

Karta pracy nr 1

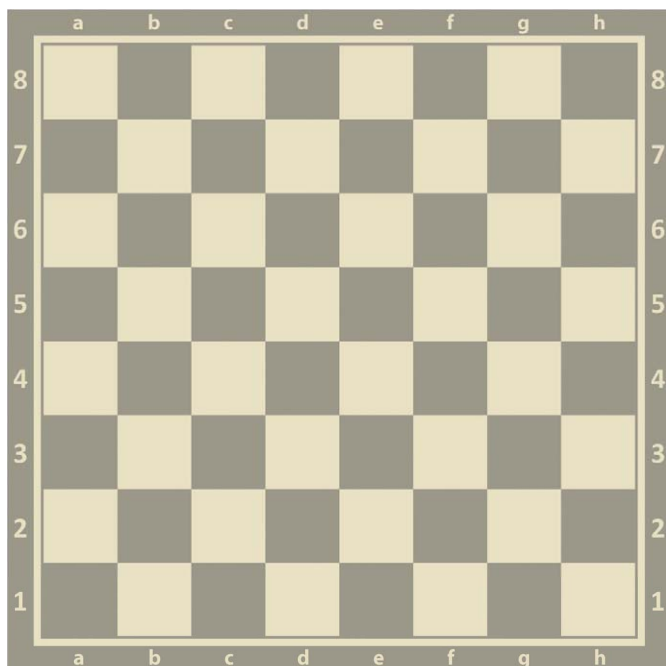
Pokoloruj czarne pola szachowe.

	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	

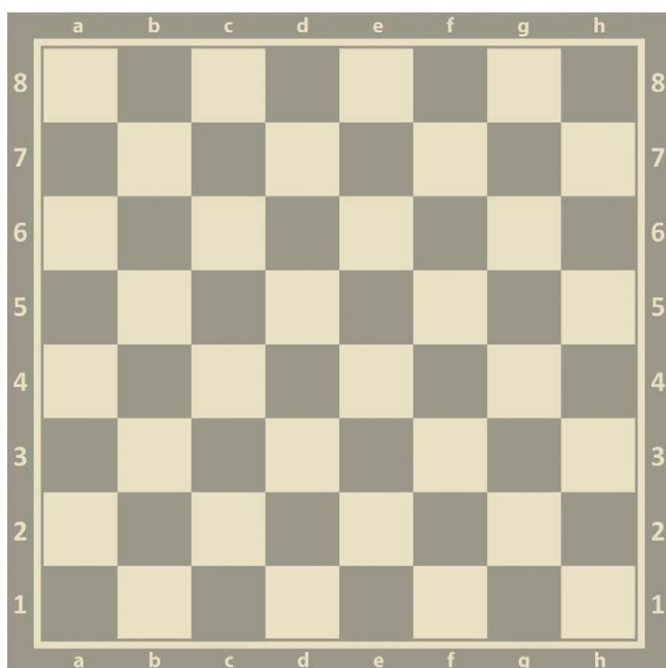
Karta pracy nr 2

Pokoloruj czerwoną kredką wskazane pola na kolejnych szachownicach. Z liter powstałych na każdej szachownicy odczytaj hasło.

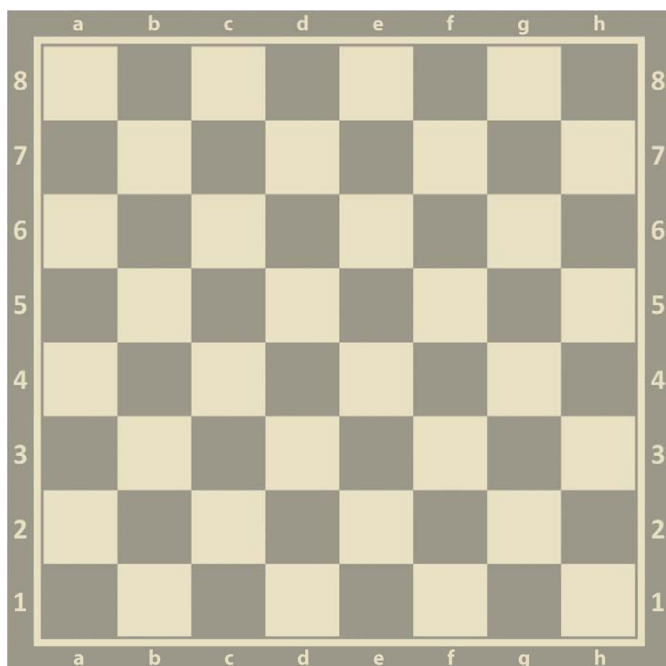
- c2, c3, c4, c5, c6, c7, d7, e7, e6, e5, d5



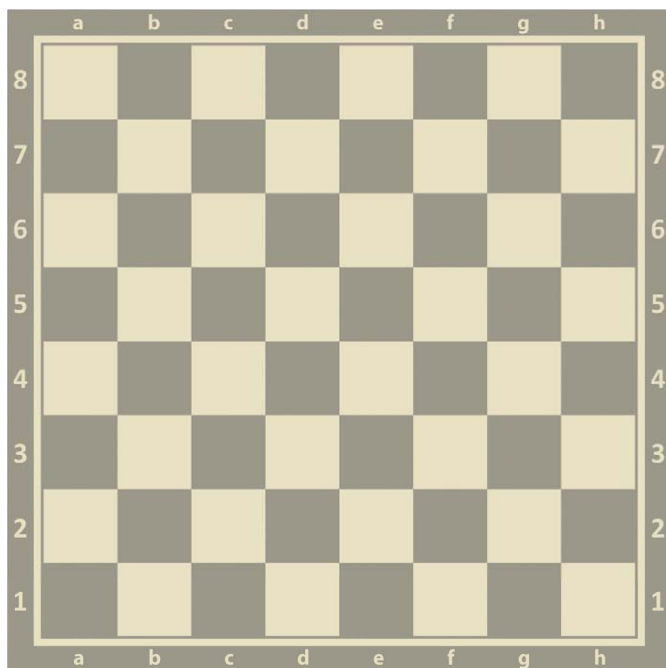
- c7, c6, c5, c4, c3, c2, d2, e2, e3, e4, e5, e6, e7, d7



- e2, d2, c2, c3, c4, c5, c6, c7

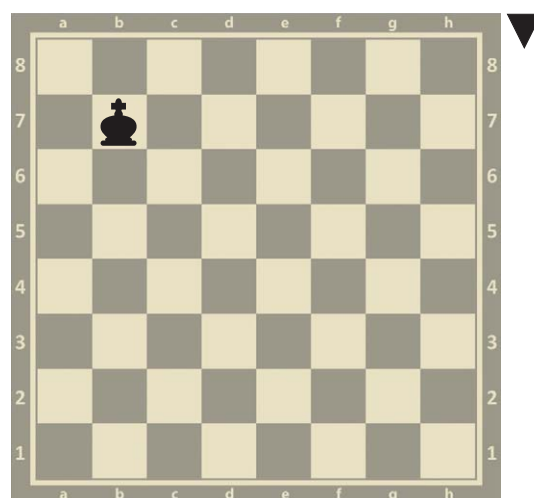
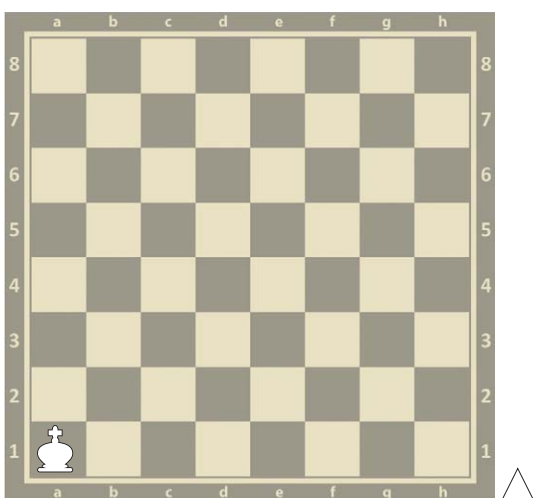
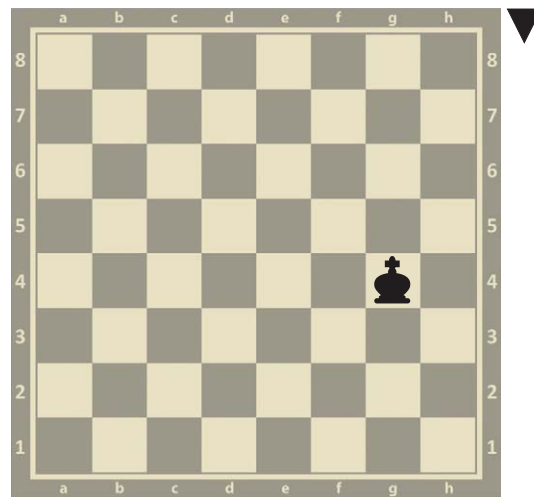
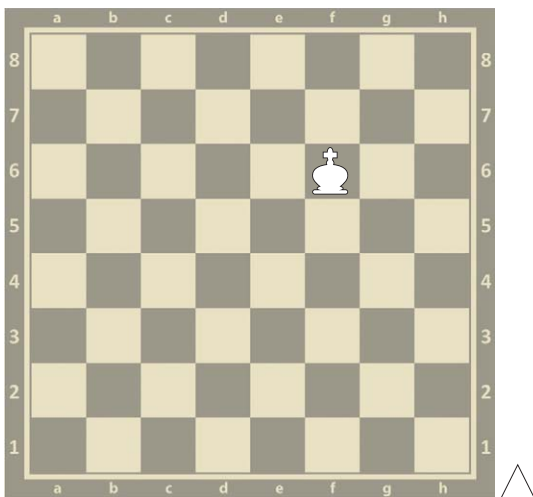
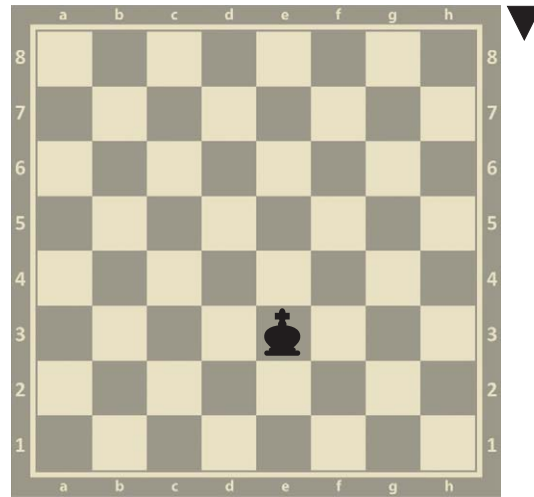
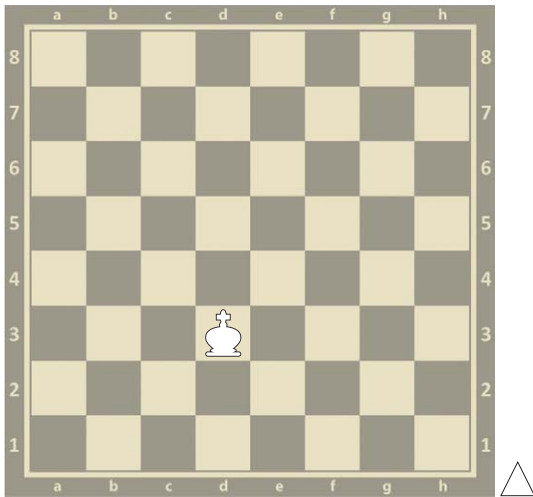


- d4, d7, e2, e3, e4, e5, e6, e7, c2, c3, c4, c5, c6, c7



Karta pracy nr 3

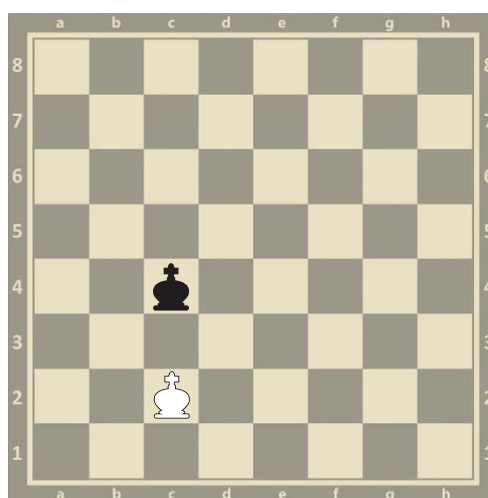
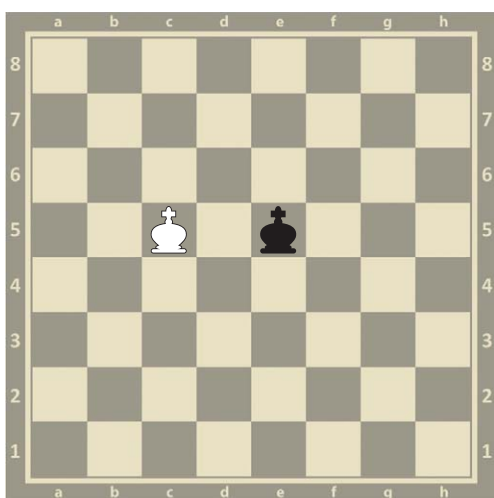
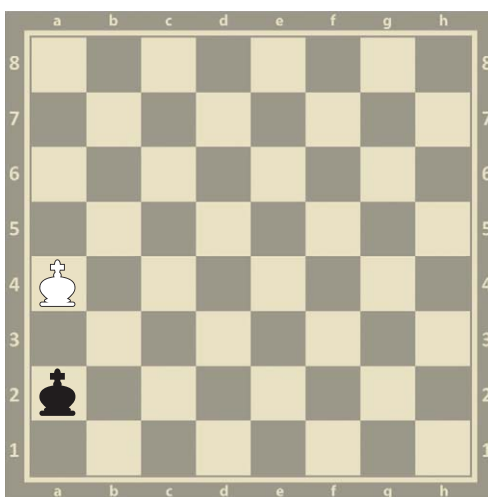
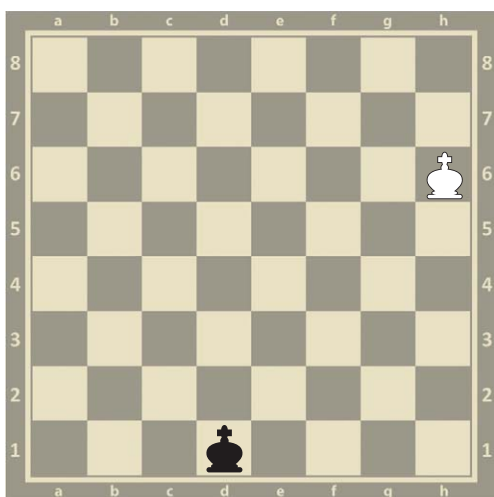
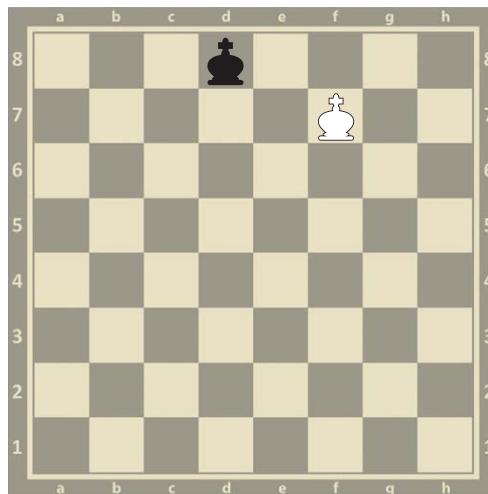
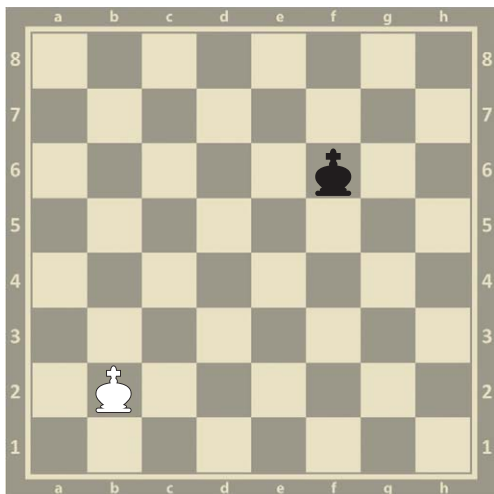
Zaznacz strzałkami wszystkie możliwe ruchy królów.



AUTORZY: Urszula Woźniak; (fot. szachownica) darsi/Shutterstock.com, (fot. szachy) valeriya_sh/Shutterstock.com

Karta pracy nr 4

Zaznacz strzałkami wszystkie możliwe ruchy obu królów. Pamiętaj o odstępie między królami.

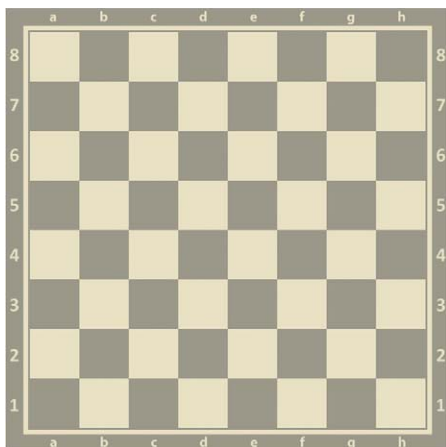


AUTORZY: Urszula Woźniak; (fot. szachownica) darsi/Shutterstock.com, (fot. szachy) valeriya_sh/Shutterstock.com

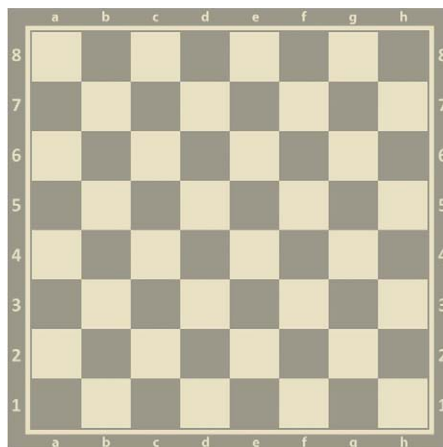
Karta pracy nr 5

Pokoloruj na szachownicach wskazane linie pionowe.

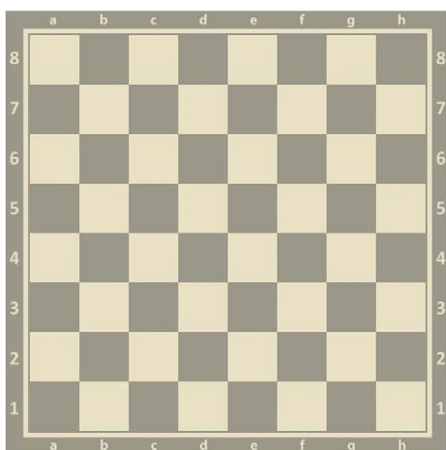
linia c



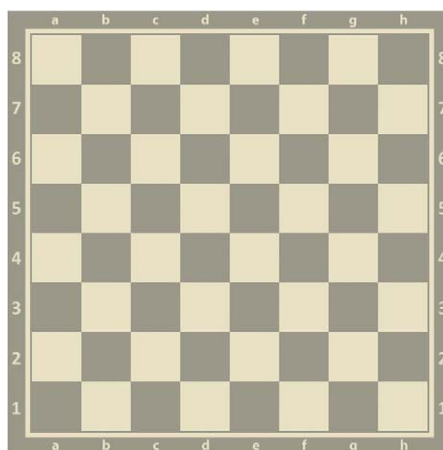
linia a



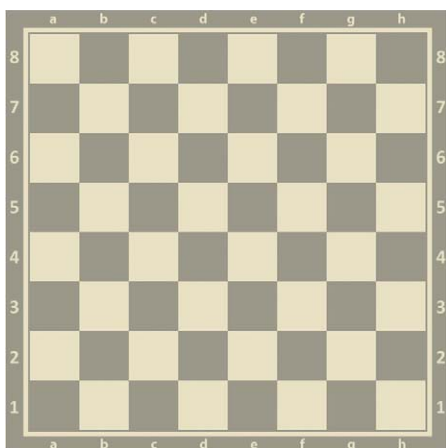
linia g



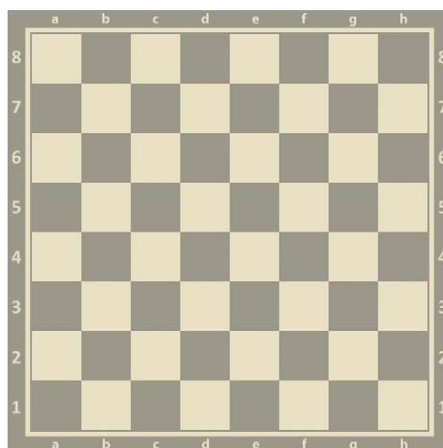
linia h



linia e



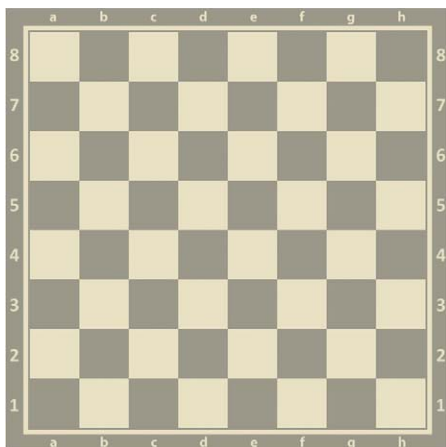
linia d



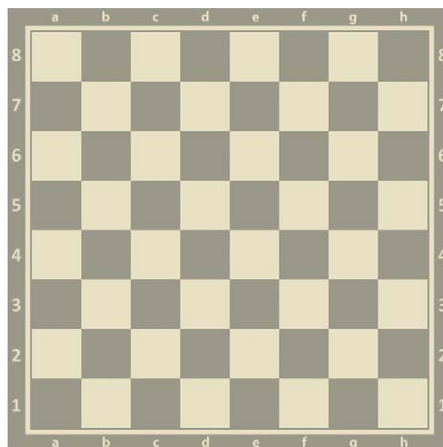
Karta pracy nr 6

Pokoloruj na szachownicach wskazane linie poziome (rzędy).

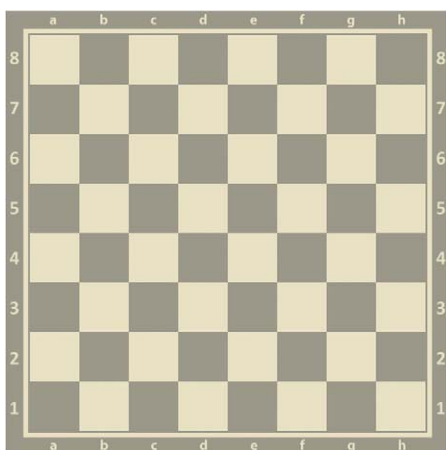
linia 3



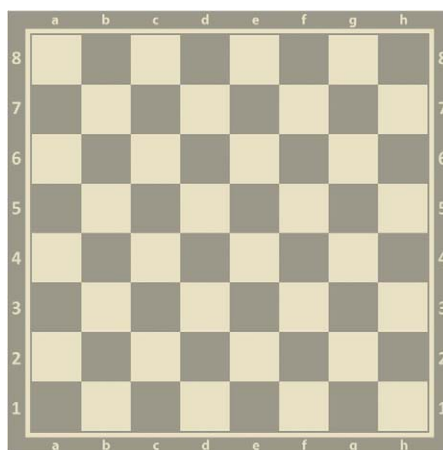
linia 8



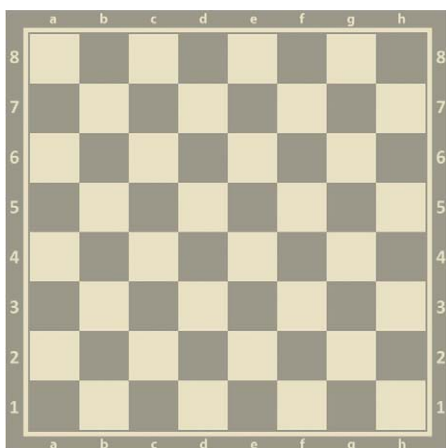
linia 5



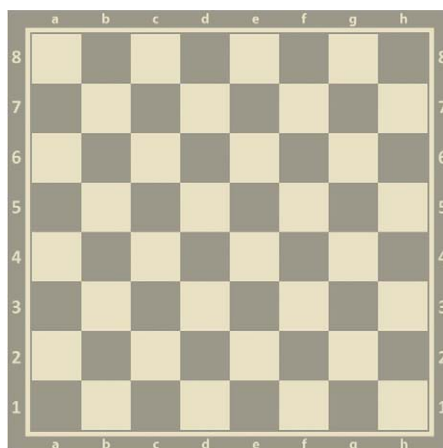
linia 2



linia 4



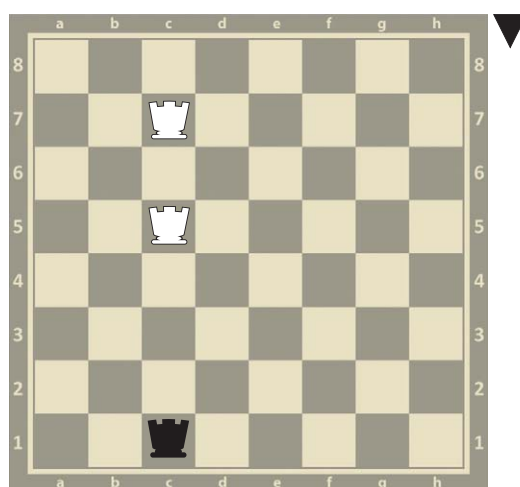
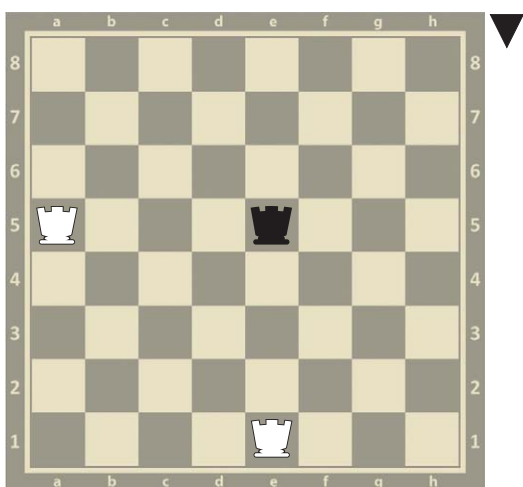
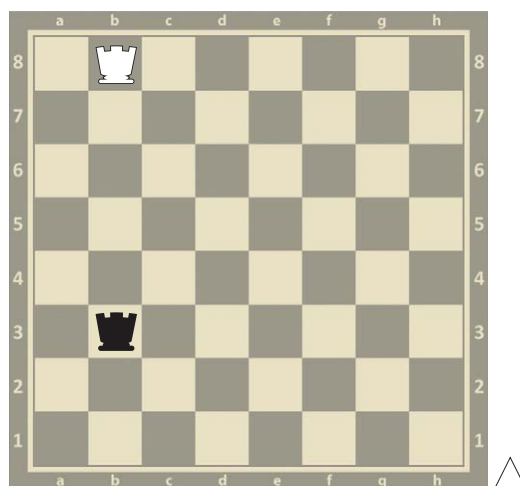
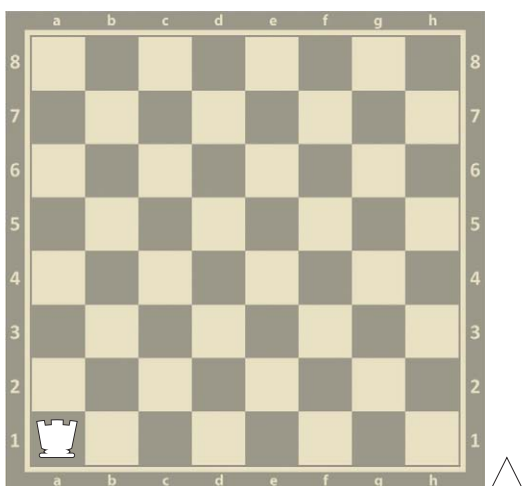
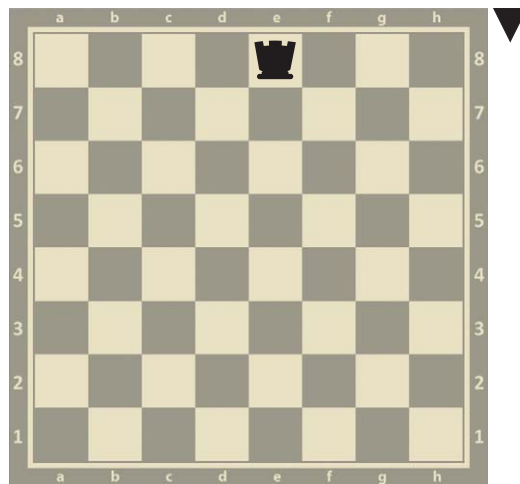
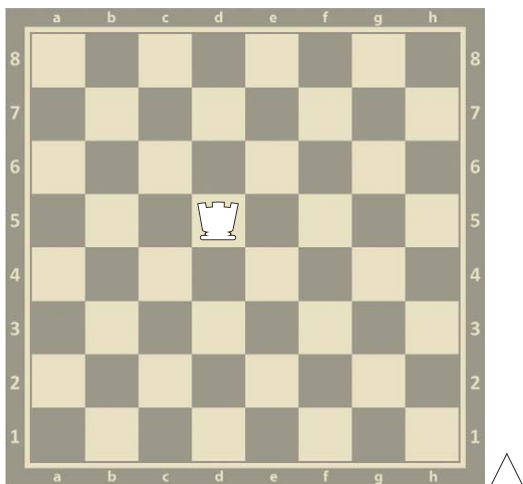
linia 1



AUTORZY: Urszula Woźniak; (fot. szachownica) darsi/Shutterstock.com, (fot. szachy) valeriya_sh/Shutterstock.com

Karta pracy nr 7

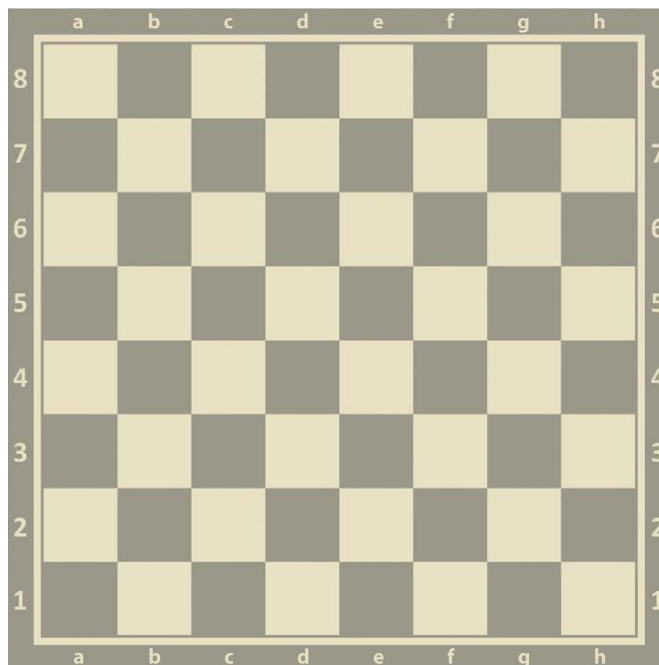
Zaznacz strzałkami na każdej szachownicy wszystkie możliwe ruchy jedną wieżą. Zwróć uwagę na to, która wieża ma wykonać ruch.



AUTORZY: Urszula Woźniak; (fot. szachownica) darsi/Shutterstock.com, (fot. szachy) valeriya_sh/Shutterstock.com

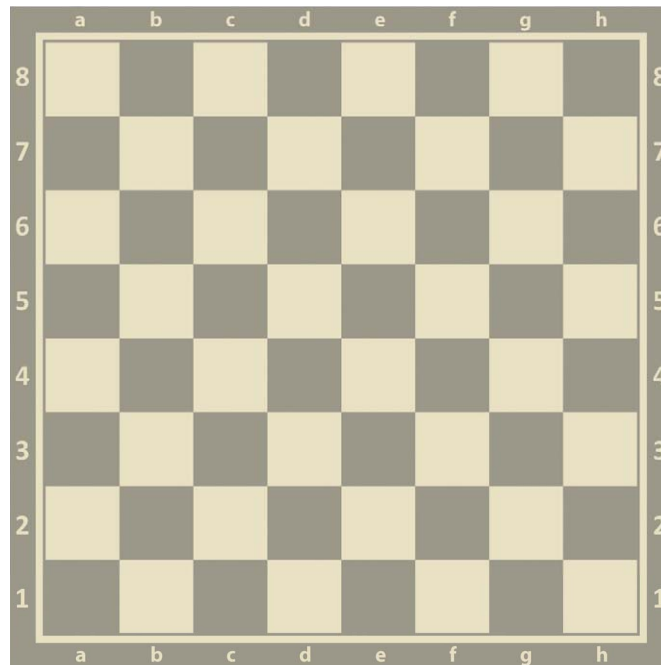
Karta pracy nr 8

Narysuj ołówkiem, w jaki sposób przebiegają białe linie skośne.



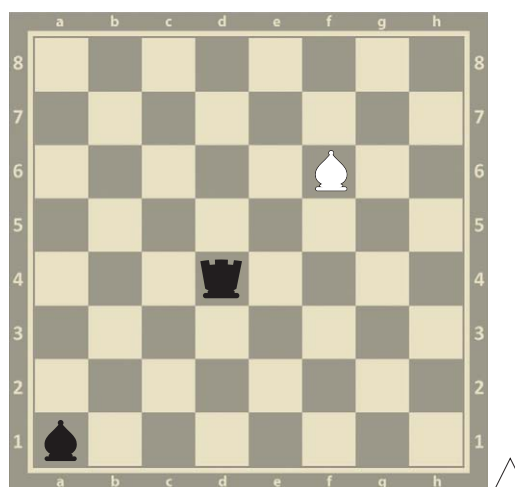
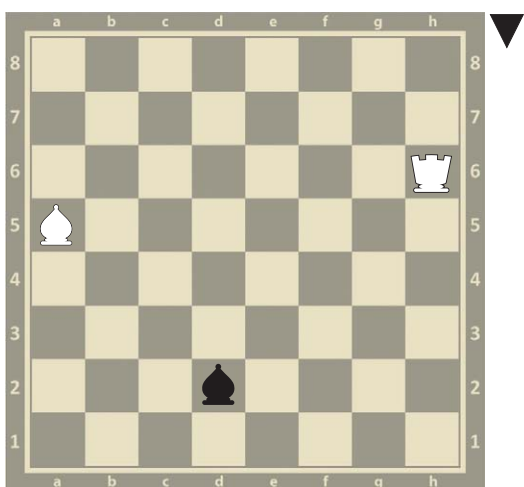
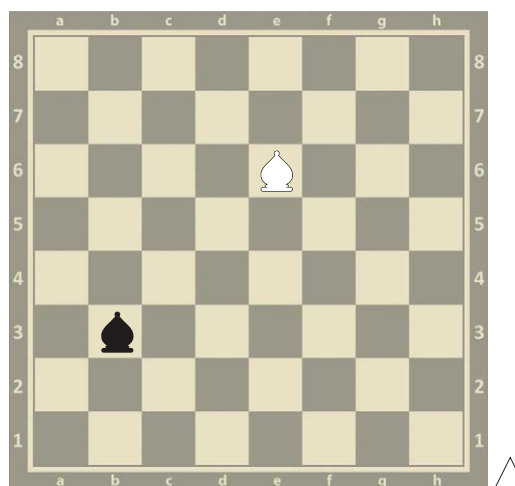
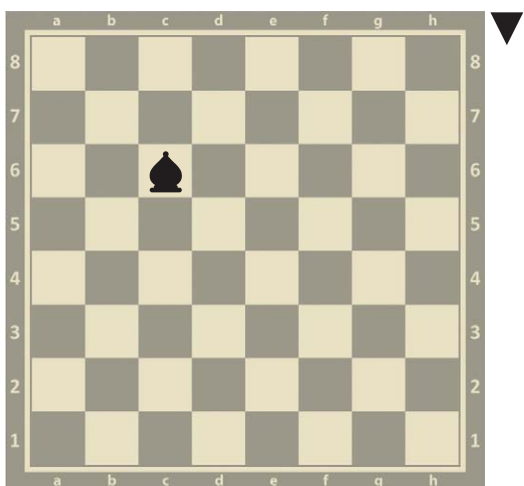
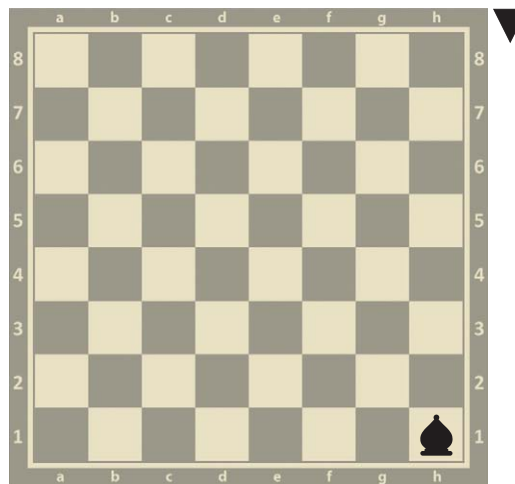
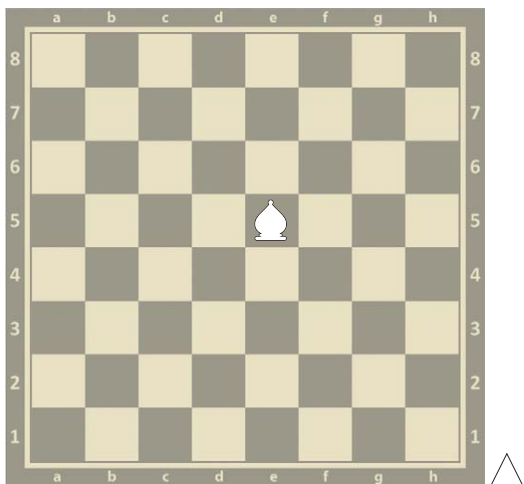
Karta pracy nr 9

Narysuj ołówkiem, w jaki sposób przebiegają czarne linie skośne.



Karta pracy nr 10

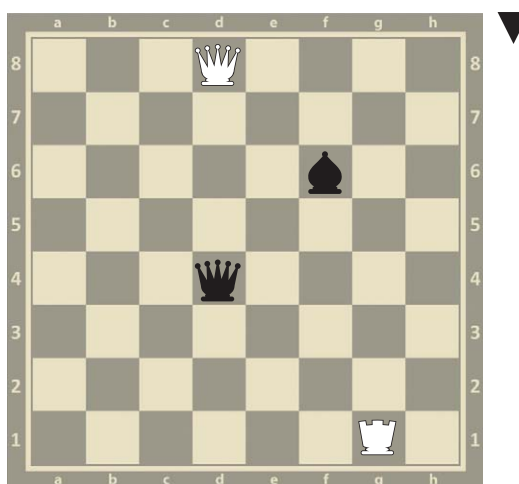
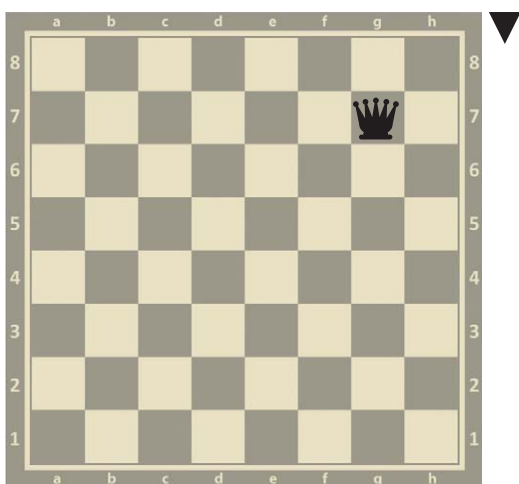
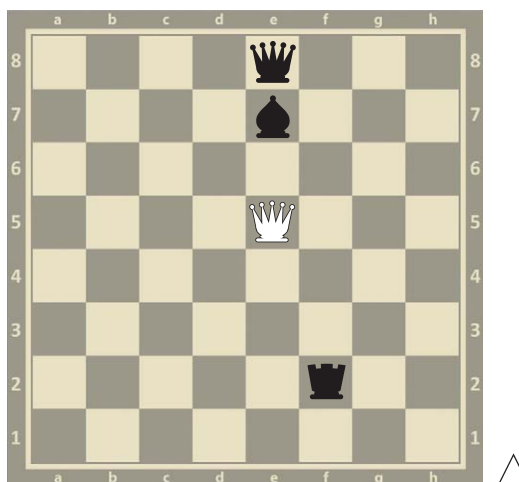
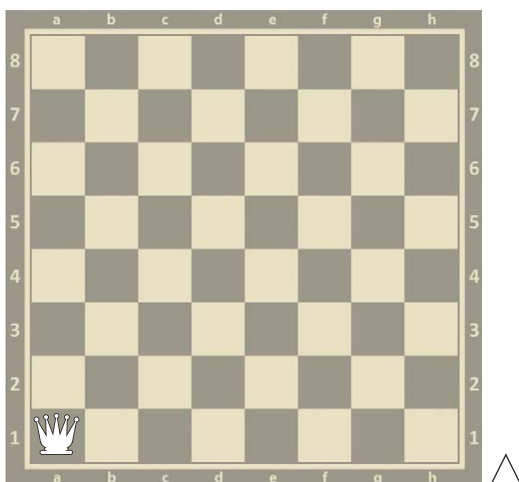
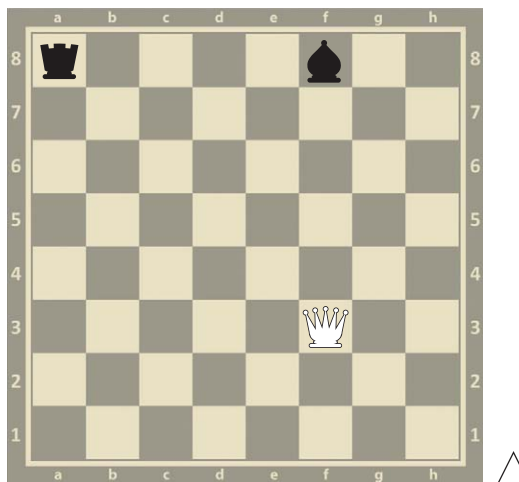
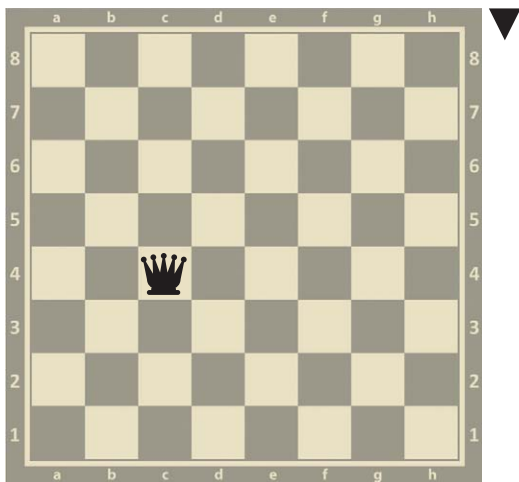
Zaznacz strzałkami na każdej szachownicy wszystkie możliwe ruchy jednym gońcem. Zwróć uwagę na to, który gońiec ma wykonać ruch.



AUTORZY: Urszula Woźniak; (fot. szachownica) darsi/Shutterstock.com, (fot. szachy) valeriya_sh/Shutterstock.com

Karta pracy nr 11

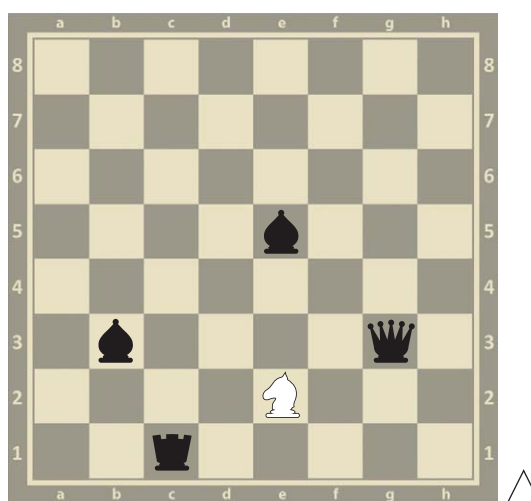
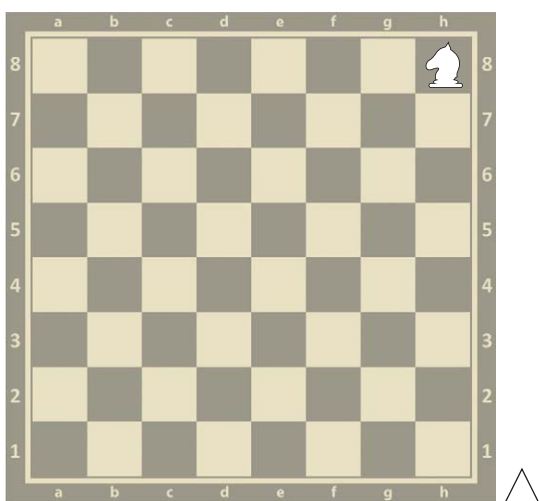
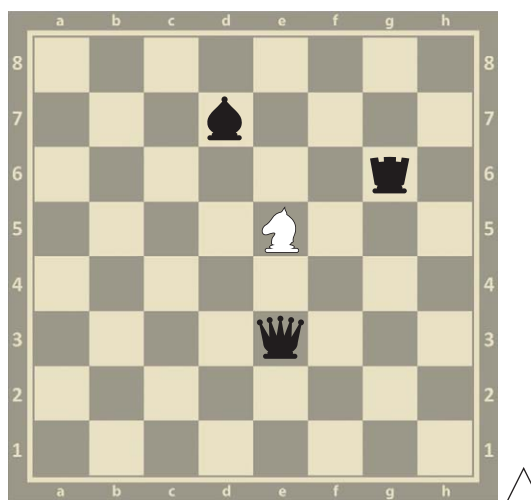
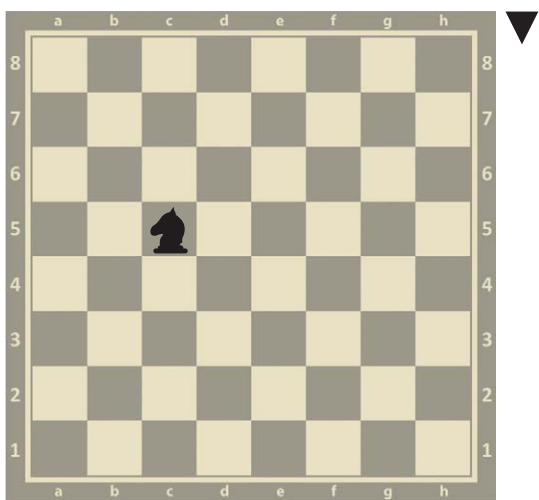
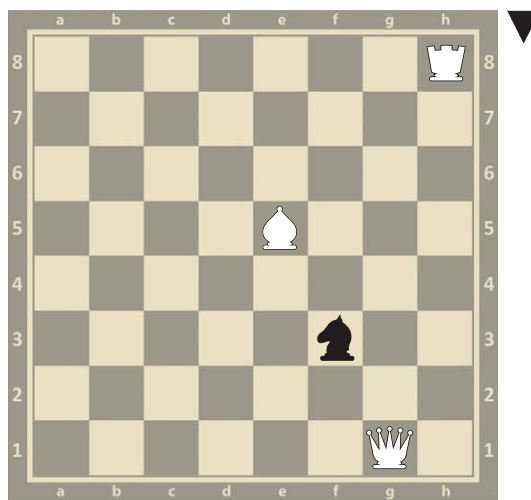
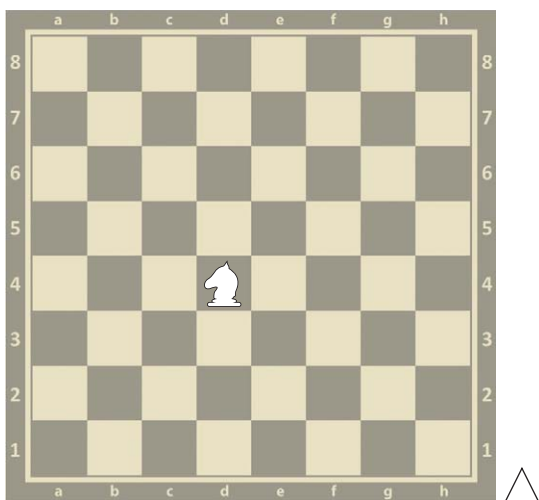
Zaznacz strzałkami na każdej szachownicy wszystkie możliwe ruchy jednym hetmanem. Zwróć uwagę na to, który hetman ma wykonać ruch.



AUTORZY: Urszula Woźniak; (fot. szachownica) darsi/Shutterstock.com, (fot. szachy) valeriya_sh/Shutterstock.com

Karta pracy nr 12

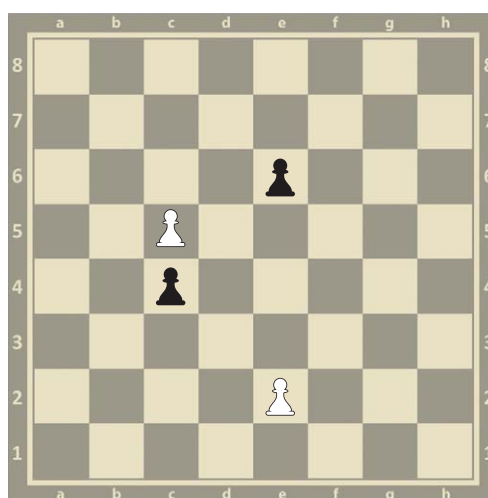
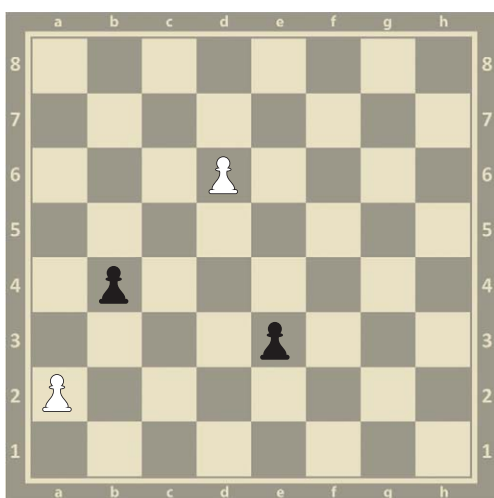
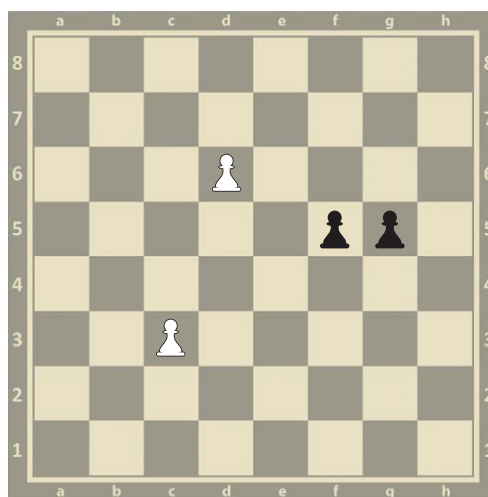
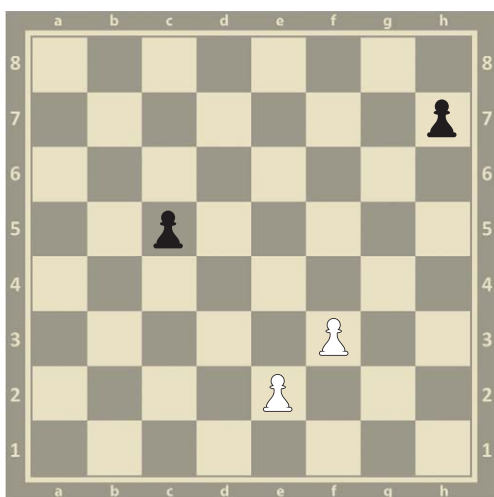
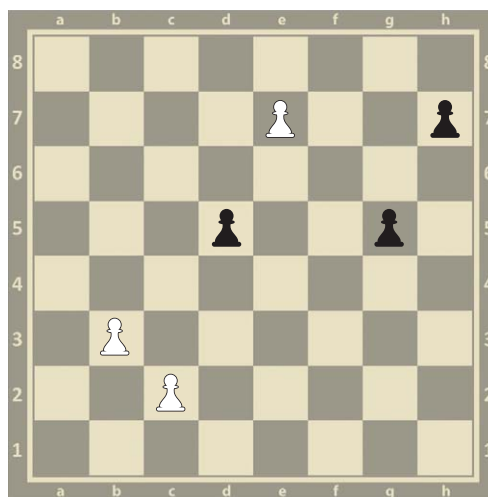
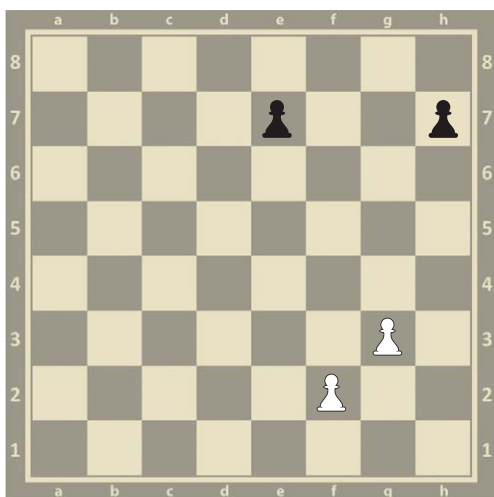
Zaznacz strzałkami na każdej szachownicy wszystkie możliwe ruchy skoczków.



AUTORZY: Urszula Woźniak; (fot. szachownica) darsi/Shutterstock.com, (fot. szachy) valerija_sh/Shutterstock.com

Karta pracy nr 13

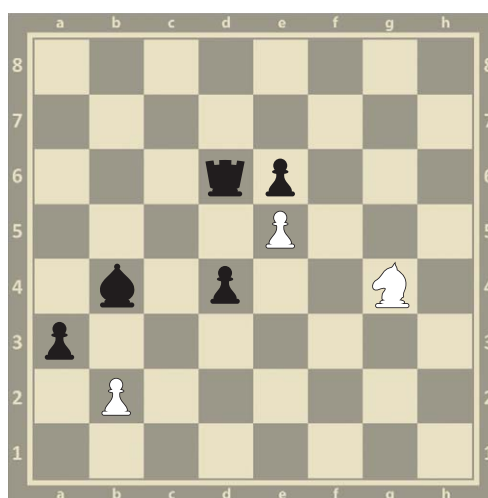
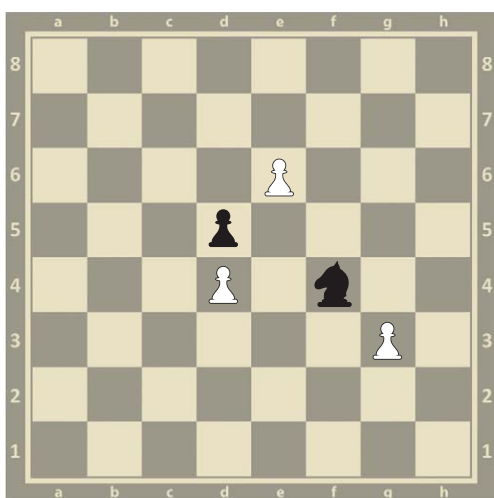
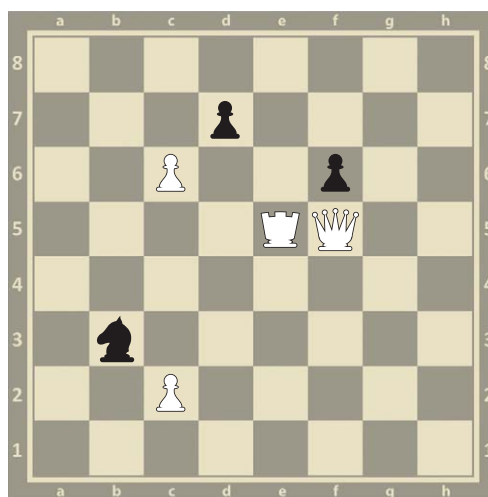
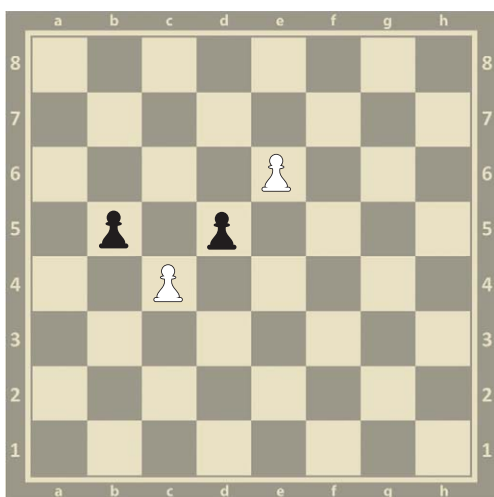
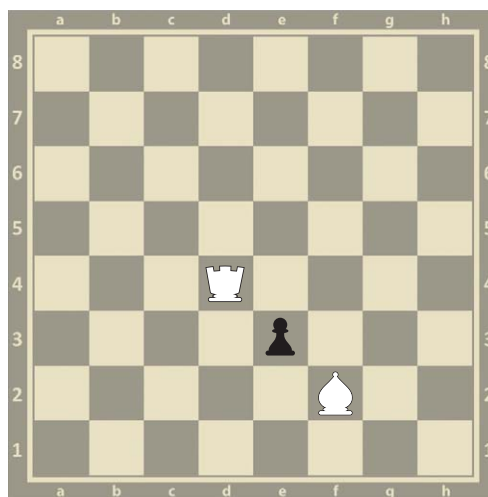
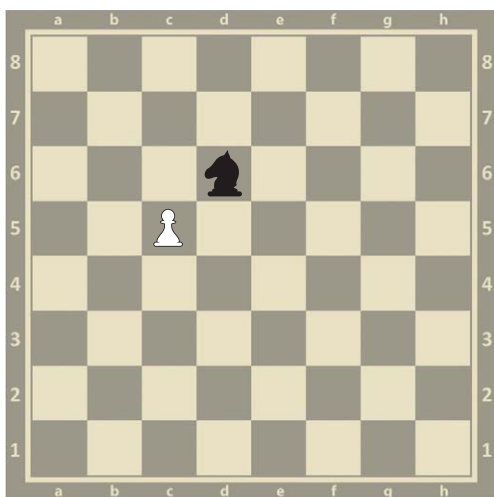
Zaznacz strzałkami na każdej szachownicy możliwe ruchy wszystkich białych i czarnych pionków.



AUTORZY: Urszula Woźniak; (fot. szachownica) darsi/Shutterstock.com, (fot. szachy) valeriya_sh/Shutterstock.com

Karta pracy nr 14

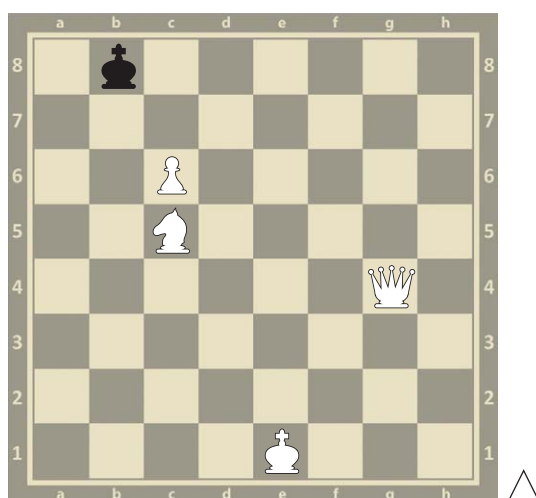
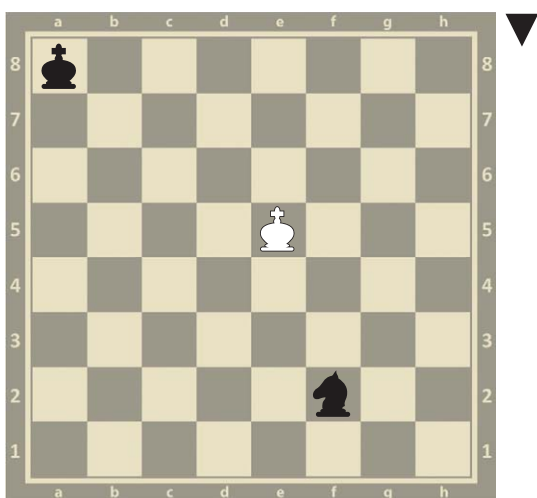
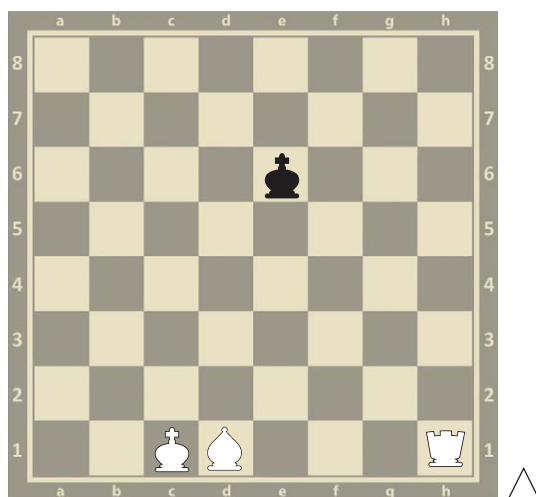
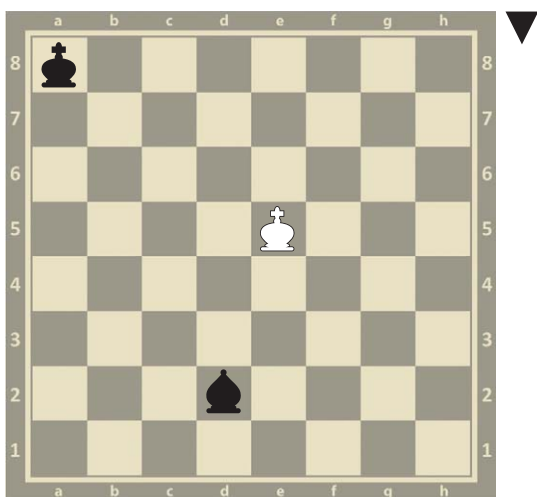
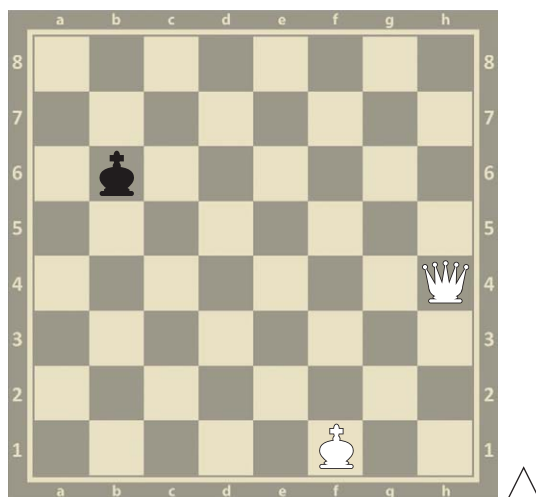
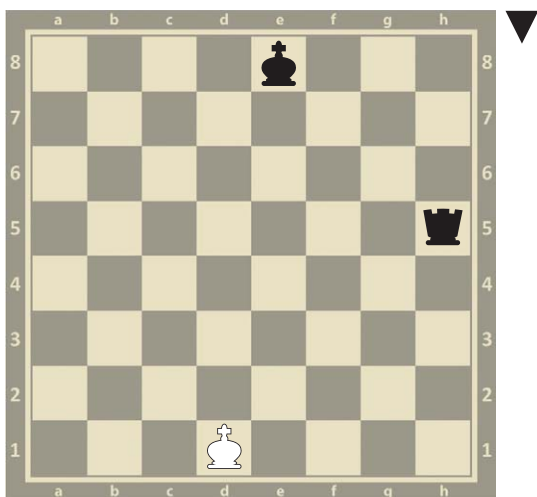
Zaznacz strzałkami na każdej szachownicy możliwe bicia wszystkimi białymi i czarnymi pionkami.



AUTORZY: Urszula Woźniak; (fot. szachownica) darsi/Shutterstock.com, (fot. szachy) valeriya_sh/Shutterstock.com

Karta pracy nr 15

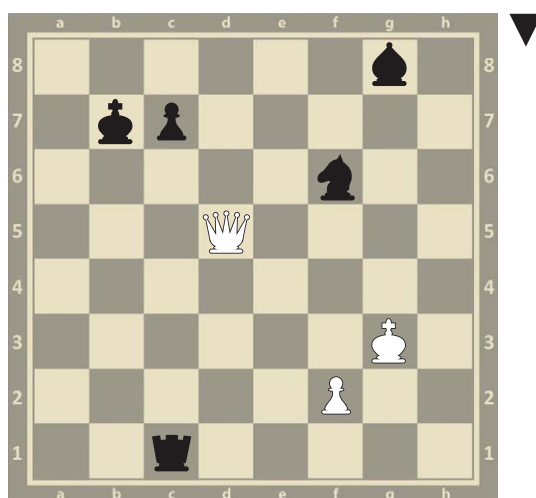
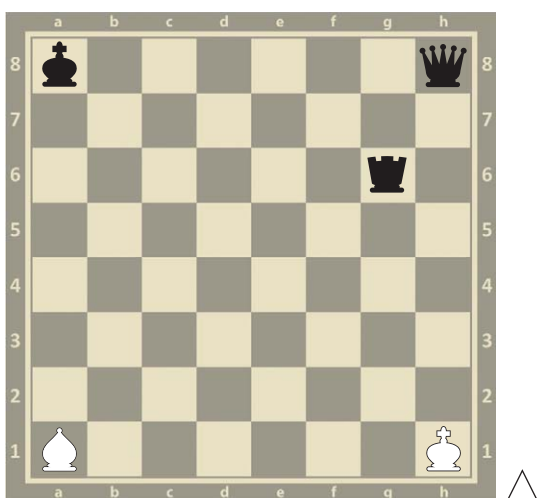
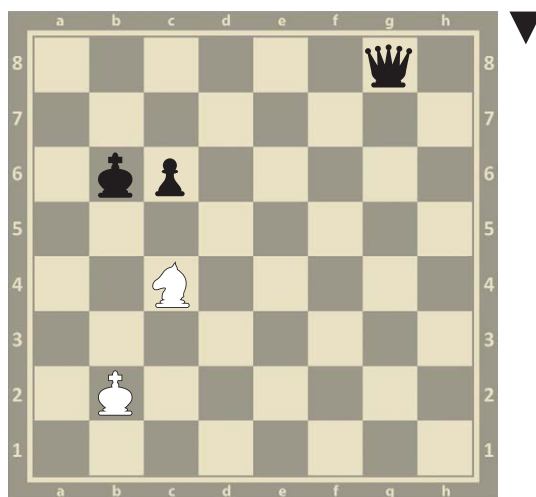
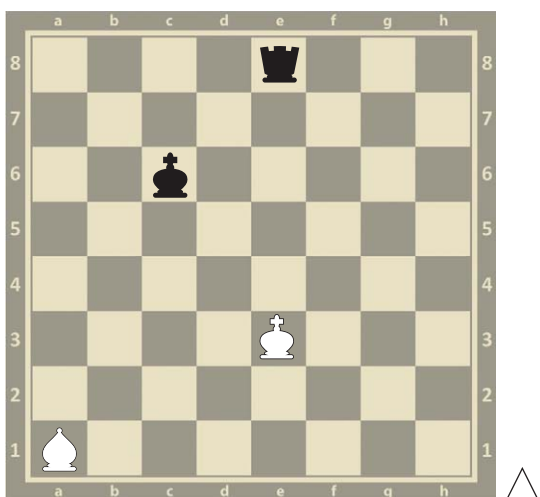
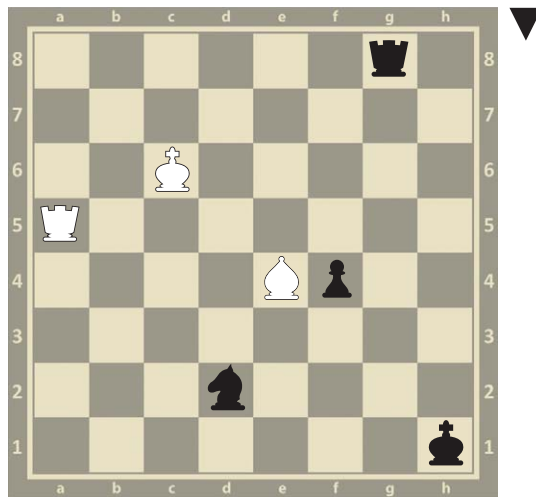
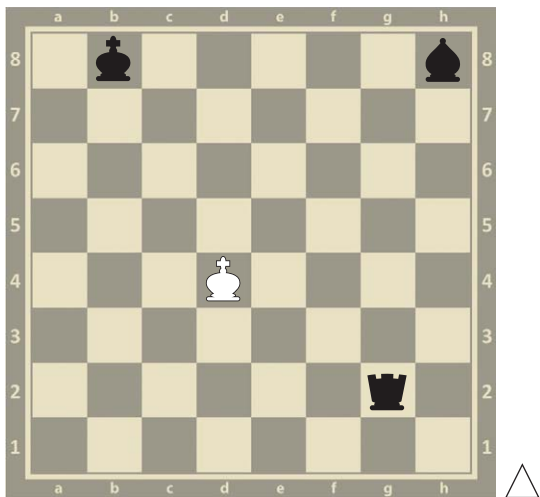
Zaznacz strzałkami na każdej szachownicy wszystkie możliwe szachy.



AUTORZY: Urszula Woźniak; (fot. szachownica) darsi/Shutterstock.com, (fot. szachy) valeriya_sh/Shutterstock.com

Karta pracy nr 16

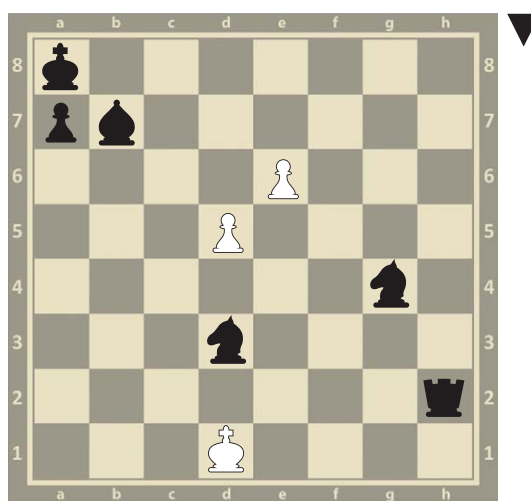
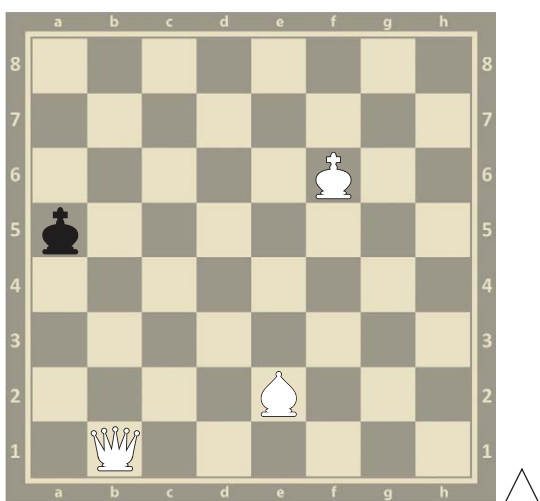
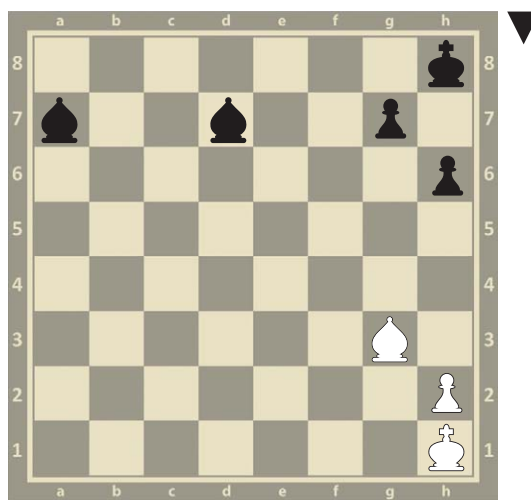
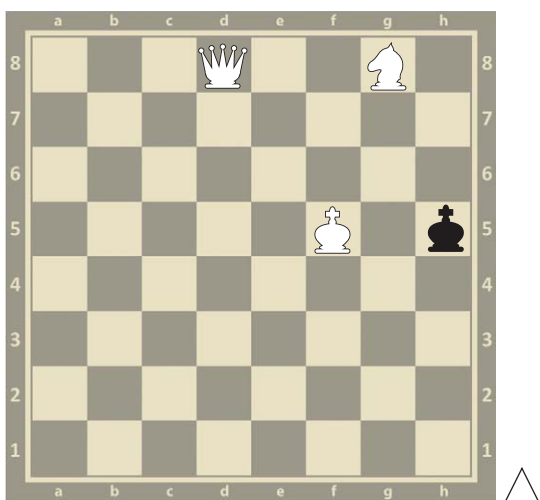
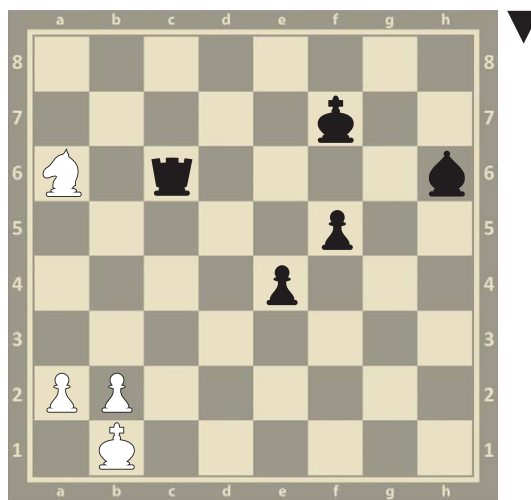
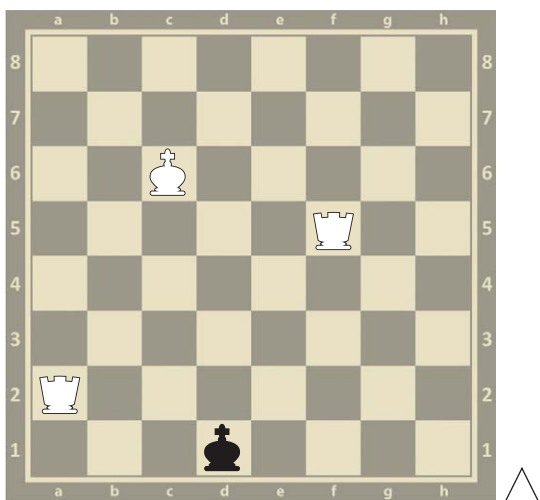
Zaznacz strzałkami na każdej szachownicy wszystkie możliwe sposoby obrony przed szachem.



AUTORZY: Urszula Woźniak; (fot. szachownica) darsi/Shutterstock.com, (fot. szachy) valeriya_sh/Shutterstock.com

Karta pracy nr 17

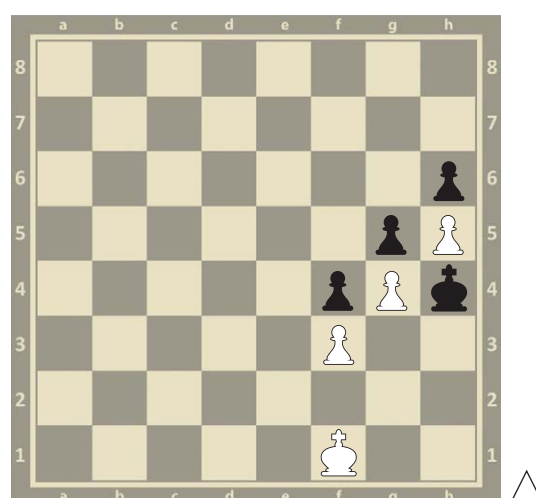
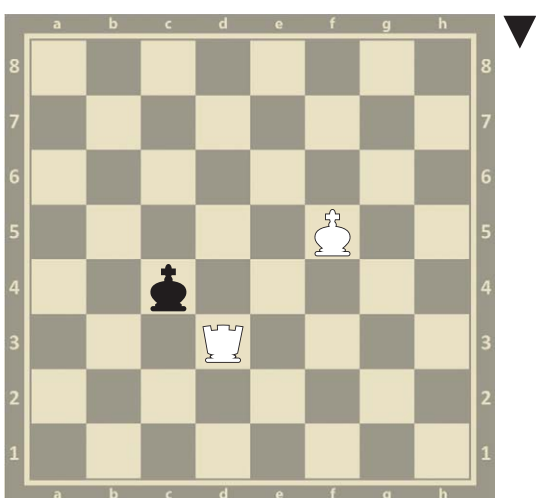
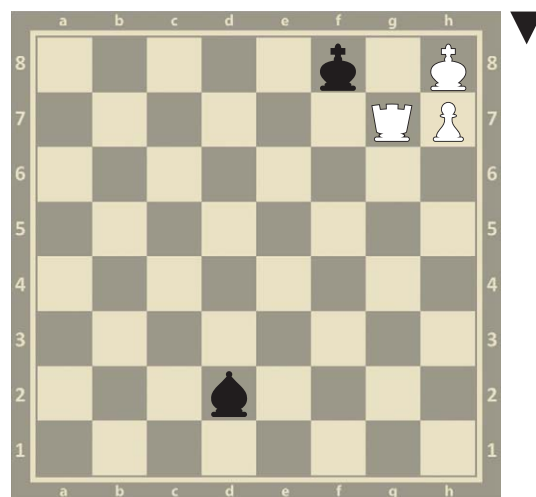
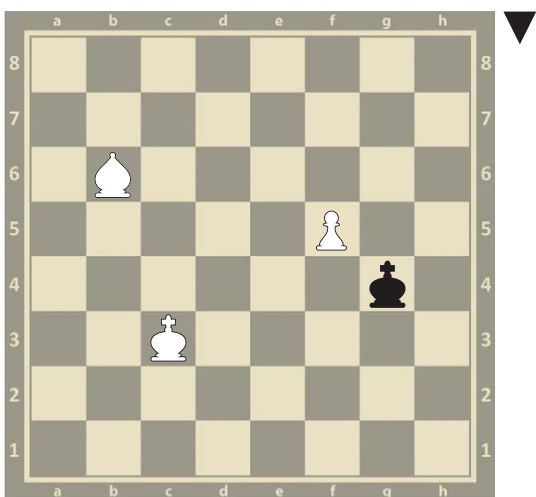
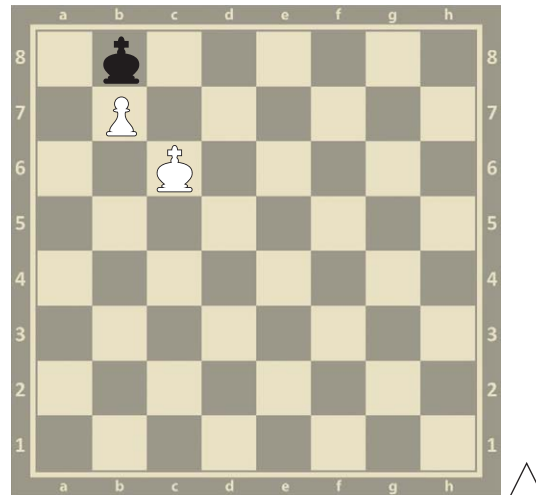
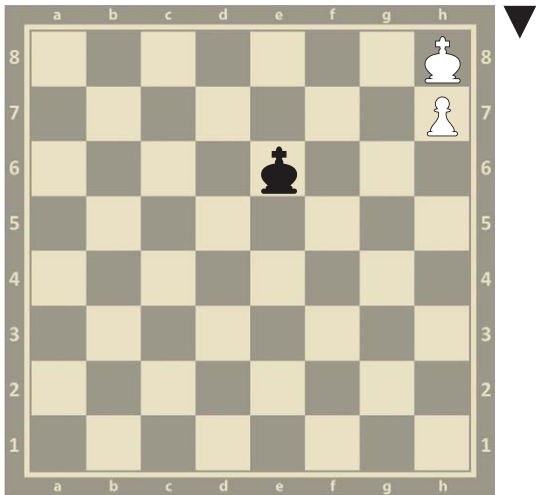
Zaznacz strzałką na każdej szachownicy mata w jednym ruchu.



AUTORZY: Urszula Woźniak; (fot. szachownica) darsi/Shutterstock.com, (fot. szachy) valeriya_sh/Shutterstock.com

Karta pracy nr 18

Zaznacz strzałką na każdej szachownicy ruch dający natychmiastowy remis.



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