**Tracking and Scoring a Chess Game Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Tracking a Chess Game**

Guided Practice:

**Symbols**

* **Capture:** x
* **Castle:** O-O for Kingside, O-O-O for Queenside
* **Check:** + at end of move
* **Checkmate:** # at end of move

*Write the abbreviations for each of the chess pieces listed below.*

Rook Knight

Bishop Queen

King Pawn

*Write how you would notate (record) the following moves.*

1. Knight to e7
2. Pawn to a3
3. Bishop captures e8
4. Queen to g8, check
5. Pawn promoted to queen

Independent Practice:

*How would you notate (record) the following moves?*



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**Scoring a Chess Game**

Guided Practice:

*Write the point value of each of the following pieces.*

**Checkmate**

**15 point bonus for checkmate (winning the game)**

Rook Knight

Bishop Queen

King Pawn

*Figure out a player’s game score given these results and the pieces captured.*

1. Won game; captured 2 knights, 6 pawns, 1 bishop, 1 rook:
2. Captured 2 rooks, 3 pawns, 2 bishops, 1 knight, queen:

Independent Practice:

*Figure out a player’s game score given these results and the pieces captured.*

1. Won game; captured queen, 2 rooks, 2 knights, 2 bishops, 4 pawns:
2. Captured 1 rook, 1 knight, 2 bishops, 1 pawn:
3. Captured 1 rook, 2 knights, 1 bishop, queen, 7 pawns:
4. Won game; captured 2 pawns, 1 bishop, 1 knight:
5. Captured 2 pawns, 2 rooks, 2 queens, 1 knight, 1 bishop: