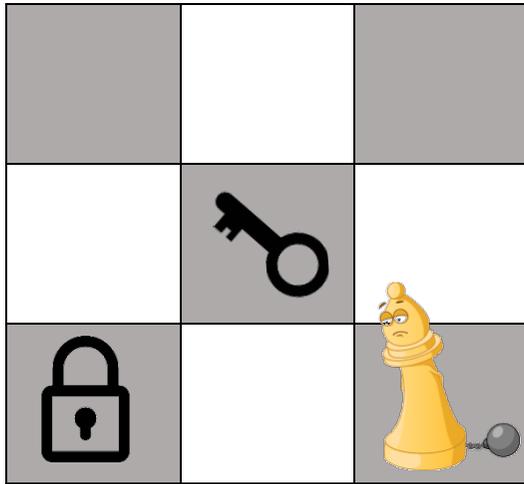
Com o menor número de lances, manobre a torre até a estrela sem passar pelos obstáculos:



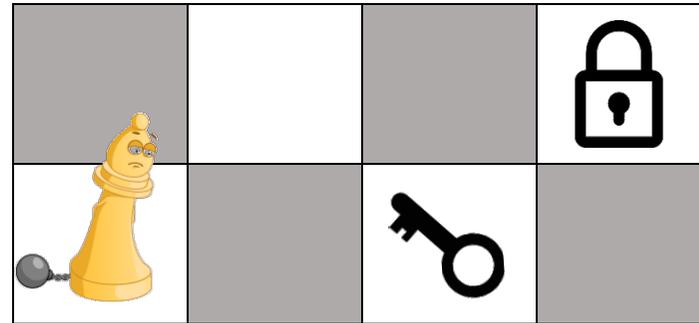
# ATIVIDADE – PRATICANDO

1 LEVE O BISPO A CHAVINHA E EM SEGUIDA ATÉ O CADEADO:

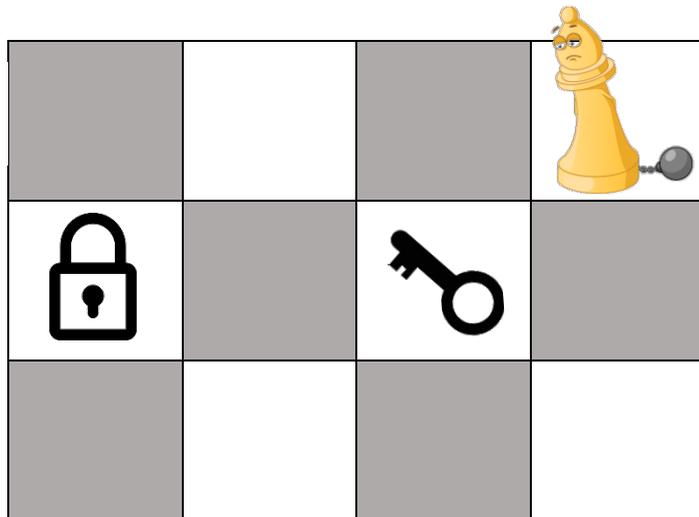
A



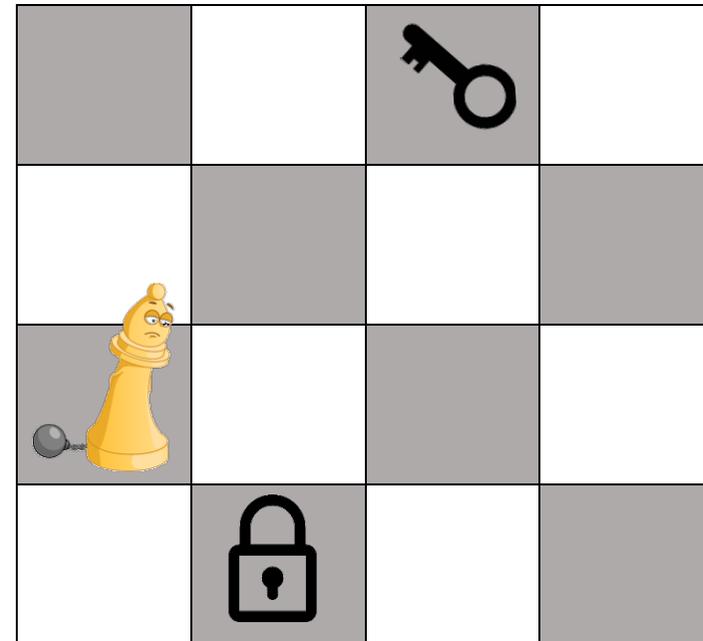
C



B



D



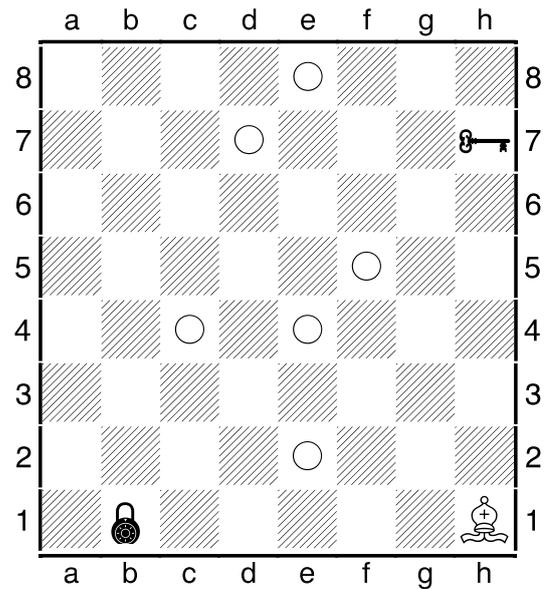
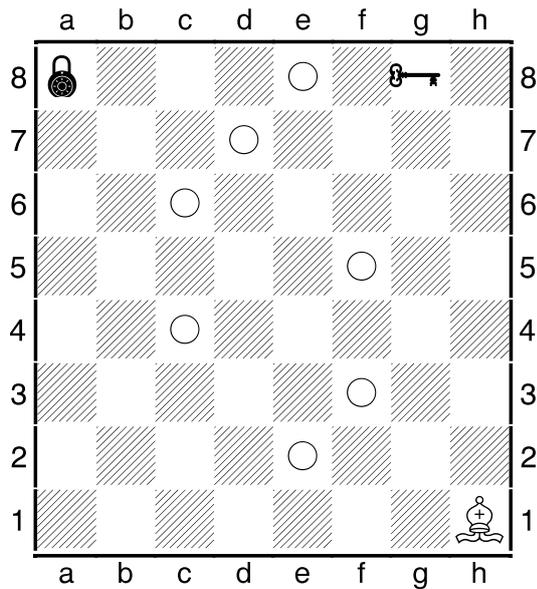
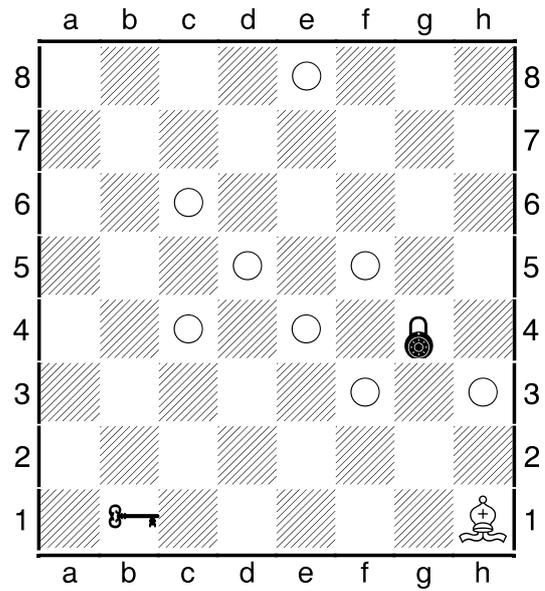
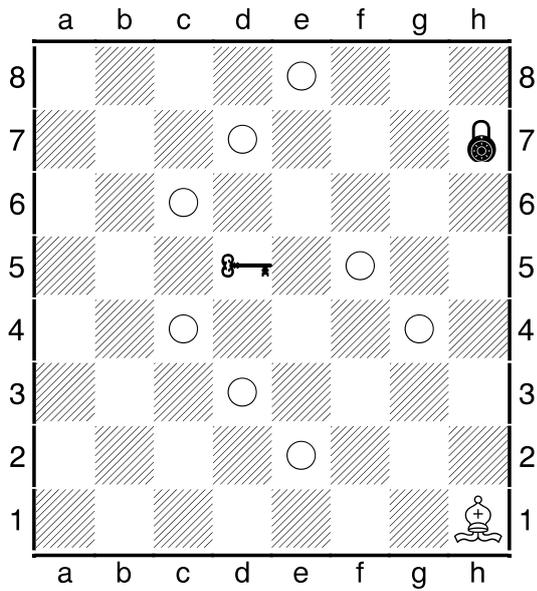
Nome: \_\_\_\_\_ Data: \_\_\_\_/\_\_\_\_/\_\_\_\_



# LABIRINTO DO BISPO

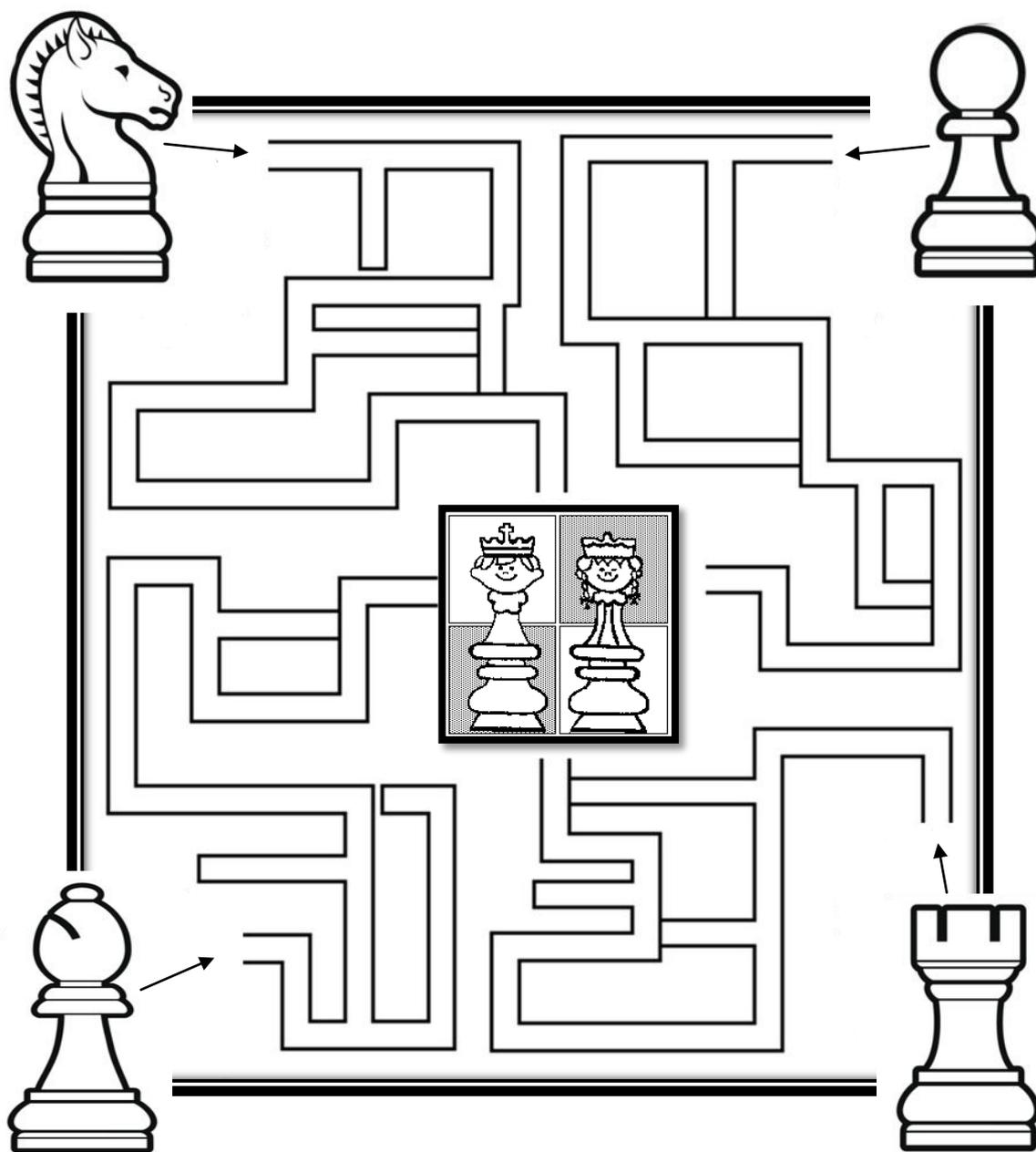
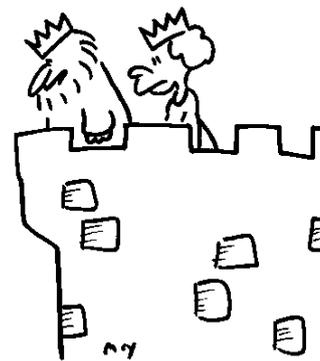


Leve o Bispo até a chave e em seguida até o cadeado, sem passar pelas bolinhas brancas!

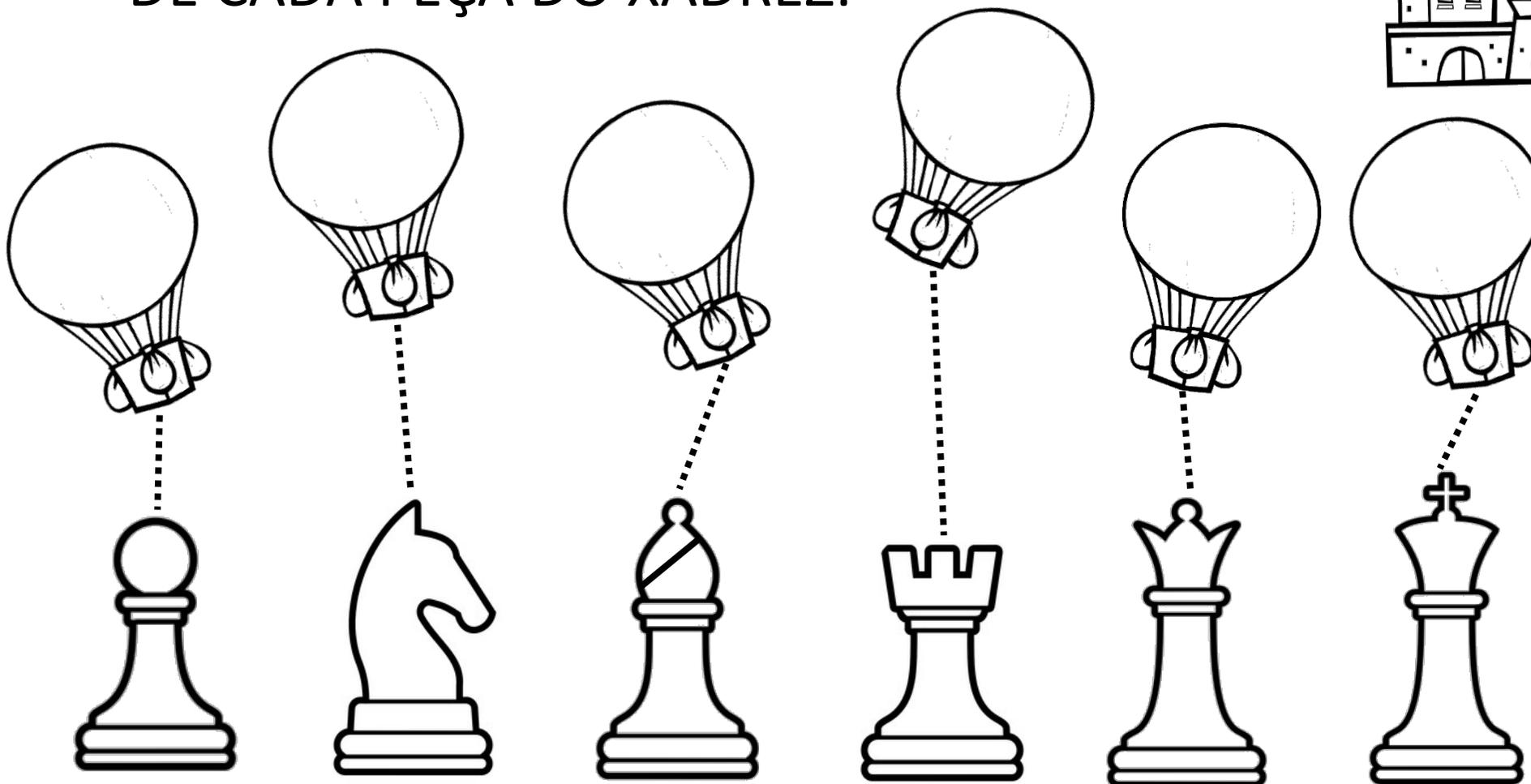


# ATIVIDADE – LABIRINTO

1 Ajude as pecinhas a chegarem até a sua família:



1 ESCREVA NOS BALÕES A PRIMEIRA LETRA DE CADA PEÇA DO XADREZ:



# ATIVIDADE – LIGUE OS PARES



Ligue as peças a seus pares e escreva a primeira letra ao lado:

\_\_\_\_\_



\_\_\_\_\_



\_\_\_\_\_



\_\_\_\_\_



\_\_\_\_\_



\_\_\_\_\_



ATIVIDADE



DESVENDANDO  
O MISTÉRIO

SEGUIA A ORDEM NUMÉRICA E  
DESCUBRA QUAL PALAVRA DO  
XADREZ ESTÁ ESCONDIDA!

1 O	2 D	3 L	4 Z
5 E	6 V	7 I	8 B
9 G	10 F	11 T	12 A
13 H	14 N	15 U	16 R
17 E	18 C	19 O	

6 - 5 - 16 - 11 - 7 - 18 - 12 - 3

--	--	--	--	--	--	--	--

11 - 12 - 8 - 15 - 3 - 5 - 7 - 16 -

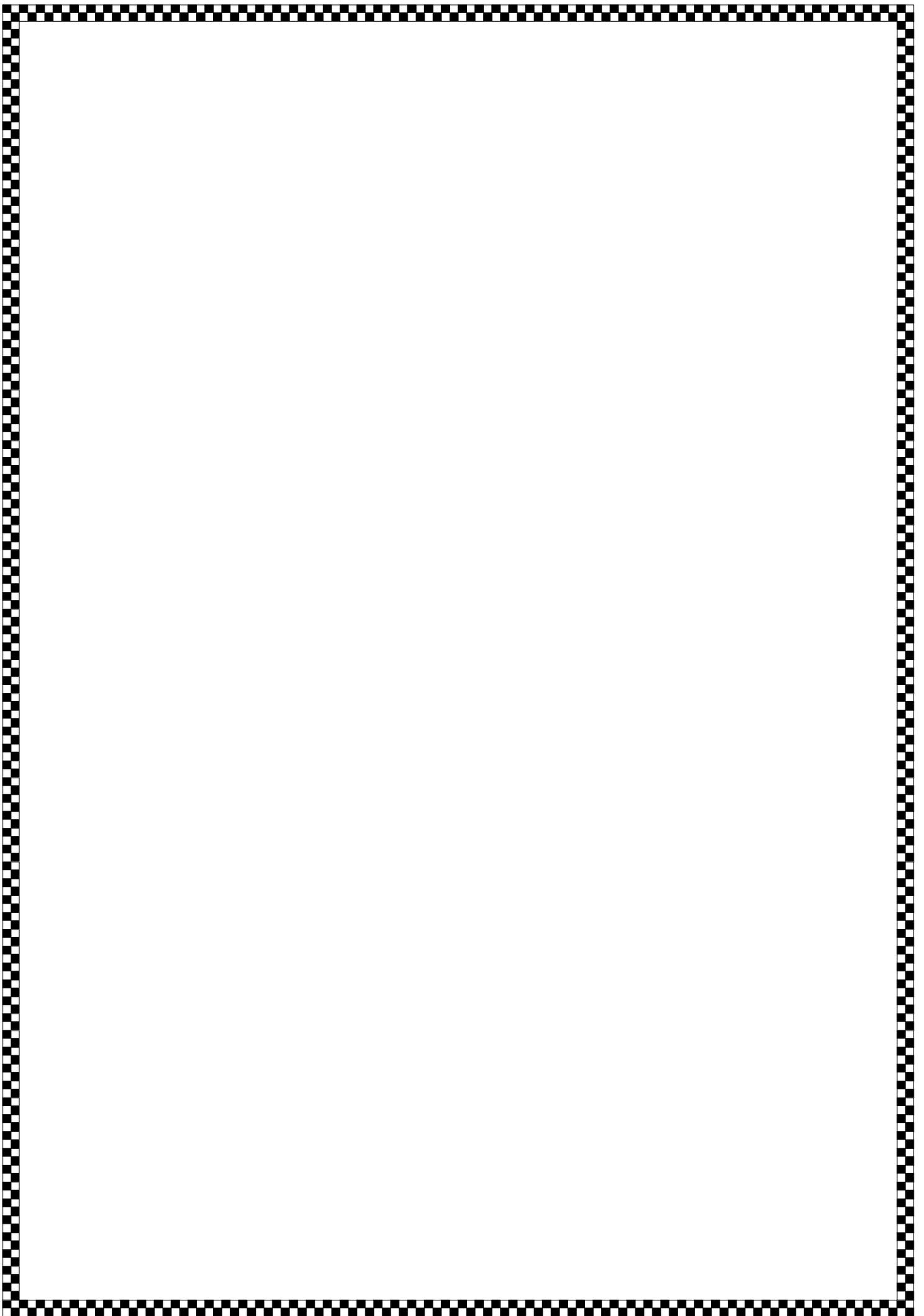
--	--	--	--	--	--	--	--	--	--

2 - 7 - 12 - 9 - 19 - 14 - 12 - 3

--	--	--	--	--	--	--	--

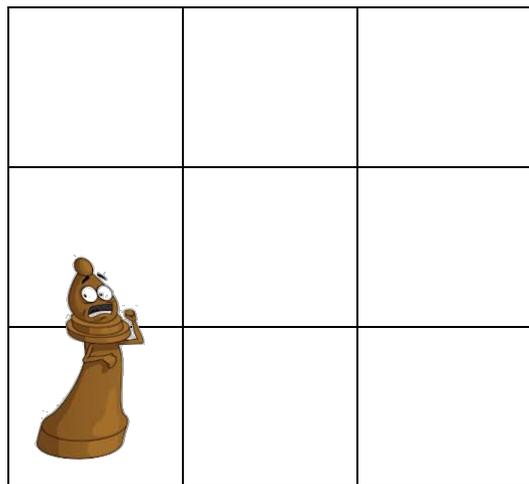
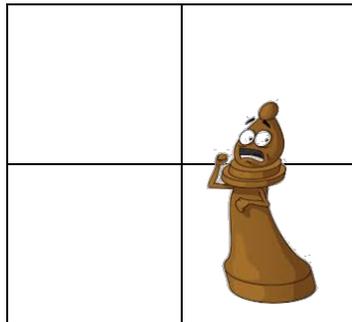
13 - 19 - 16 - 7 - 4 - 19 - 14 - 11 -

--	--	--	--	--	--	--	--	--	--



# ATIVIDADE – PRATICANDO

1 ESCREVA NO QUADRINHO A SEQUENCIA DE SEU MOVIMENTO EM NÚMEROS:



2 PINTE O NUMERAL 3

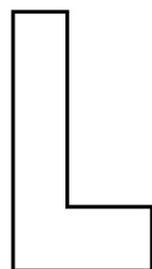


	2	5	6
7	3	1	8
9	2	3	1
5	4	7	3



# ATIVIDADE – MOVIMENTO DO CAVALO

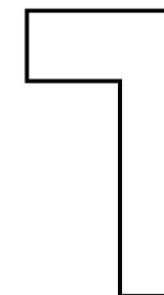
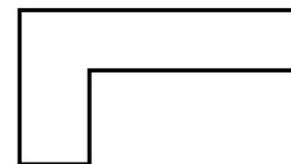
1 PINTE DE VERDE O CAMINHO DO CAVALO FORMANDO A LETRA 1 EM QUALQUER DIREÇÃO.



**A**

**B**

			
1			1
2	<b>VIRA</b>		2

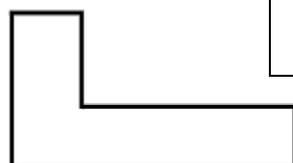


Pro  
Frec  
co  
Gaz

**C**

					
		<b>VIRA</b>			

**D**



A

B

C

D

E

F

4

3

2

1

4

3

2

1

A

B

C

D

E

F

1 RECORTE E COLE AS FIGURAS EM SEUS  
DEVIDOS LUGARES E PINTE O  
CAMINHO DA CAPTURA



E1



D4



A4



E1



D4



A4



E1



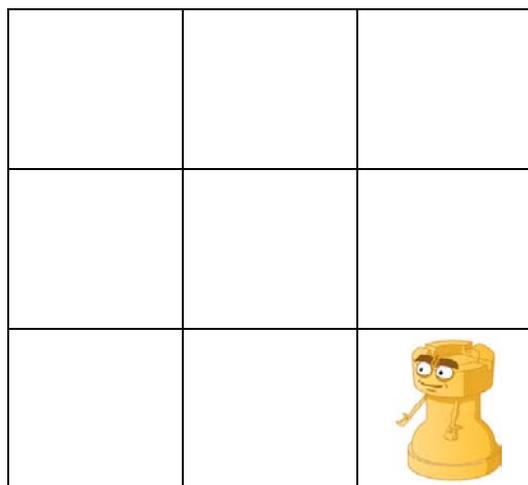
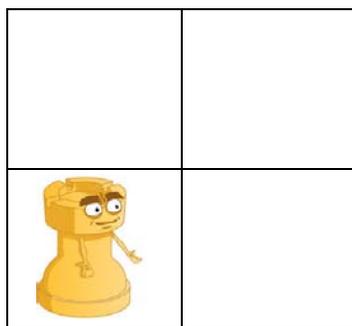
D4



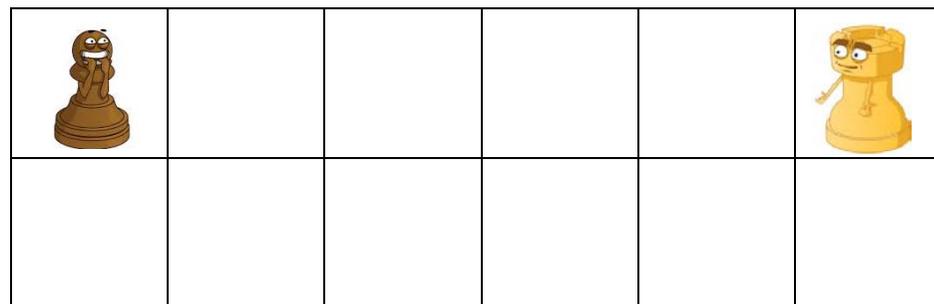
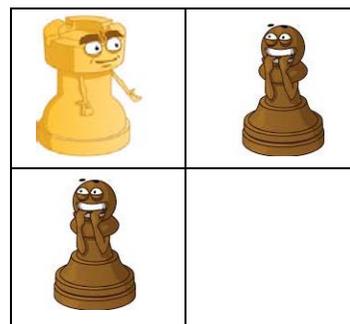
A4

# ATIVIDADE – PRATICANDO

1 PINTE DE VERDE O MOVIMENTO DA TORRE

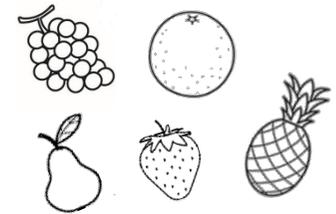


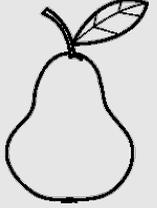
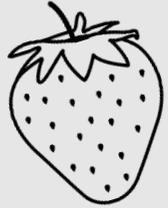
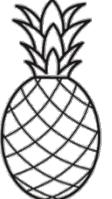
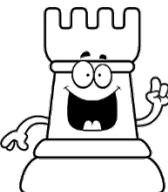
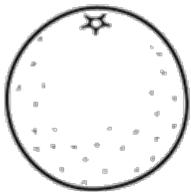
2 PINTE DE VERMELHO OS PEÕES QUE A TORRE PODE CAPTURAR



ATIVIDADE MOVIMENTO DA TORRE

1 AJUDE A TORRE A COMER TODAS AS 5 FRUTAS:



 θ		 ω		
				 τ
				
		 ε		 ρ



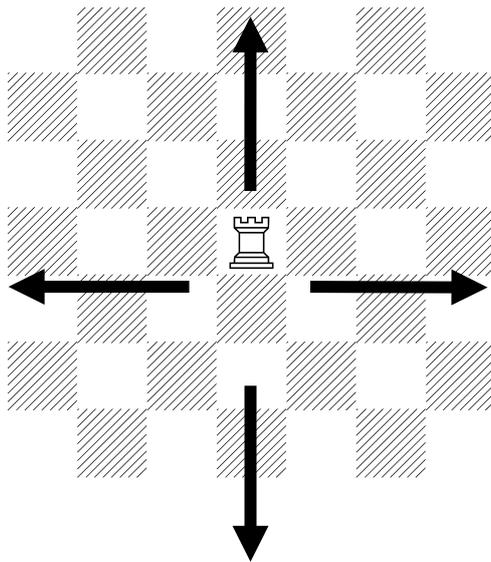
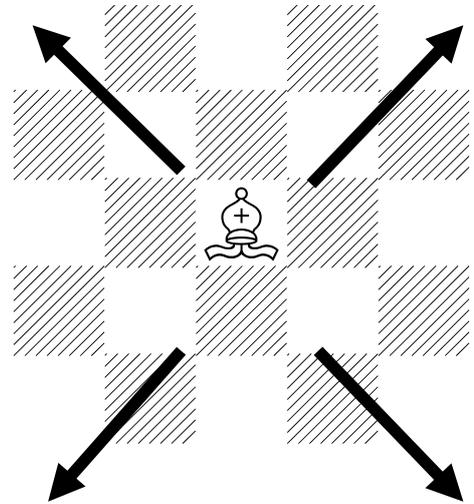
# MOVIMENTO DE

Aprenda os movimentos iniciais de todas as peças do jogo de xadrez.

## O BISPO :



Movimenta-se somente pelas diagonais quantas casas quiser. Cada jogador dispõe de dois Bispos, sendo um de casas pretas e outro de casas brancas.

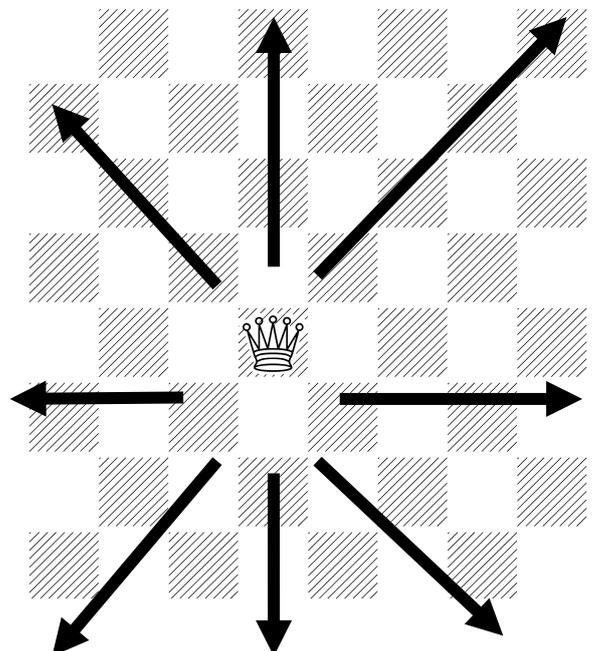


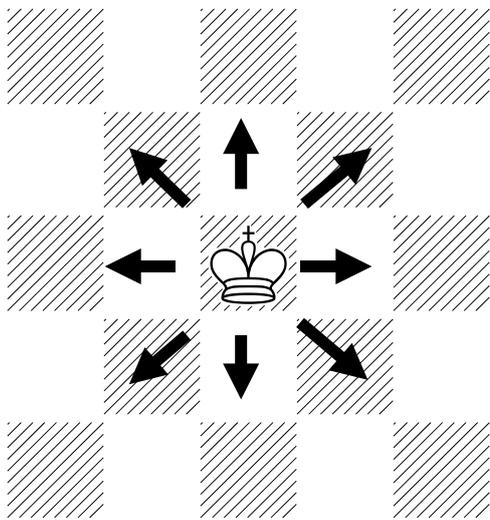
## A TORRE :

Caminha somente pelas horizontais e verticais quantas casas quiser. Ou seja, a Torre percorre para cima, para baixo e para os lados.

## A Dama :

É a combinação das peças Bispo e Torre. Tem a liberdade de se movimentar para qualquer linha, seja na horizontal, vertical ou diagonal, quantas casas quiser





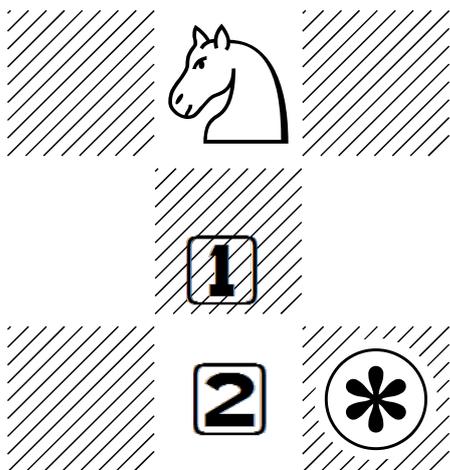
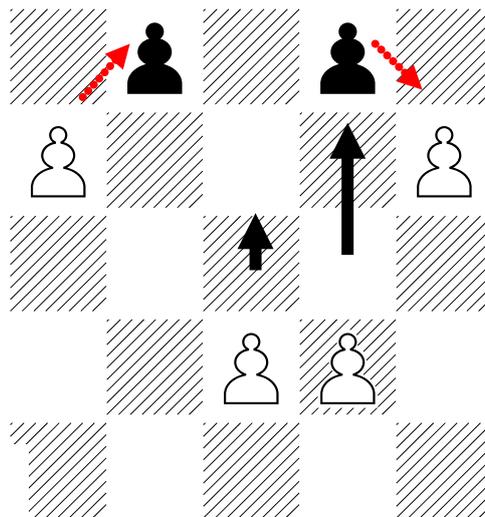
## O REI :

Não é a peça mais poderosa, mas é a mais importante. Seu movimento é bastante limitado; podendo se movimentar para todas as direções somente uma casa por vez.



## O PEÃO :

Movimenta-se somente para frente uma única casa, sendo a única peça que não pode andar para trás. Na posição inicial, cada peão tem o direito de andar uma ou duas casas, depois somente uma casa por vez. Sua captura é diferente de seu movimento: somente na diagonal, uma casa apenas.

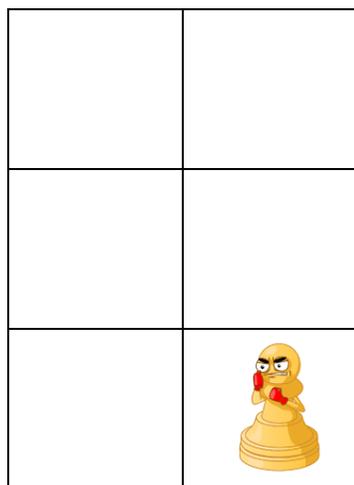
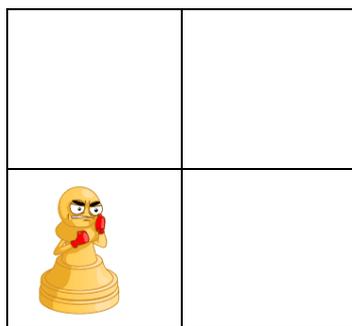


Tem a habilidade em saltar sobre as peças. A melhor maneira de entender seu movimento é na forma de um "L", em qualquer direção. Anda duas casas (horizontal ou vertical) e vira (direita ou esquerda). Sua captura acontece somente na casa final do lance. Veja no diagrama.

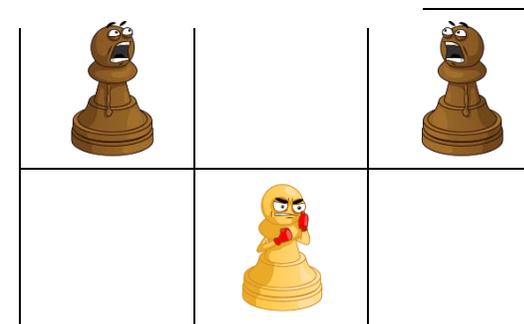
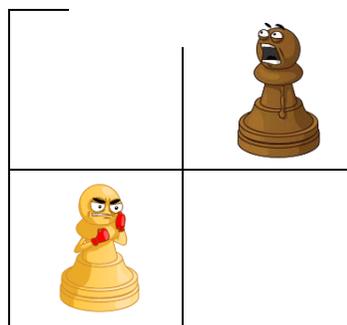


# ATIVIDADE – PRATICANDO

1 PINTE DE VERDE O MOVIMENTO DO PEÃO



2 PINTE DE VERMELHO OS PEÕES QUE PODEM SE CONFRONTAR



# ATIVIDADE – PRATICANDO

1 CAMINHE COM O REI SEGUINDO A SEQUÊNCIA DO ALFABETO.



A	B	F
C	E	G
D	H	I



I	J	K	V	W	X
F	H	L	M	U	Y
E	G	N	T	S	Z
D	C	O	R		
A	B	P	Q		



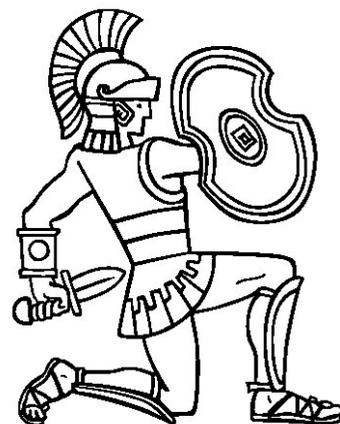
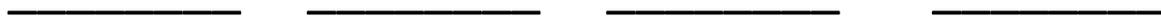




ATIVIDADE – O PEÃO

1 ESCREVA AS LETRINHAS E DESENHE  
O SOLDADO QUE MAIS GOSTOU.

P E A O

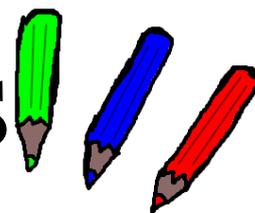


# ATIVIDADE



1

## PINTANDO SÍLABAS



EM CADA FILEIRA, PINTE AS SÍLABAS QUE FORMAM NOMES RELACIONADOS AO XADREZ.



TA

LO

BU

LEI

RO



RE

BIS

MA

DA

PO



PE

LA

TA

ÃO

MA



LU

CA

VA

LE

LO



PO

DA

LA

MA

TE



CO

SO

TOR

RE

RA

## ATIVIDADE

1

RECORTE AS LETRAS E COLE NOS  
DEVIDOS LUGARES FORMANDO A  
PALAVRA X-A-D-R-E-Z.

--	--	--	--	--	--

Z R A D E X





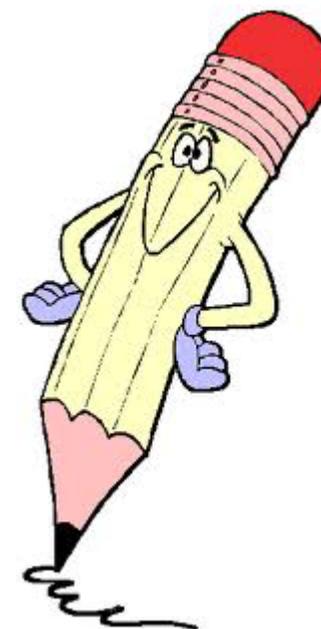
# ATIVIDADE – O TABULEIRO

1 VAMOS COMPLETAR AS CASINHAS DO TABULEIRO?



**VOCÊ  
SABIA?**  
SÃO 32 CASAS  
BRANCAS E 32  
CASAS PRETAS!

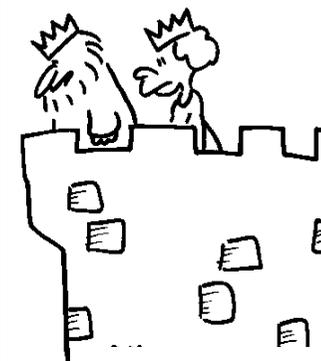
	A	B	C	D	E	F	G	H	
8									8
7									7
6									6
5									5
4									4
3									3
2									2
1									1
	A	B	C	D	E	F	G	H	



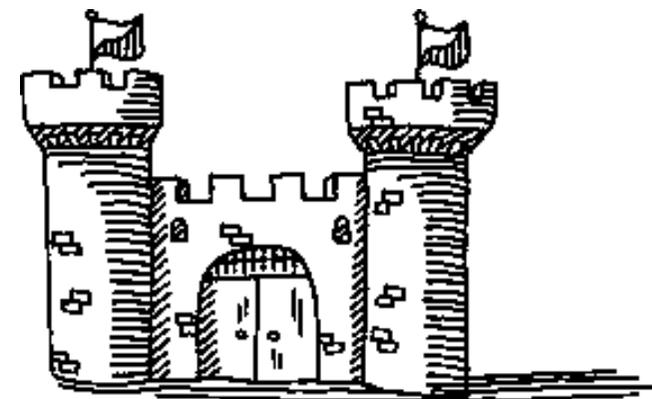
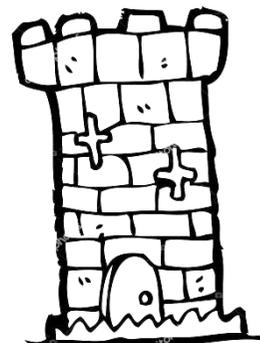
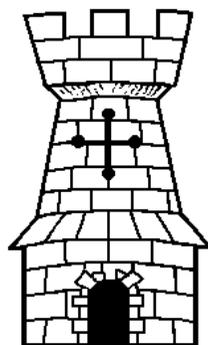
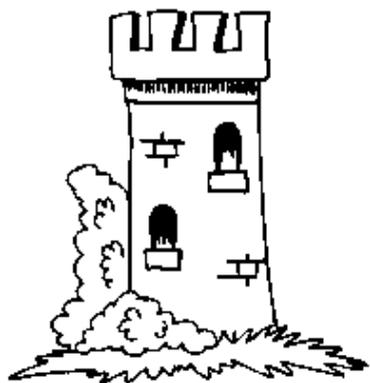
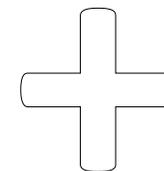


ATIVIDADE – A TORRE

1 ESCREVA AS LETRINHAS DA PEÇA QUE  
COMPLETA O CASTELO DO CASAL REAL:



T O R R E



# ATIVIDADE



## Horizontal vertical ou diagonal ?

PINTE OS QUADRINHOS CONFORME A SEQUÊNCIA E VEJA QUE LINHA DEVE FORMAR:

1) B2-G7-H8-A1-C3-D4-E5-F6

A8	B8	C8	D8	E8	F8	G8	H8
A7	B7	C7	D7	E7	F7	G7	H7
A6	B6	C6	D6	E6	F6	G6	H6
A5	B5	C5	D5	E5	F5	G5	H5
A4	B4	C4	D4	E4	F4	G4	H4
A3	B3	C3	D3	E3	F3	G3	H3
A2	B2	C2	D2	E2	F2	G2	H2
A1	B1	C1	D1	E1	F1	G1	H1

2) E8-A8-H8-C8-D8-F8-G8-B8

A8	B8	C8	D8	E8	F8	G8	H8
A7	B7	C7	D7	E7	F7	G7	H7
A6	B6	C6	D6	E6	F6	G6	H6
A5	B5	C5	D5	E5	F5	G5	H5
A4	B4	C4	D4	E4	F4	G4	H4
A3	B3	C3	D3	E3	F3	G3	H3
A2	B2	C2	D2	E2	F2	G2	H2
A1	B1	C1	D1	E1	F1	G1	H1



3) H3-H8-H1-H7-H5-H2-H4-H6

A8	B8	C8	D8	E8	F8	G8	H8
A7	B7	C7	D7	E7	F7	G7	H7
A6	B6	C6	D6	E6	F6	G6	H6
A5	B5	C5	D5	E5	F5	G5	H5
A4	B4	C4	D4	E4	F4	G4	H4
A3	B3	C3	D3	E3	F3	G3	H3
A2	B2	C2	D2	E2	F2	G2	H2
A1	B1	C1	D1	E1	F1	G1	H1

4) G2-E4-B7-D5-A8-H1-F3-C6

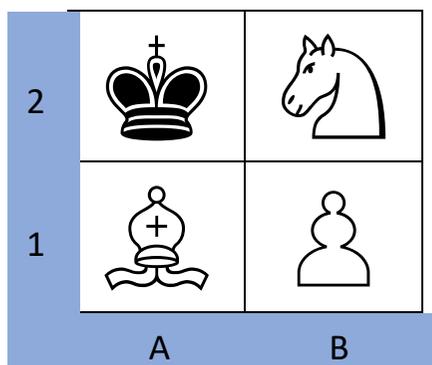
A8	B8	C8	D8	E8	F8	G8	H8
A7	B7	C7	D7	E7	F7	G7	H7
A6	B6	C6	D6	E6	F6	G6	H6
A5	B5	C5	D5	E5	F5	G5	H5
A4	B4	C4	D4	E4	F4	G4	H4
A3	B3	C3	D3	E3	F3	G3	H3
A2	B2	C2	D2	E2	F2	G2	H2
A1	B1	C1	D1	E1	F1	G1	H1



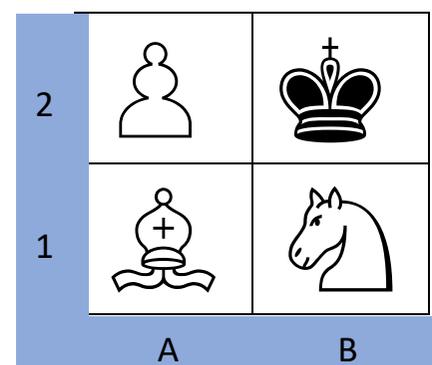
# ATIVIDADE - XEQUE

1 EM CADA QUADRADO, PINTE A PEÇA QUE FAZ XEQUE AO REI PRETO:

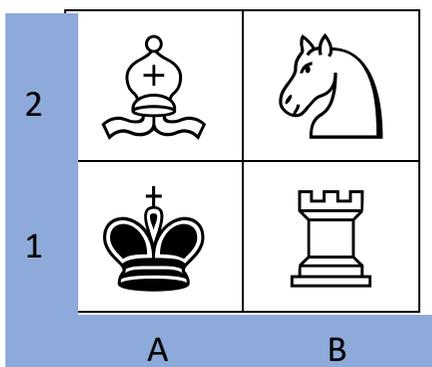
**A**



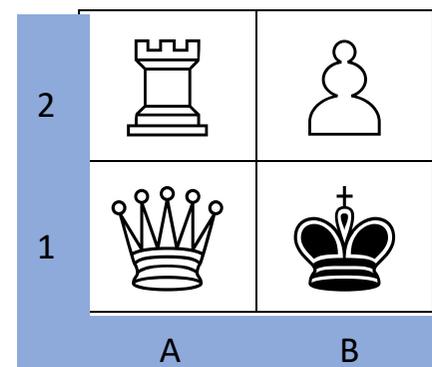
**B**



**C**



**D**



2 PINTE SOMENTE OS REIS QUE ESTÃO EM XEQUE:

