

# Cours de jeu d'échecs

## Exercices corrigés



BIELIK Frédéric





### *Remerciements.*

*Ce document a été réalisé sous l'impulsion de Hainaut Culture Tourisme (secteur éducation permanente), de la commune d'Estinnes, de la Fédération Échiquéenne Francophone de Belgique et de a1-h8 asbl ; avec le soutien du Plan de Cohésion Sociale*

*Je remercie tout particulièrement Aurore Gillet, Frédéric Belva et Raymond Van Melsen pour leurs conseils avisés.*





Nom :

7

Prénom :

Classe :

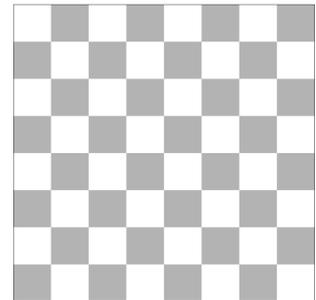
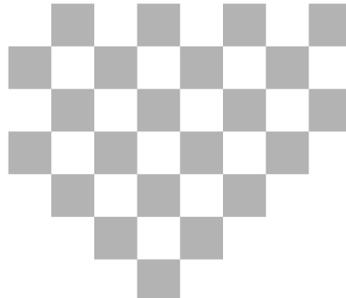
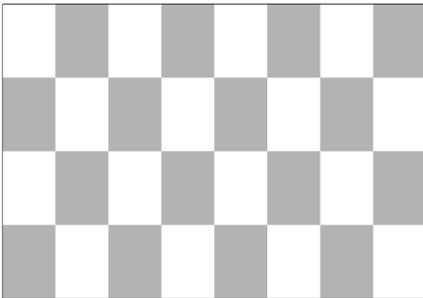
Date :

L'échiquier

/10

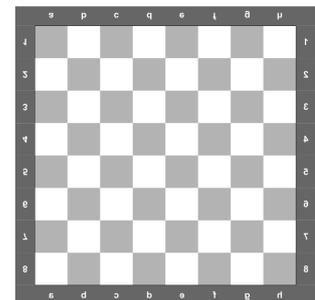
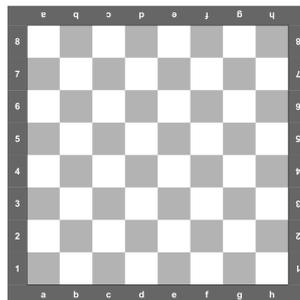
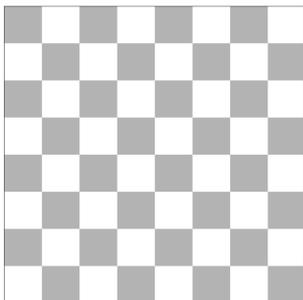
1. Lequel de ces diagrammes représente un échiquier ?

/2



2. Lequel de ces échiquiers est bien positionné ?

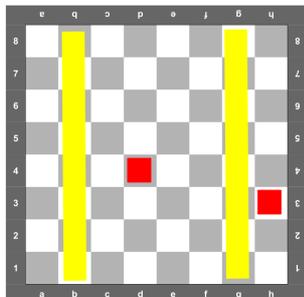
/2



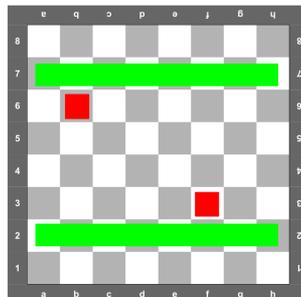
3. Diagramme 1 – Colorie en jaune les colonnes b et g et en rouge, les cases d4 et h3. /2

Diagramme 2 – Colorie en vert les rangées 2 et 7 et en rouge les cases b6 et f3. /2

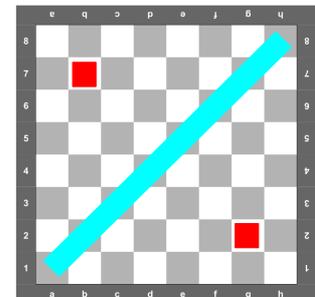
Diagramme 3 – Colorie en bleu la diagonale a1-h8 et en rouge les cases b7 et g2. /2



1



2



3





Nom :

8

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Classe :

Date :

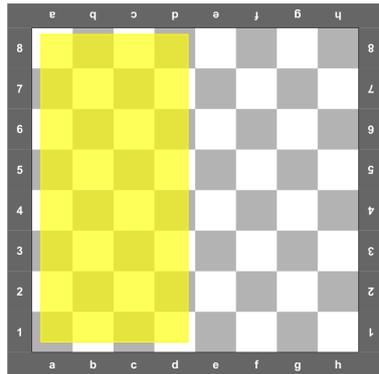
# L'échiquier, suite

/10

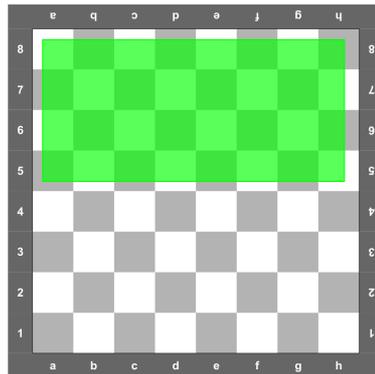
1. Diagramme 1 – Colorie en jaune l'aile Dame. /2

Diagramme 2 – Colorie en vert le camp des Noirs /2

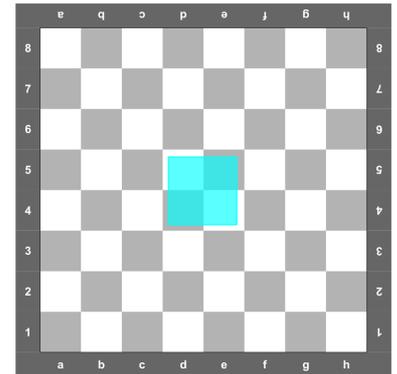
Diagramme 3 – Colorie en bleu le centre /2



1



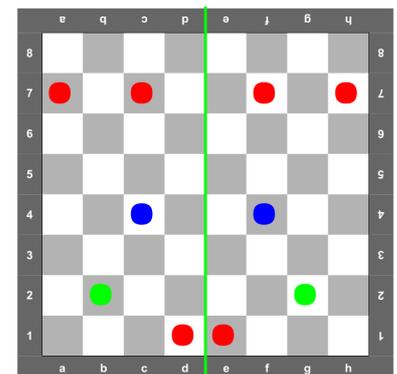
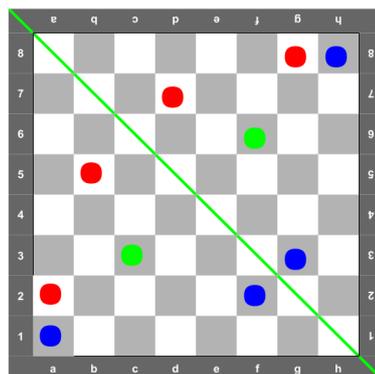
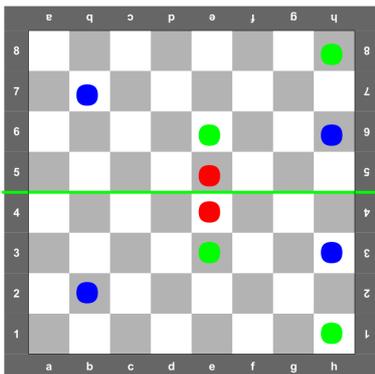
2



3

2. Effet miroir. /4

Des pastilles de couleurs se trouvent sur l'échiquier, face à un miroir représenté par la ligne verte. Représente le reflet de ces pastilles sur l'autre moitié de l'échiquier.





Nom :

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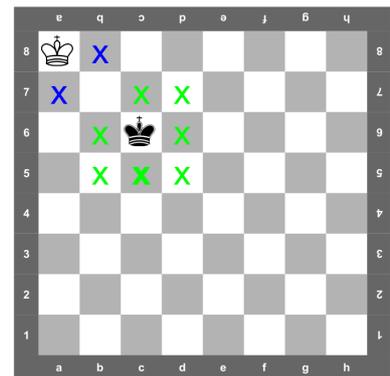
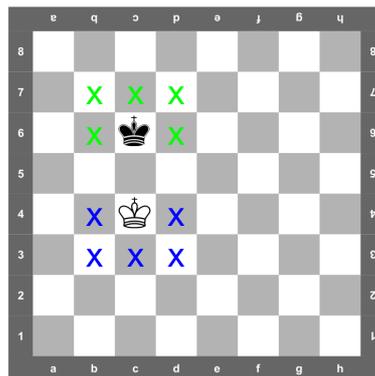
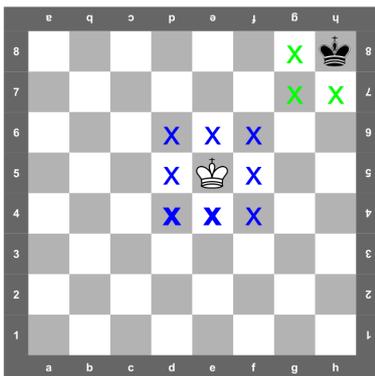
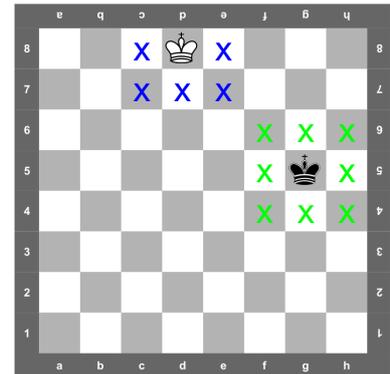
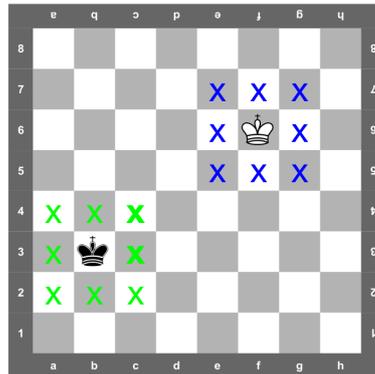
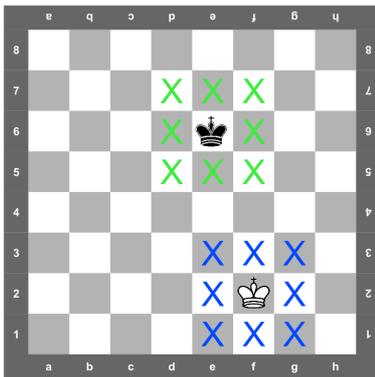
Date :

**Le Roi - R**

**/20**

**1. Coche en bleu les cases accessibles au Roi Blanc.  
Coche en vert les cases accessibles au Roi Noir.**

**/10**

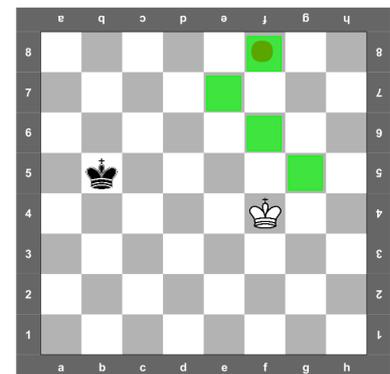
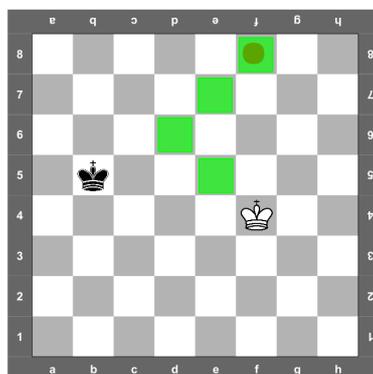
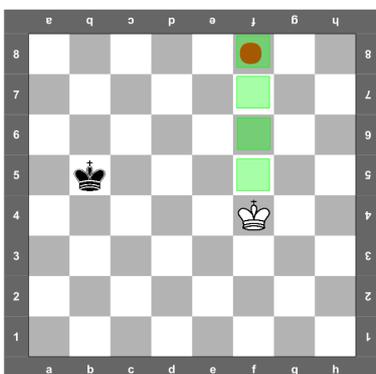


**2. Le Roi Blanc doit se rendre le plus vite possible sur la case f8.**

**/10**

**La ligne droite semble le chemin le plus court. Il compte 4 cases.**

**Est-ce le seul ? Non. Propose 2 autres chemins de 4 cases au Roi Blanc pour atteindre f8.**





Nom :

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Prénom :

Le Roi – R, suite

Classe :

/20

Date :

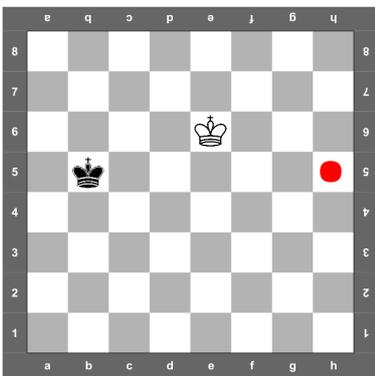
1. Écris la définition du principe d'opposition entre les 2 Rois

/2

*L'opposition des Rois vient du fait qu'ils ne peuvent jamais se toucher. Elle survient quand ils s'opposent l'un en face de l'autre et qu'ils peuvent ainsi s'empêcher de progresser.*

2. Qui va capturer la pastille ? Les Blancs (B) ou les Noirs (N) ?

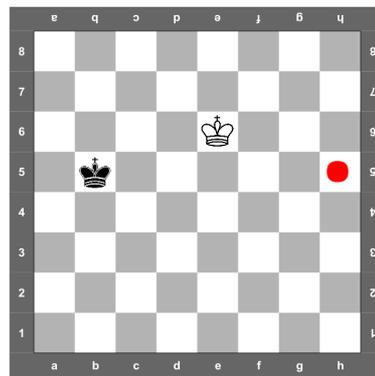
/18



Personne

B

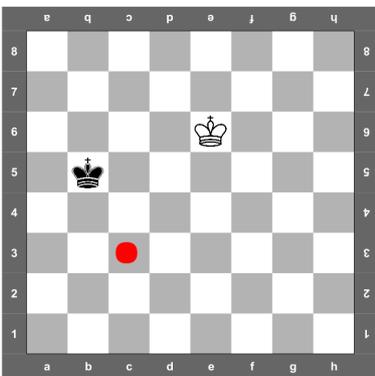
N



Personne

B

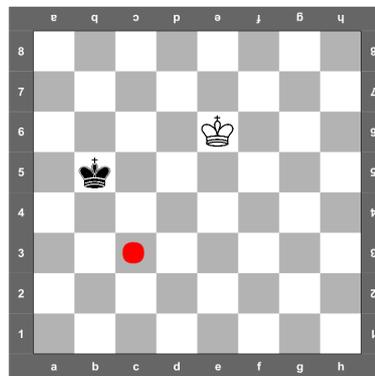
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Personne

B

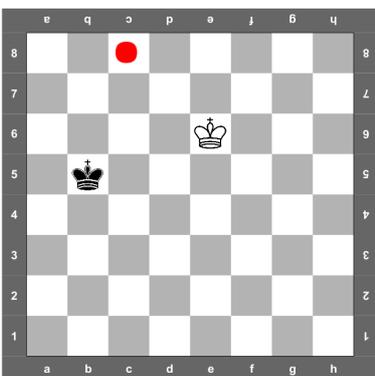
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Personne

B

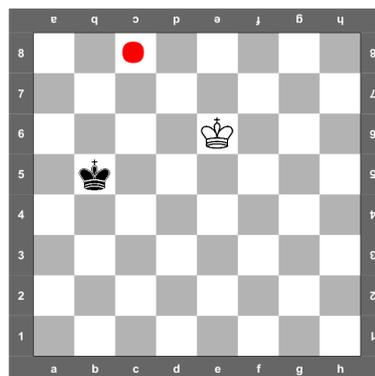
N



Personne

B

N



Personne

B

N





Nom :

13

Prénom :

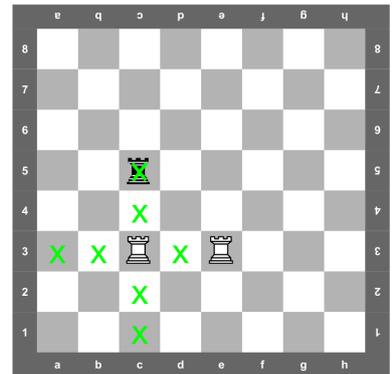
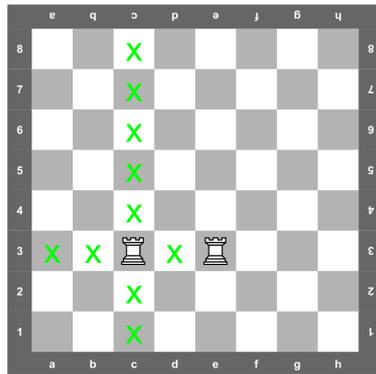
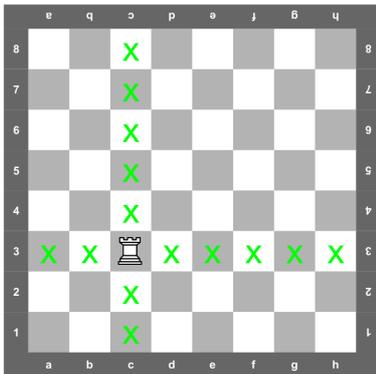
La Tour – T

Classe :

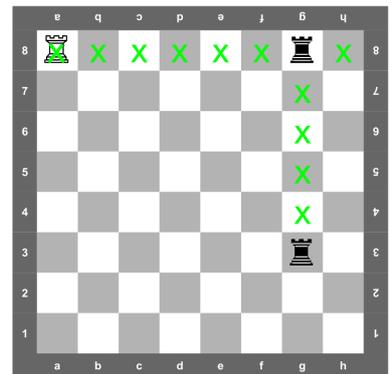
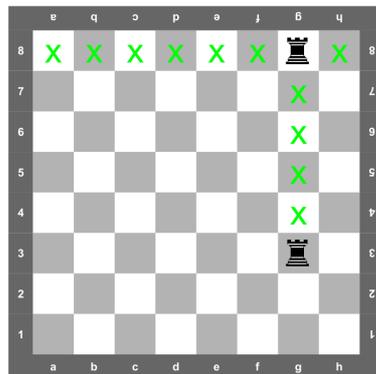
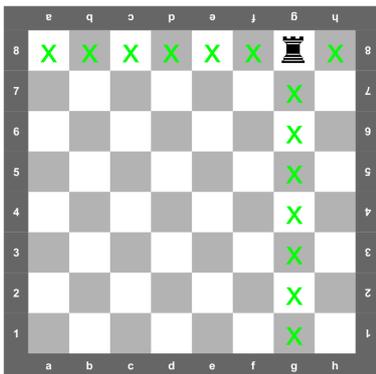
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Date :

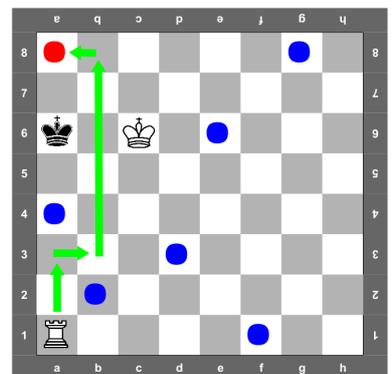
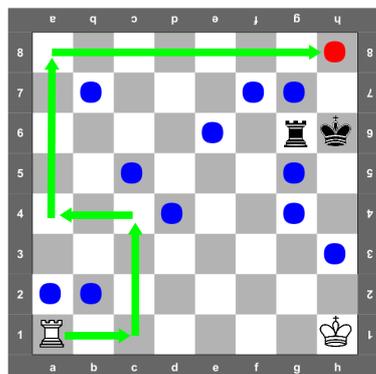
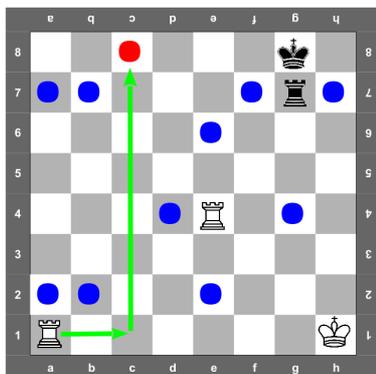
1. Indique d'une croix toutes les cases que peut atteindre la Tour Blanche située en c3 en 1 coup. /6



2. Indique d'une croix toutes les cases que peut atteindre la Tour Noire située en g8, en 1 coup. /6



3. La Tour Blanche qui est sur la case a1 doit se rendre sur la case marquée de la pastille rouge. Trace le plus court chemin. Inspire-toi du modèle. /8





Nom :

Prénom :

14

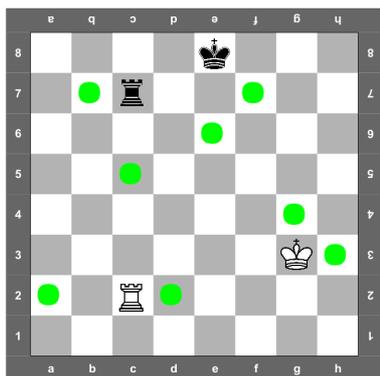
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Date :

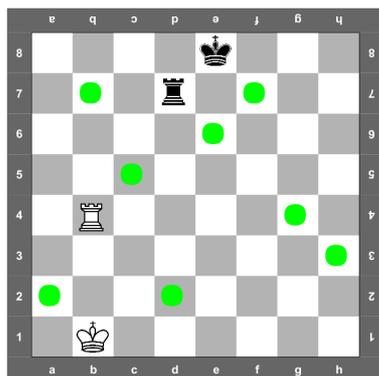
**La Tour – T, suite**

**/12**

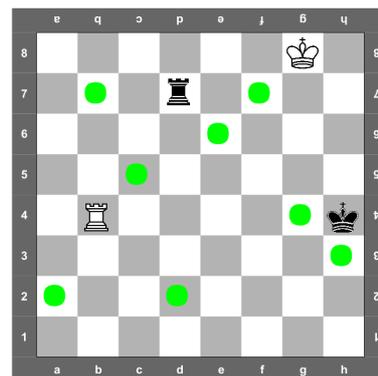
**1. Voici 3 situations où les Blancs et les Noirs convoitent les pastilles vertes. /6**  
**En 1 seul coup, combien de pastilles peuvent prendre Roi et tour de chaque camp ?**  
**Attention, aucune pièce ne peut se faire prendre !**



	Blancs	Noirs
R	2	1
T	2	2

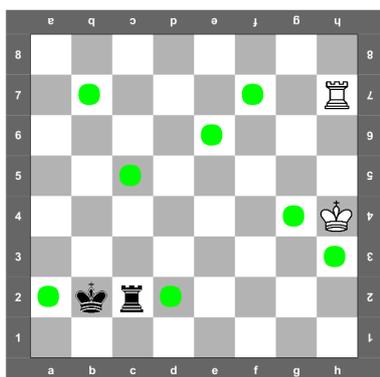


	Blancs	Noirs
R	1	1
T	1	2

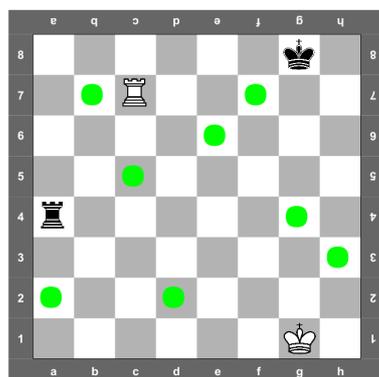


	Blancs	Noirs
R	0	1
T	0	1

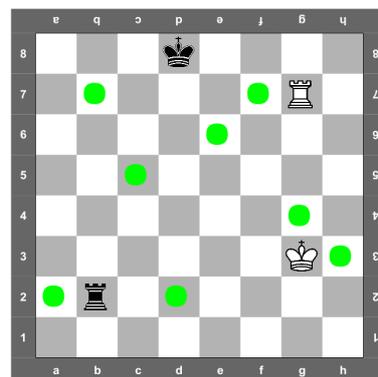
**2. Voici 3 autres situations où les Blancs et les Noirs convoitent toujours les pastilles vertes. /6**  
**En 1 seul coup, combien de pastilles peut prendre chaque camp ?**  
**Attention, aucune pièce ne peut se faire prendre !**



Blancs	Noirs
3	3



Blancs	Noirs
2	2



Blancs	Noirs
3	3





Nom :

15

Prénom :

Classe :

Date :

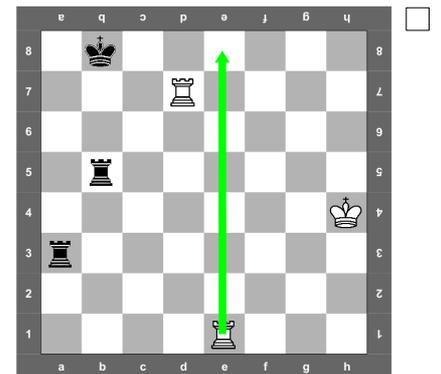
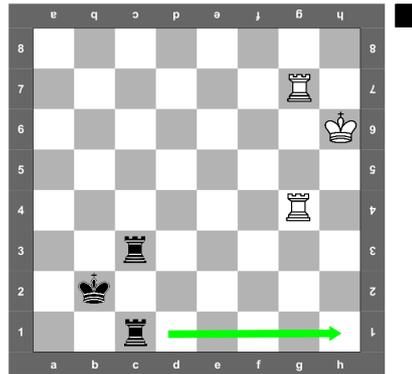
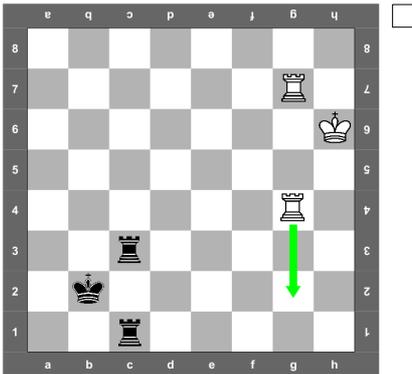
# La Tour – T, suite

/18

## 1. Attaque du Roi.

/6

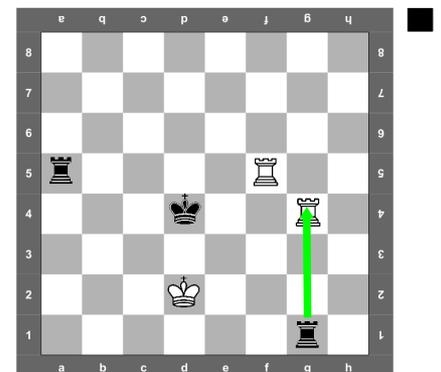
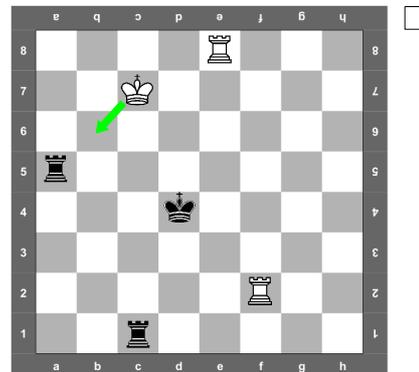
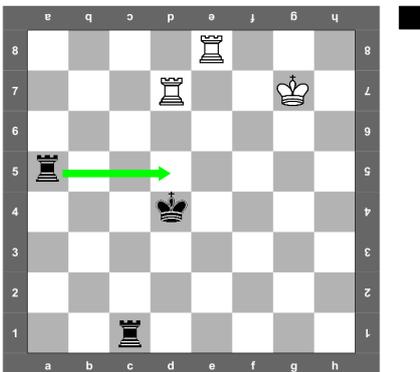
Trace à l'aide d'une flèche un coup pour attaquer le Roi.



## 2. Défense du Roi.

/6

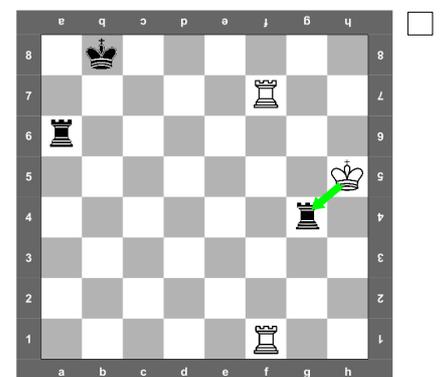
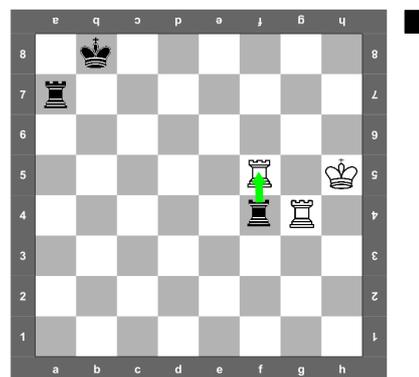
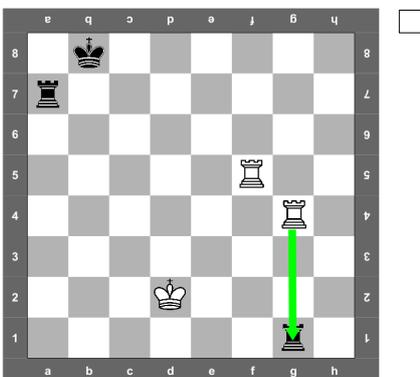
Trace à l'aide d'une flèche un coup pour défendre la Roi.



## 3. Prise de pièce.

/6

Trace à l'aide d'une flèche le meilleur coup pour prendre une pièce.





Nom :

18

Prénom :

Classe :

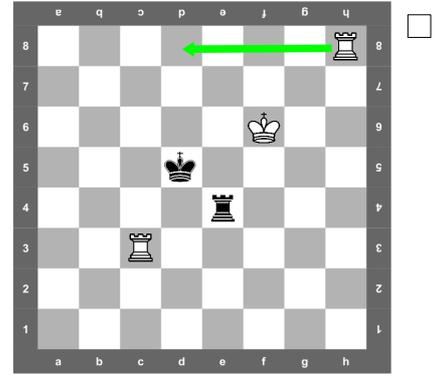
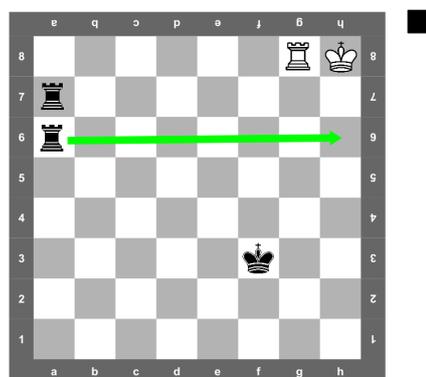
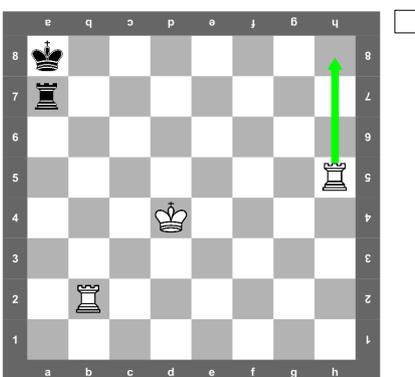
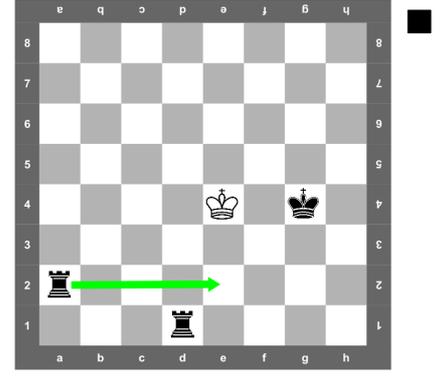
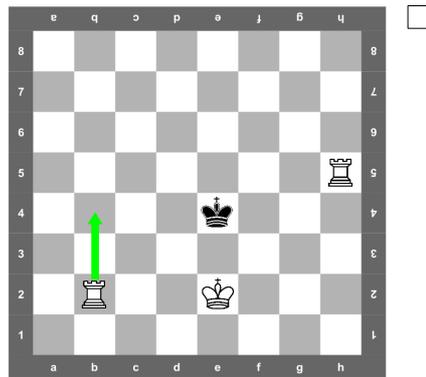
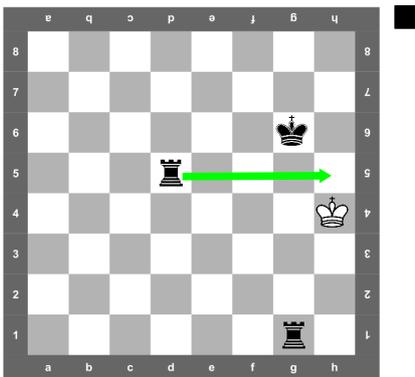
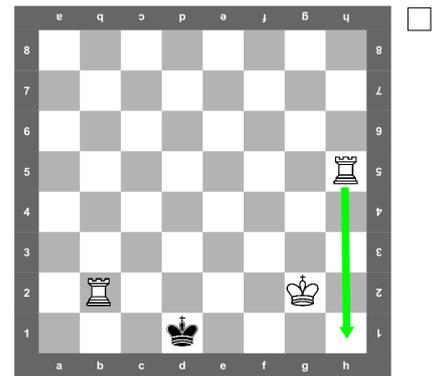
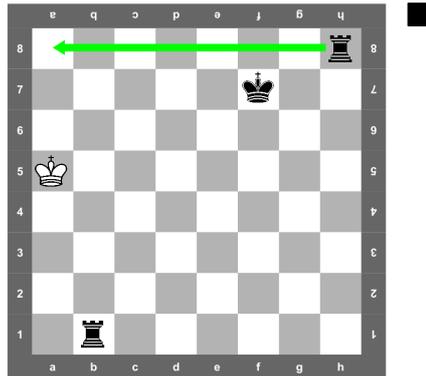
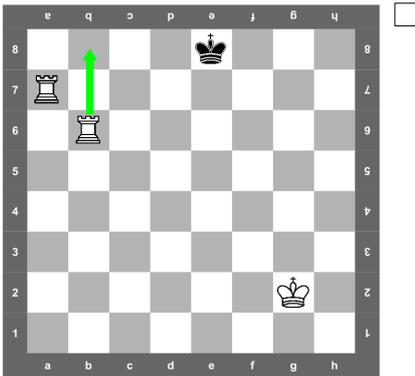
Date :

# - Échec et mat 1

/9

### Mats en 1 coup

Trace à l'aide d'une flèche le mouvement de la Tour qui mate le Roi adverse.





Nom :

19

Prénom :

Classe :

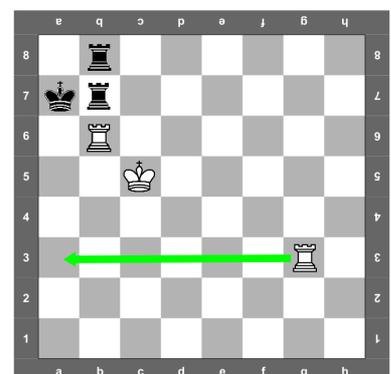
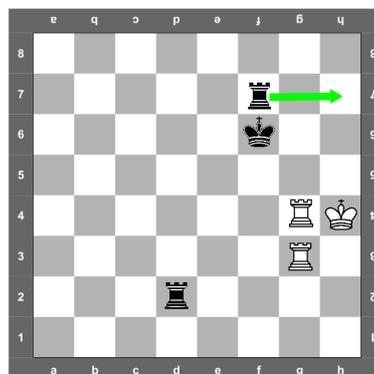
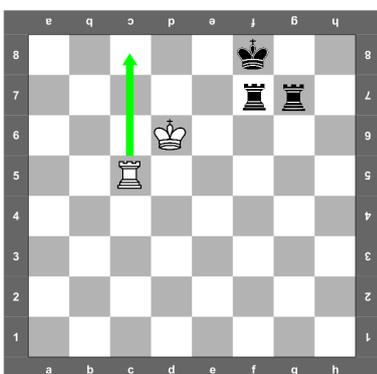
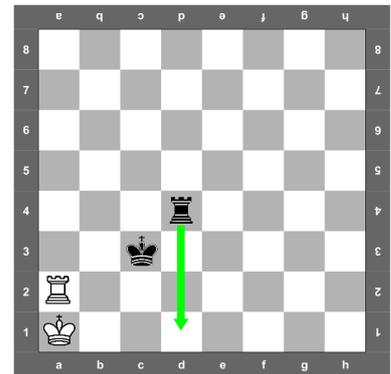
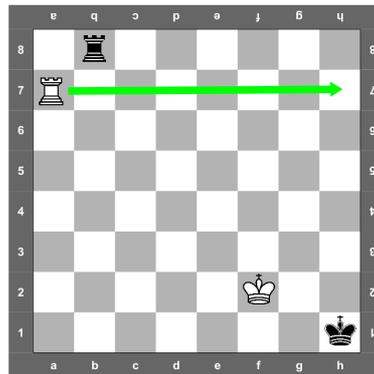
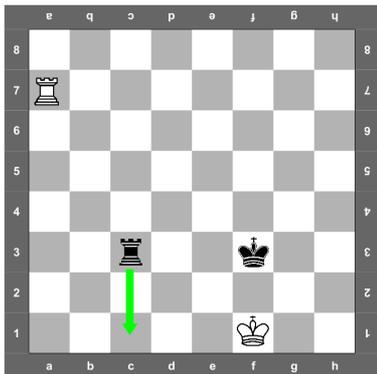
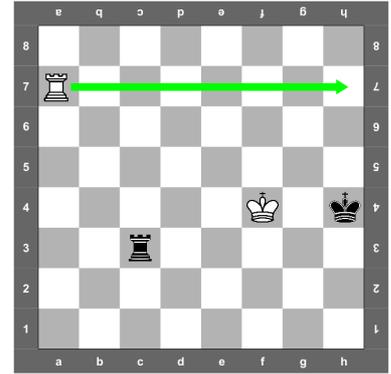
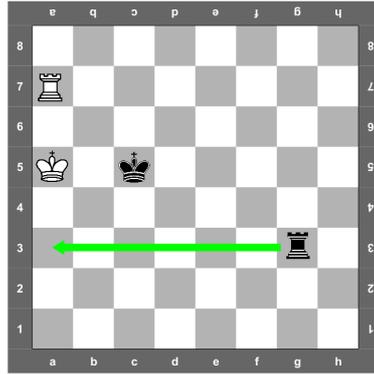
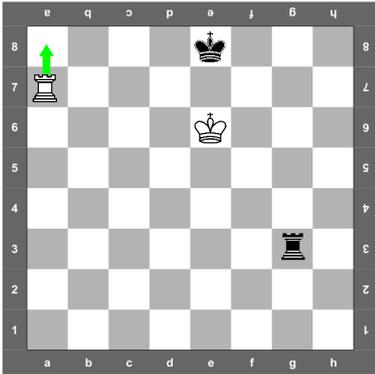
Date :

# - Échec et mat 2

/9

### Mats en 1 coup

Trace à l'aide d'une flèche le mouvement de la Tour qui mate le Roi adverse.





Nom :

21

Prénom :

Classe :

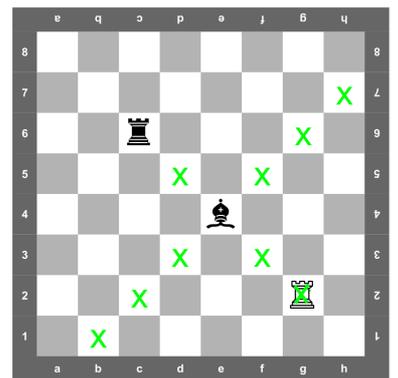
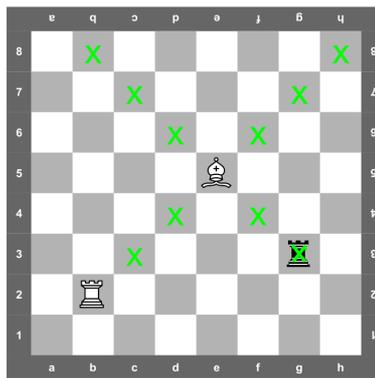
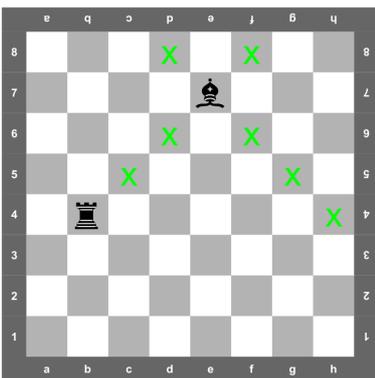
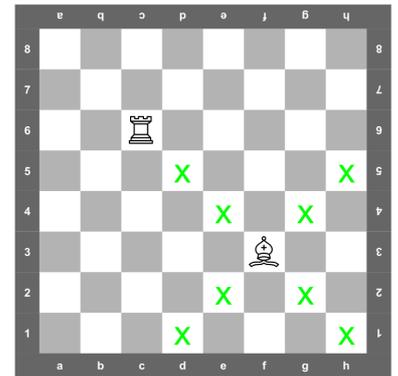
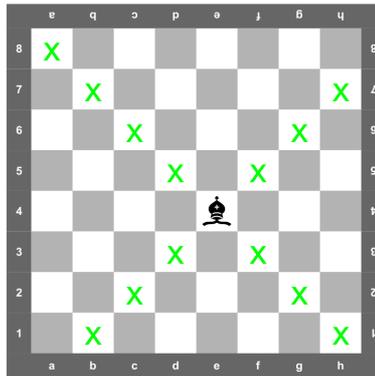
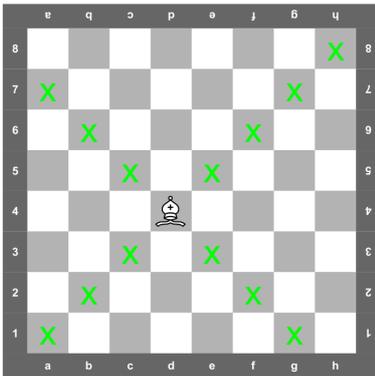
Date :

**Le Fou - F**

**/20**

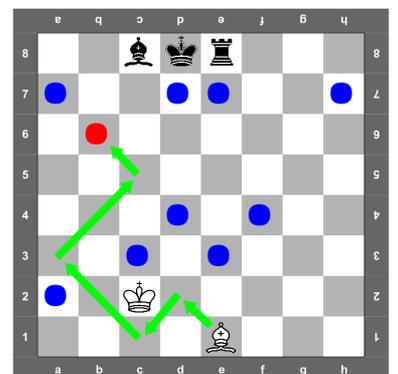
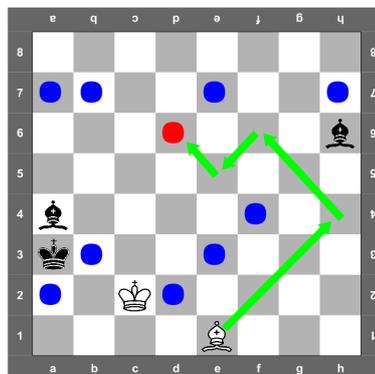
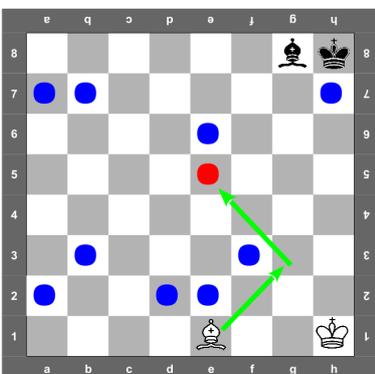
**1. Indique d'une croix les différentes cases que le Fou peut atteindre en 1 coup.**

**/12**



**3. Le Fou Blanc qui est sur la case e1 doit se rendre sur la case marquée de la pastille rouge. Trace le plus court chemin. Inspire-toi du modèle.**

**/8**





Nom : 22

Prénom :

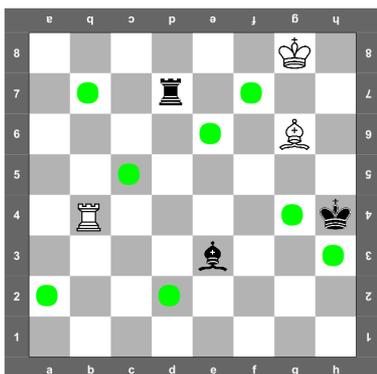
Classe :

Date :

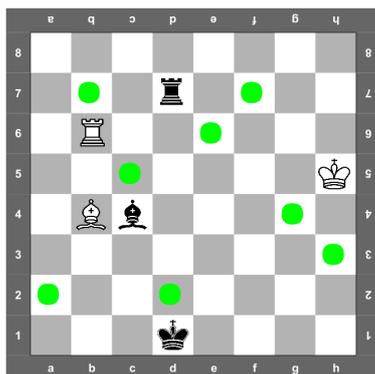
## Le Fou – F, suite

/12

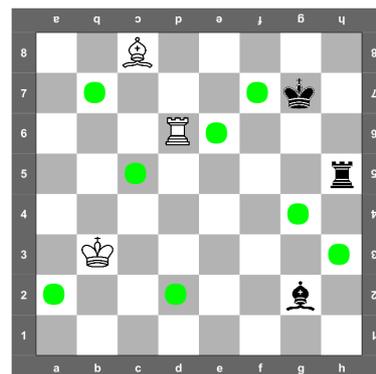
- 1. Voici 3 situations où les Blancs et les Noirs convoitent les pastilles vertes.** /6  
**En 1 seul coup, combien de pastilles peuvent prendre Roi, Tour et Fou de chaque camp ?**  
**Attention, aucune pièce ne peut se faire prendre !**



	Blancs	Noirs
R	0	1
T	0	1
F	0	1

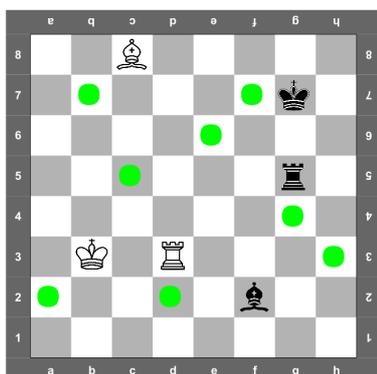


	Blancs	Noirs
R	1	0
T	0	2
F	1	1

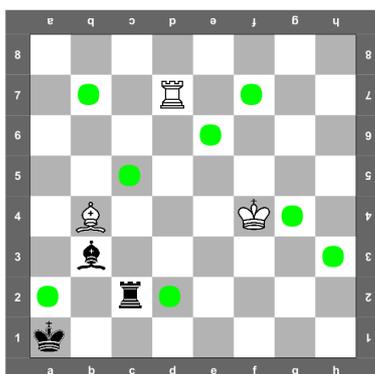


	Blancs	Noirs
R	1	1
T	2	2
F	1	1

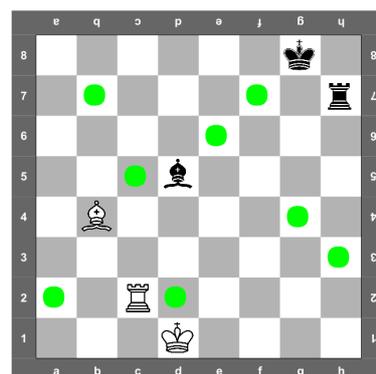
- 2. Voici 3 autres situations où les Blancs et les Noirs convoitent toujours les pastilles vertes.** /6  
**En 1 seul coup, combien de pastilles peut prendre chaque camp ?**  
**Attention, aucune pièce ne peut se faire prendre !**



Blancs	Noirs
5	4



Blancs	Noirs
3	2



Blancs	Noirs
2	4





Nom :

23

Prénom :

Classe :

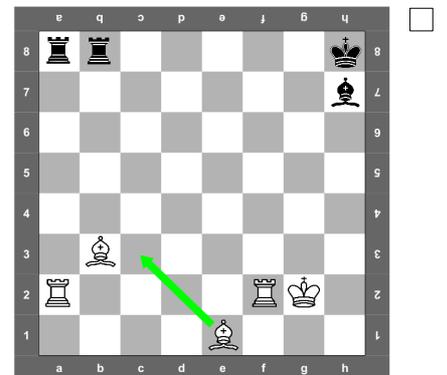
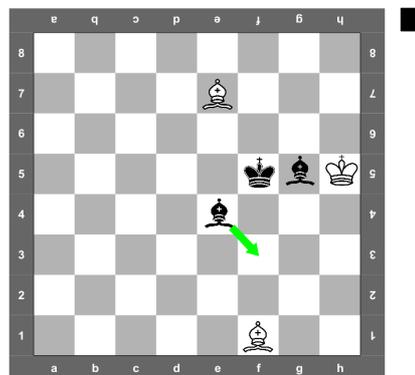
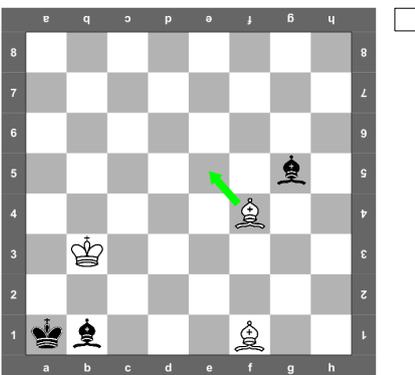
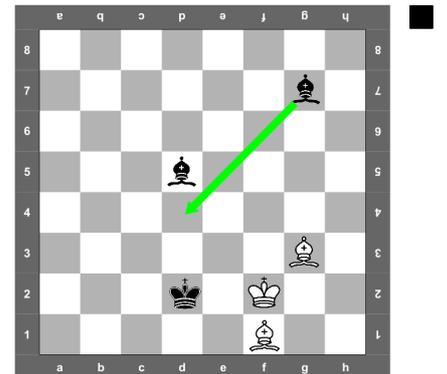
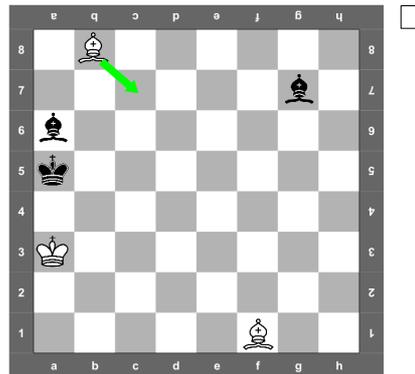
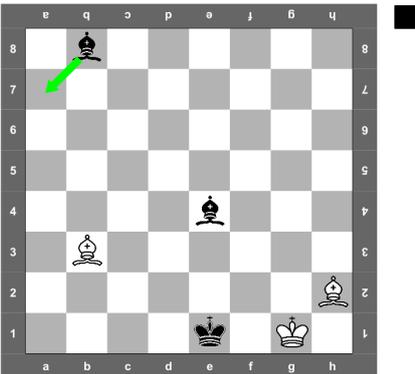
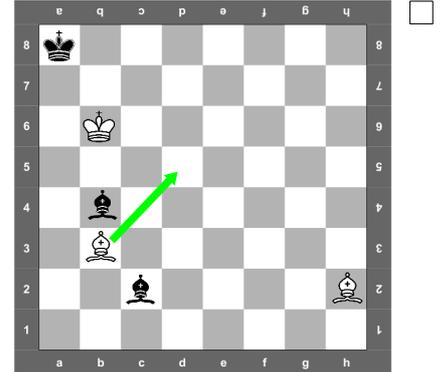
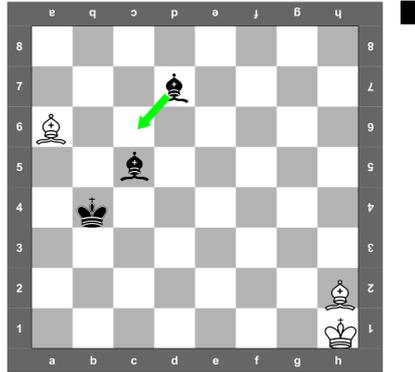
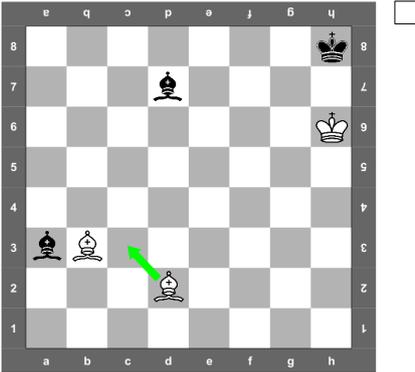
Date :

# - Échec et mat 3

/9

### Mats en 1 coup

Trace à l'aide d'une flèche le mouvement du Fou qui mate le Roi adverse.





Nom :

24

Prénom :

Classe :

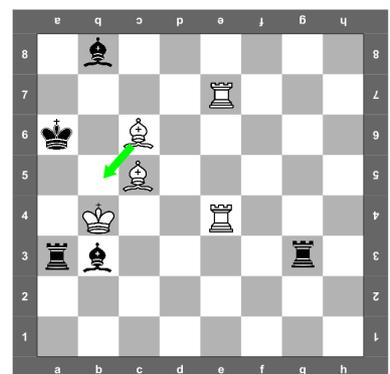
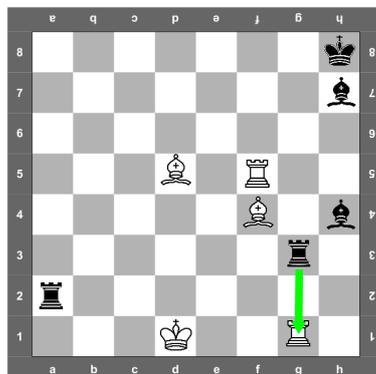
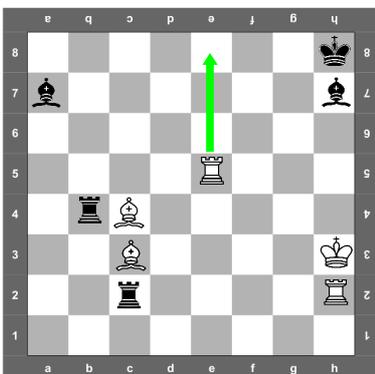
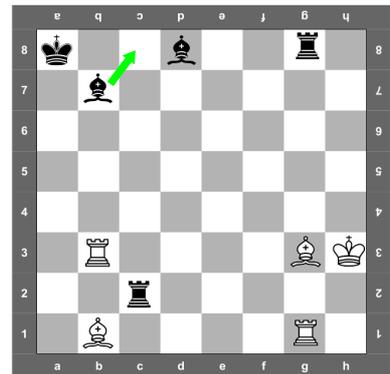
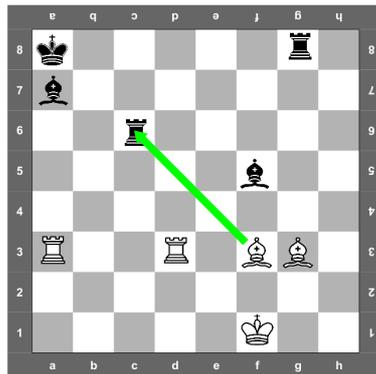
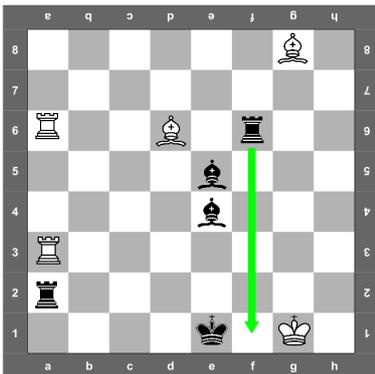
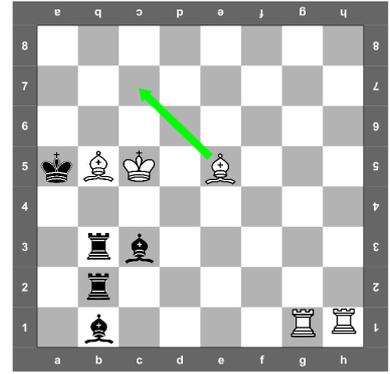
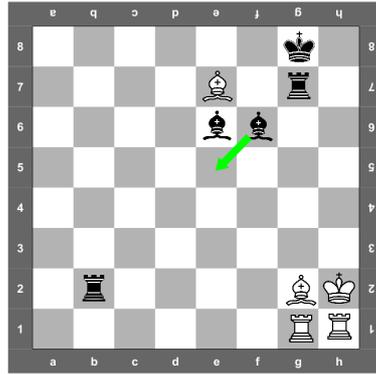
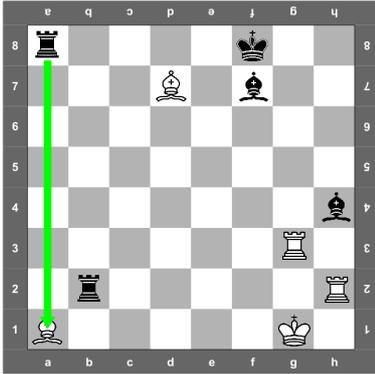
Date :

# - Échec et mat 4

/9

### Mats en 1 coup

Trace à l'aide d'une flèche le mouvement de la pièce qui mate le Roi adverse.





Nom :

26

Prénom :

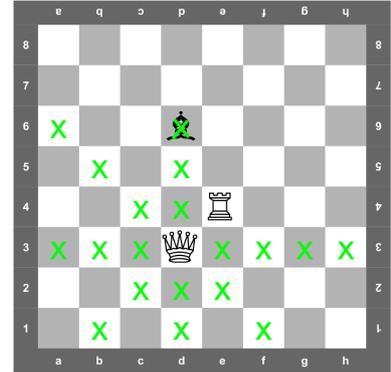
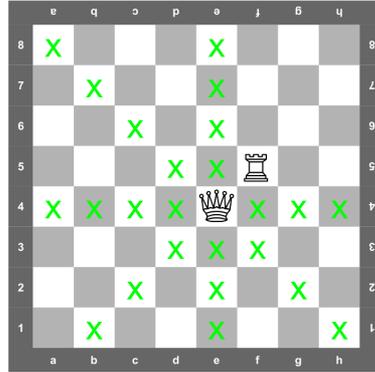
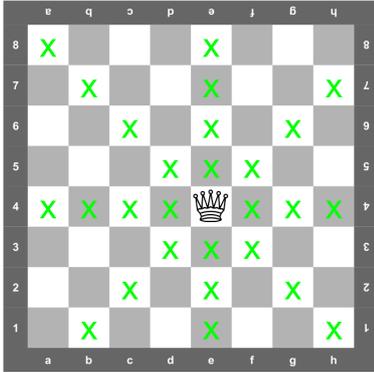
Classe :

Date :

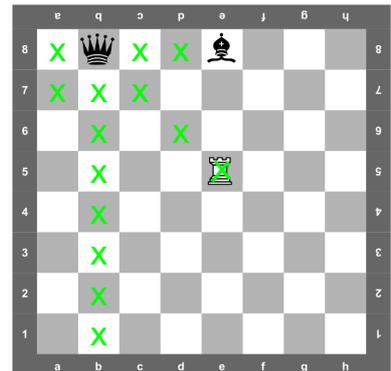
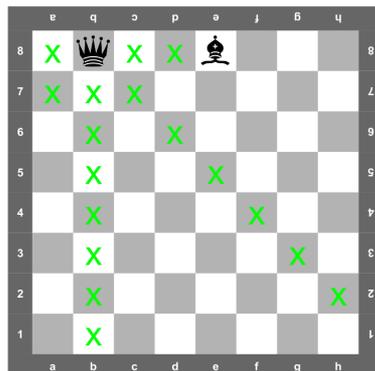
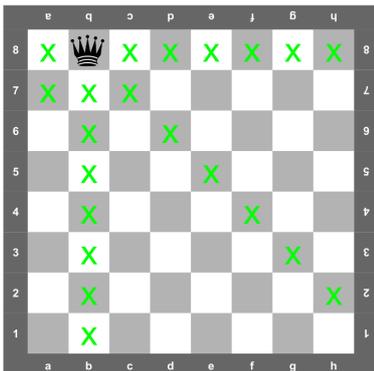
# La Dame - D

/20

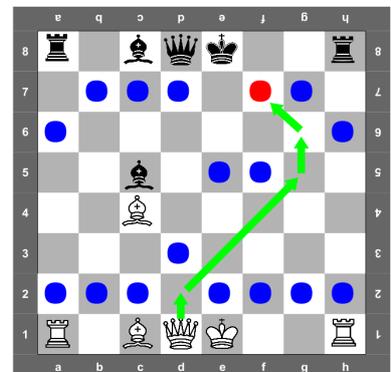
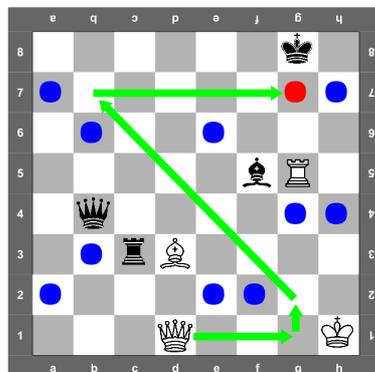
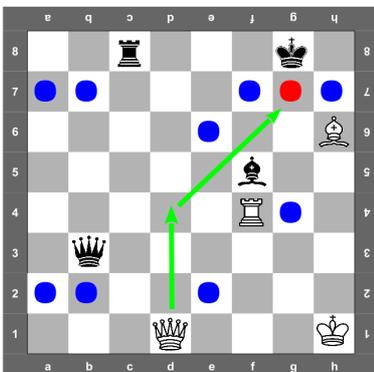
1. Indique d'une croix toutes les cases que peut atteindre la Dame Blanche en 1 coup. /6



2. Indique d'une croix toutes les cases que peut atteindre la Dame Noire en 1 coup. /6



3. La Dame Blanche qui est sur la case d1 doit se rendre sur la case marquée de la pastille rouge. Trace le plus court chemin. Inspire-toi du modèle. /8





Nom :

27

Prénom :

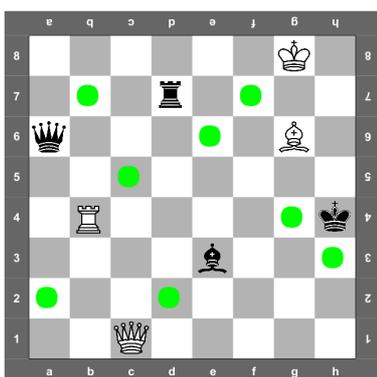
Classe :

Date :

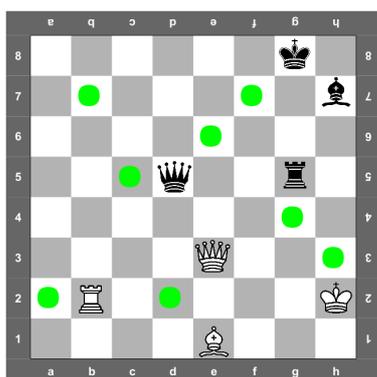
**La Dame – D, suite**

**/12**

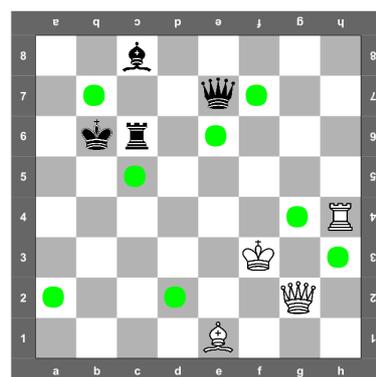
**1. Voici 3 situations où les Blancs et les Noirs convoitent les pastilles vertes. /6**  
**En 1 seul coup, combien de pastilles peuvent prendre Roi, Tour, Fou et Dame de chaque camp ?**  
**Attention, aucune pièce ne peut se faire prendre !**



	Blancs	Noirs
R	0	2
T	1	0
F	0	0
D	1	2

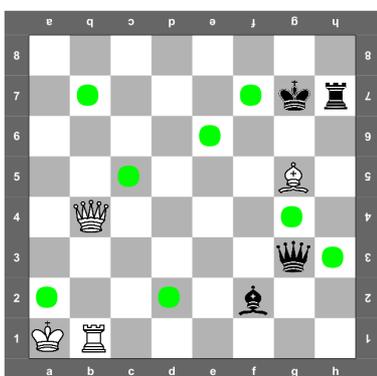


	Blancs	Noirs
R	1	1
T	0	1
F	1	0
D	1	0

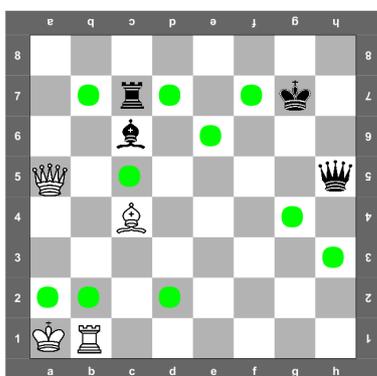


	Blancs	Noirs
R	1	2
T	2	2
F	1	2
D	3	3

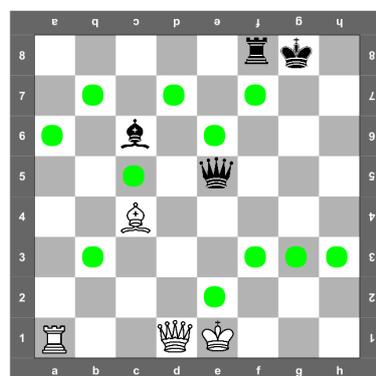
**2. Voici 3 autres situations où les Blancs et les Noirs convoitent toujours les pastilles vertes. /6**  
**En 1 seul coup, combien de pastilles peut prendre chaque camp ?**  
**Attention, aucune pièce ne peut se faire prendre !**



Blancs	Noirs
3	2



Blancs	Noirs
4	5



Blancs	Noirs
3	4





Nom :

29

Prénom :

Classe :

Date :

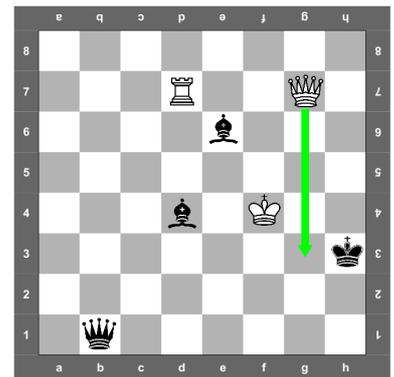
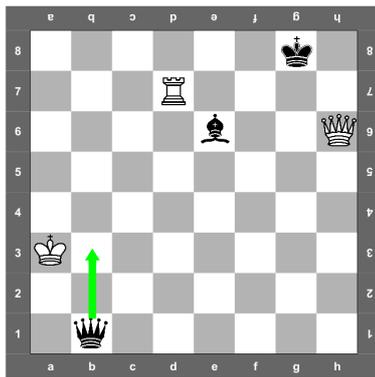
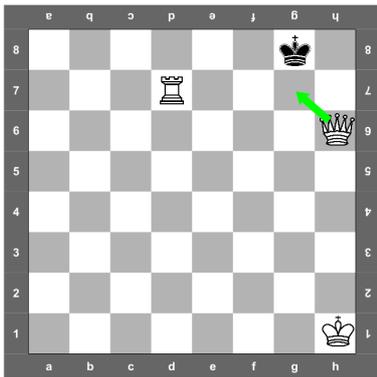
# - Échec et mat 5

/9

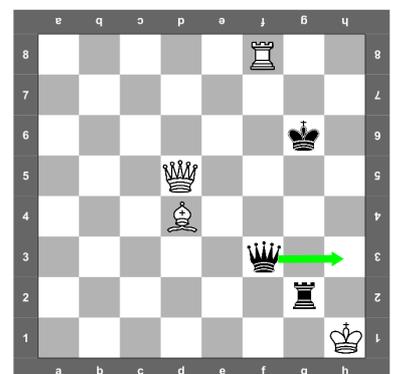
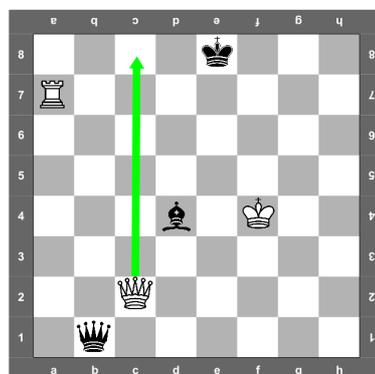
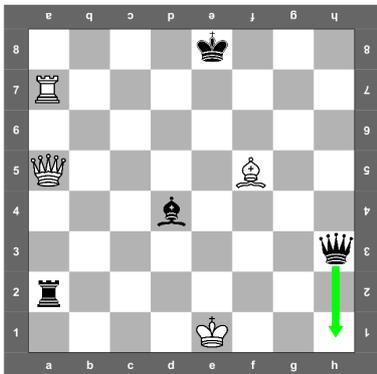
### Mats en 1 coup

Trace à l'aide d'une flèche le mouvement de la Dame qui mate le Roi adverse.

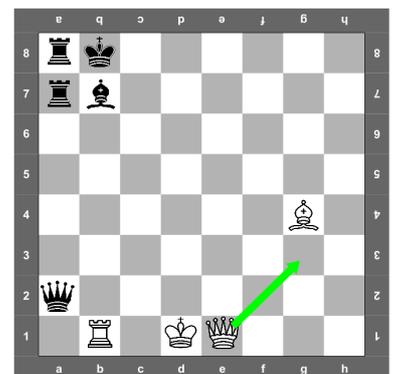
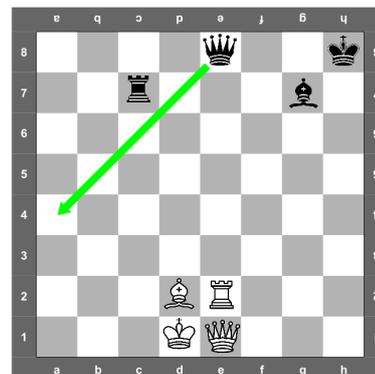
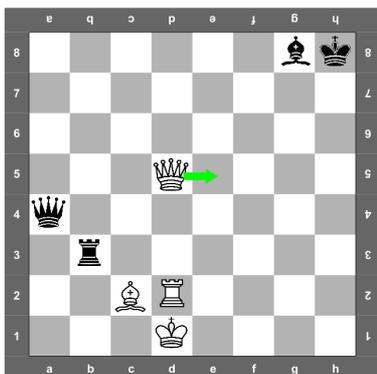
... le baiser de la mort !



... comme la Tour !



... comme le Fou !





Nom :

30

Prénom :

Classe :

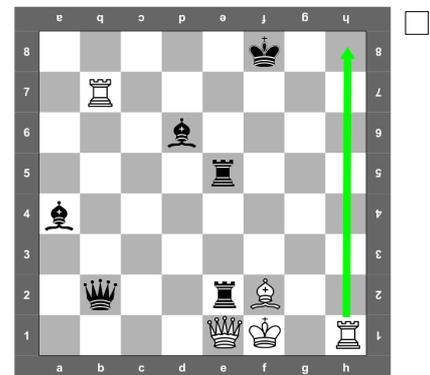
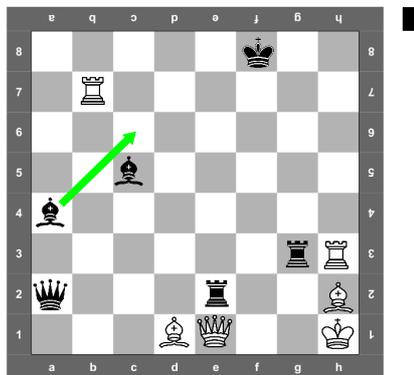
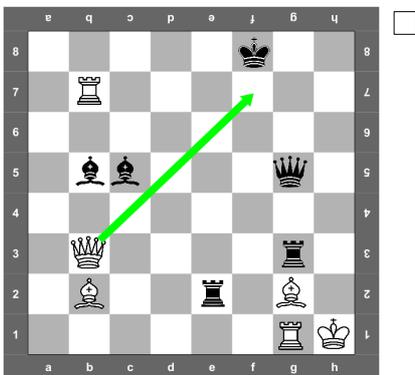
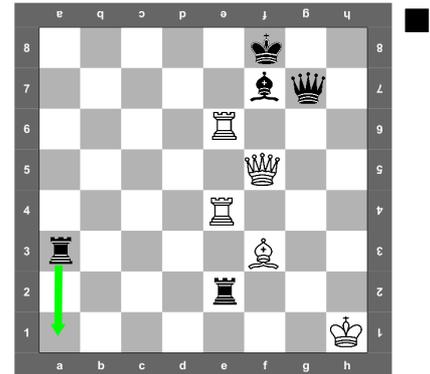
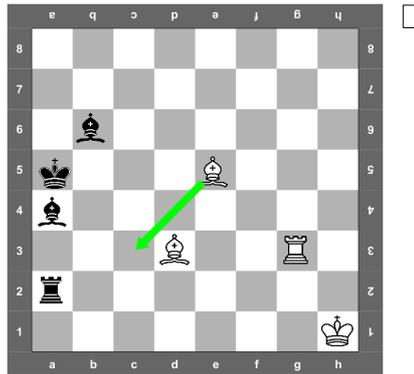
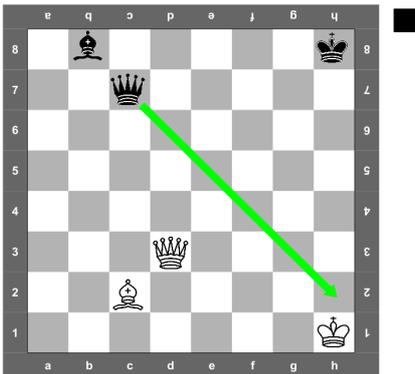
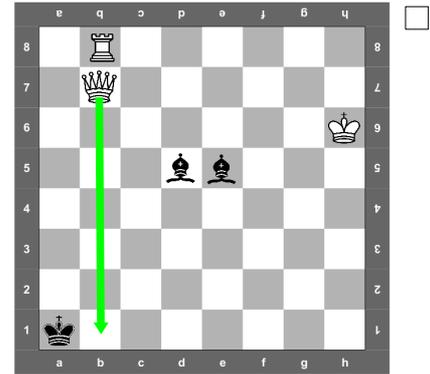
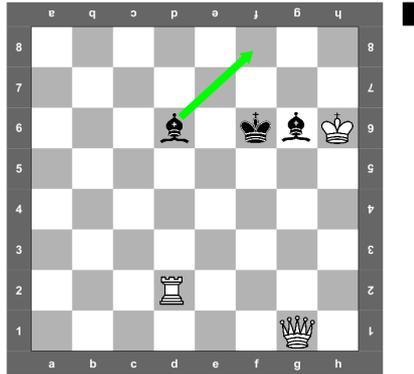
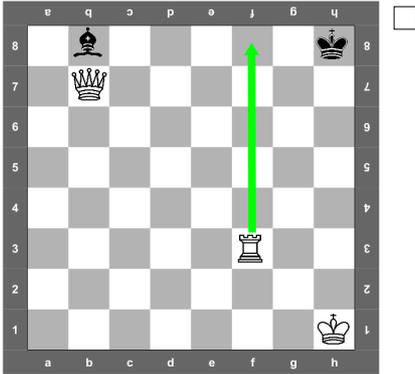
Date :

# - Échec et mat 6

/9

### Mats en 1 coup

Trace à l'aide d'une flèche le mouvement de la pièce qui mate le Roi adverse.





Nom :

32

Prénom :

Classe :

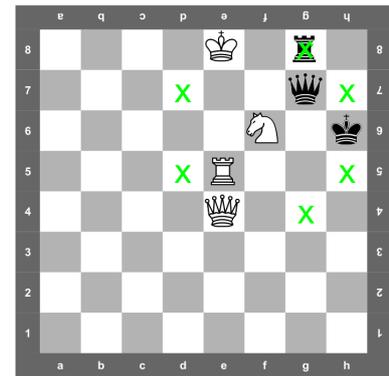
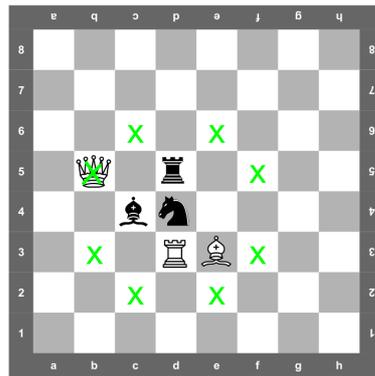
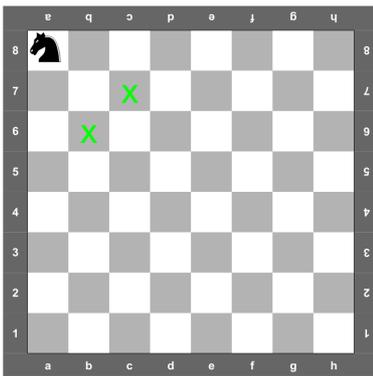
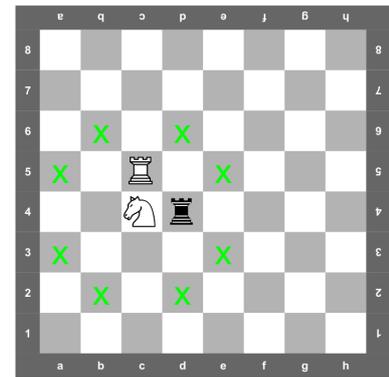
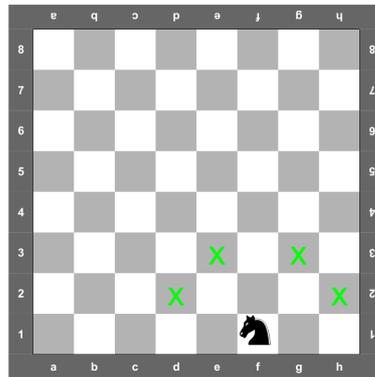
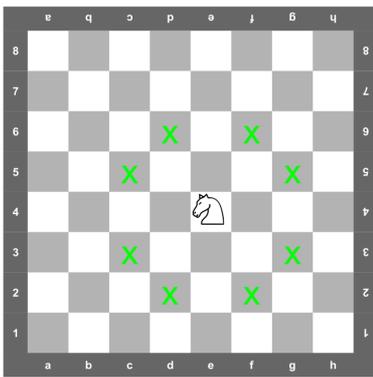
Date :

# Le Cavalier - C

/20

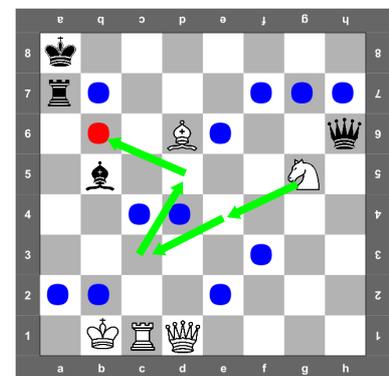
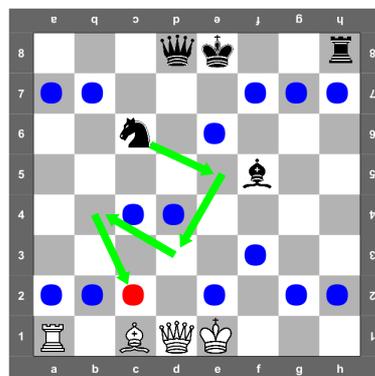
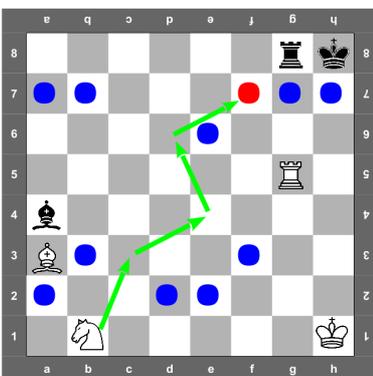
## 1. Indique d'une croix toutes les cases que peut atteindre le Cavalier.

/12



## 2. Le Cavalier doit se rendre sur la case marquée de la pastille rouge. Trace le plus court chemin. Inspire-toi du modèle.

/8





Nom :

33

Prénom :

Classe :

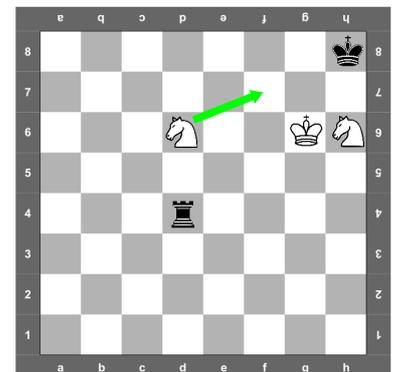
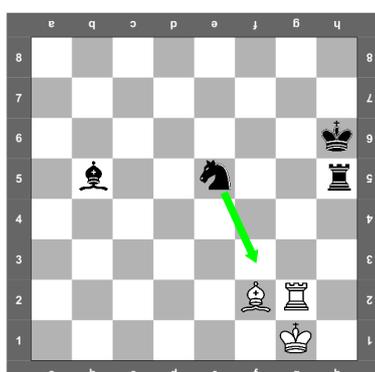
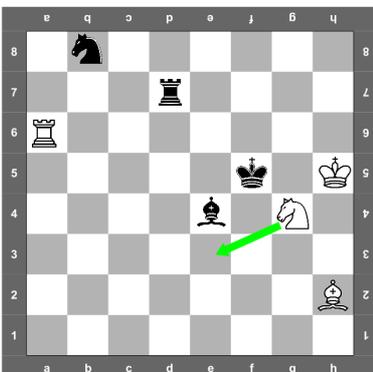
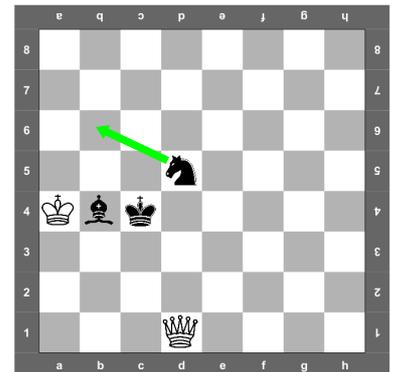
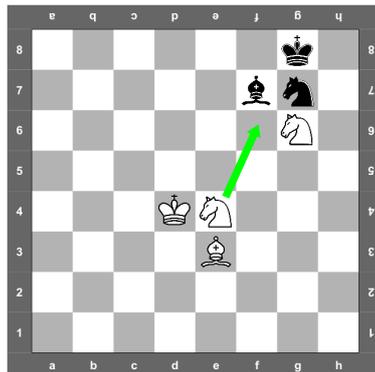
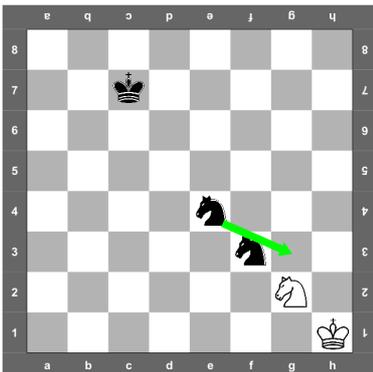
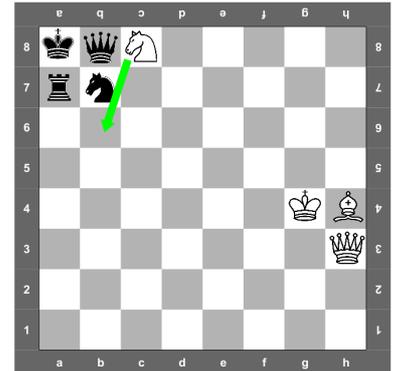
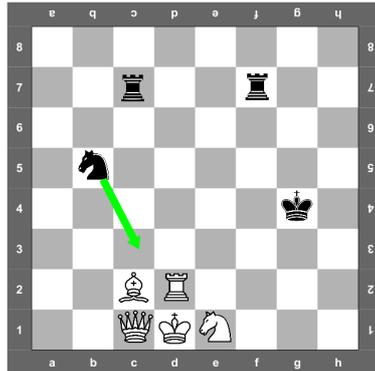
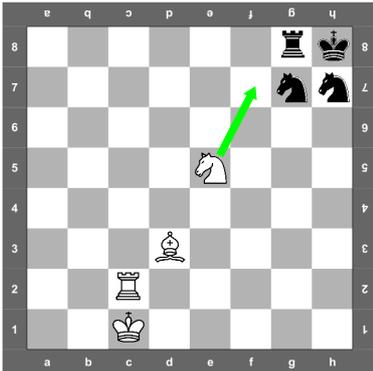
Date :

# - Échec et mat 7

/9

### Mats en 1 coup

Trace à l'aide d'une flèche le mouvement du Cavalier qui mate le Roi adverse.





Nom :

Prénom :

36

Classe :

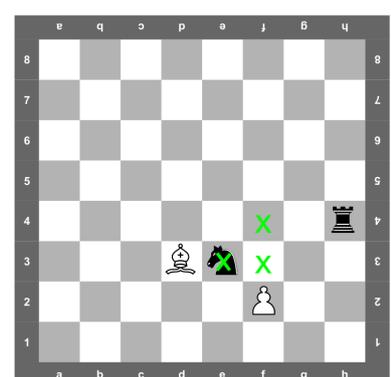
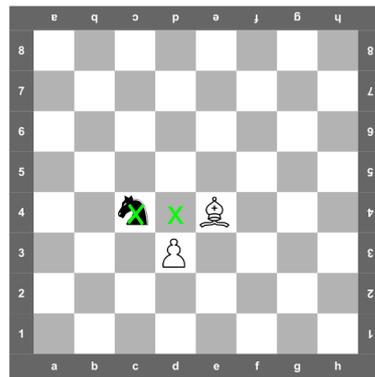
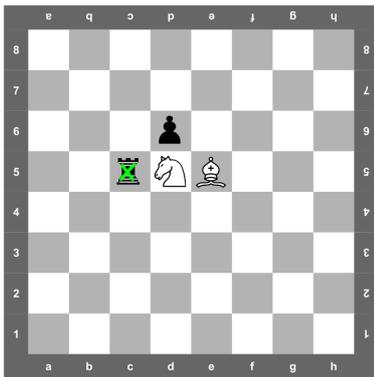
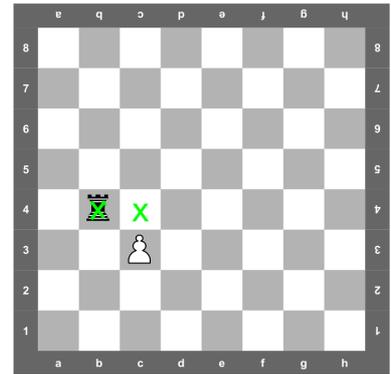
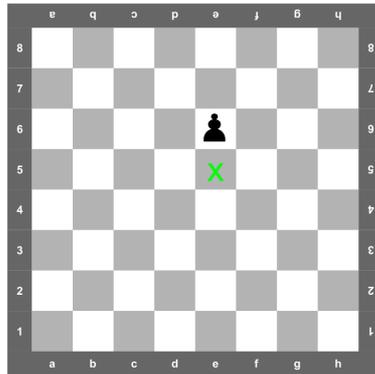
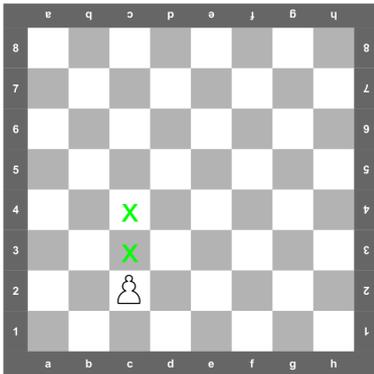
Date :

# Le pion

/21

## 1. Indique d'une croix toutes les cases que peut atteindre le pion en 1 coup.

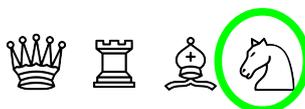
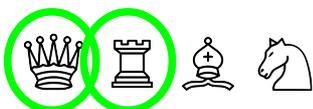
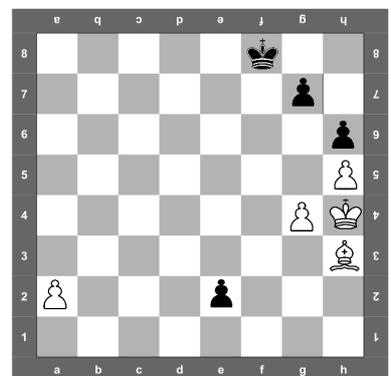
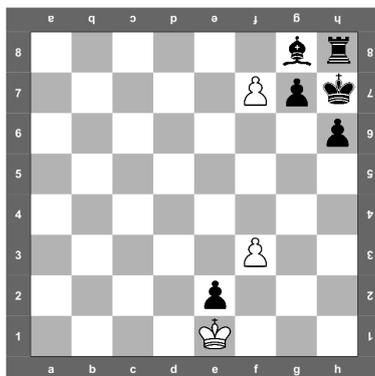
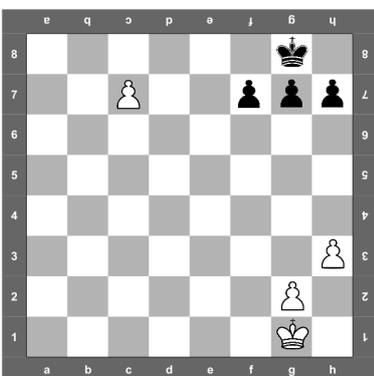
/12



## 2. Dans ces 3 situations, le pion va à promotion.

/9

Entoure la ou les pièce(s) de promotion qui matra ou materont l'adversaire.





Nom :

37

Prénom :

# - Échec et mat 8

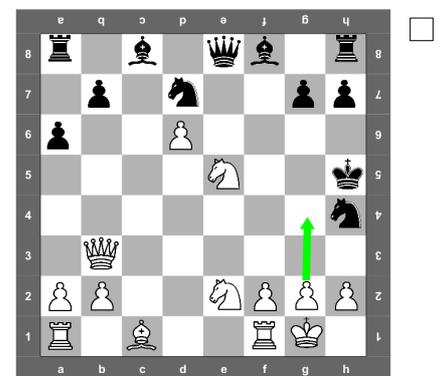
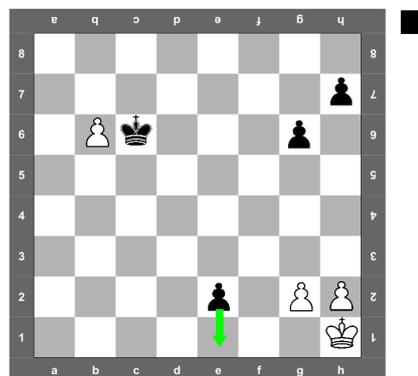
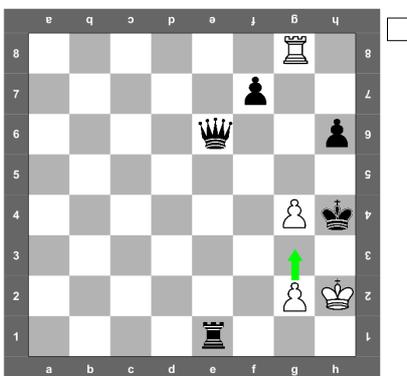
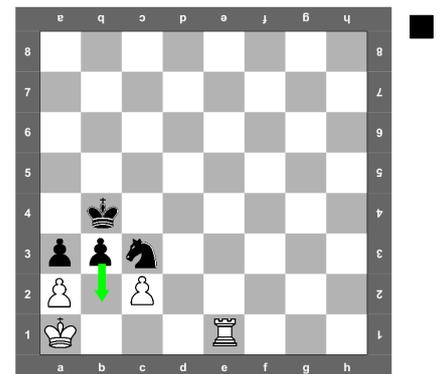
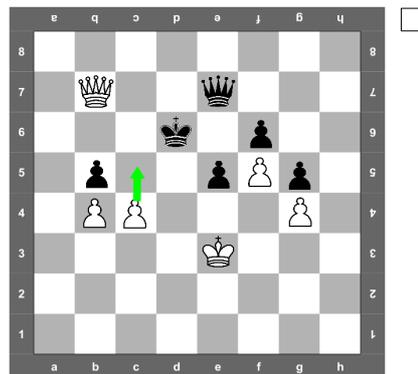
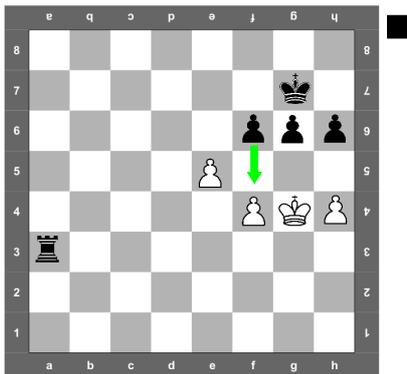
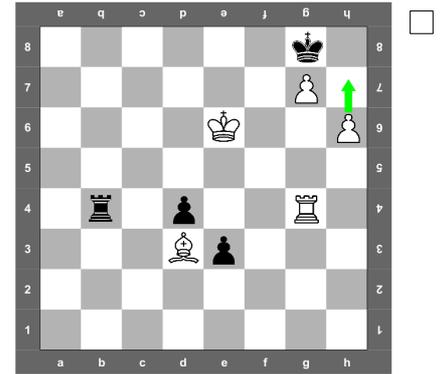
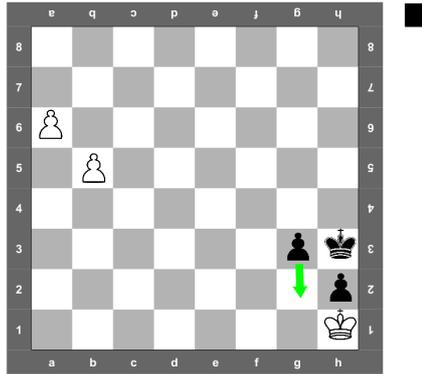
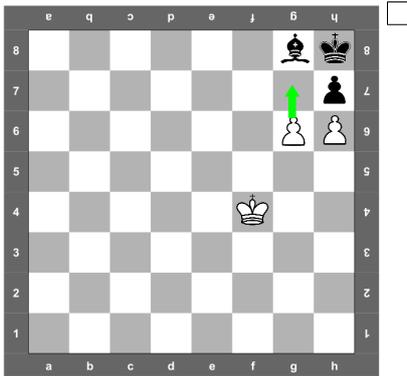
Classe :

/9

Date :

### Mats en 1 coup

Trace à l'aide d'une flèche le mouvement du pion qui mate le Roi adverse.





Nom :

38

Prénom :

Classe :

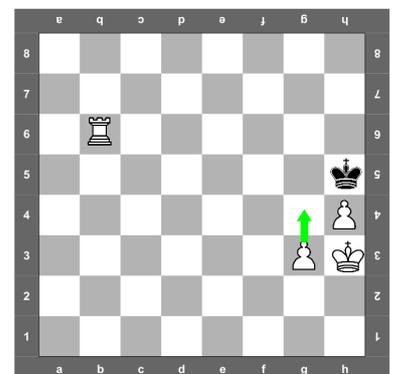
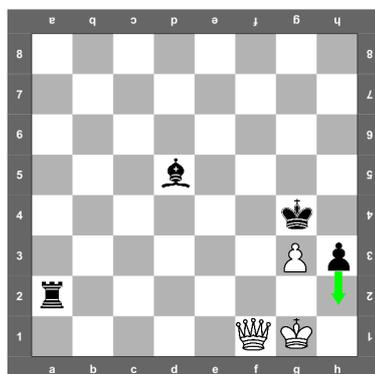
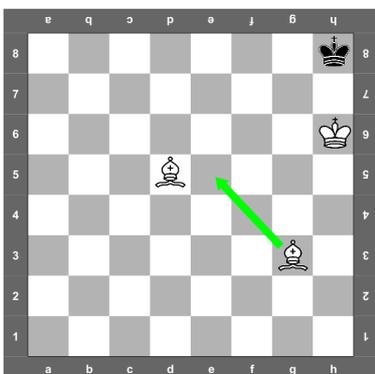
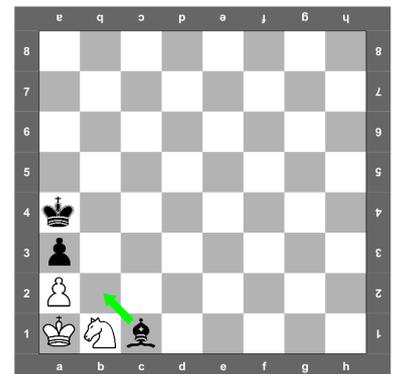
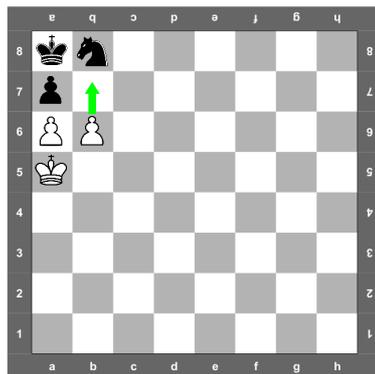
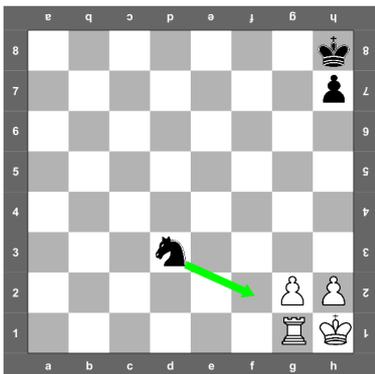
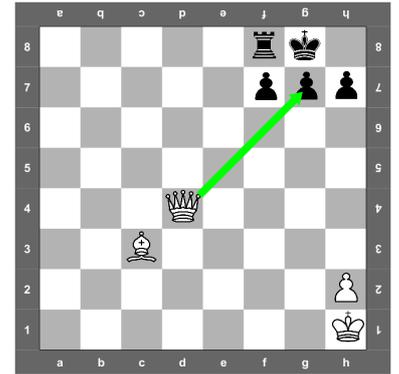
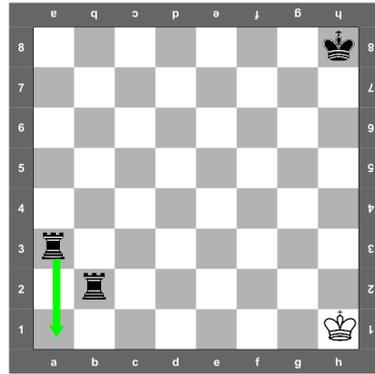
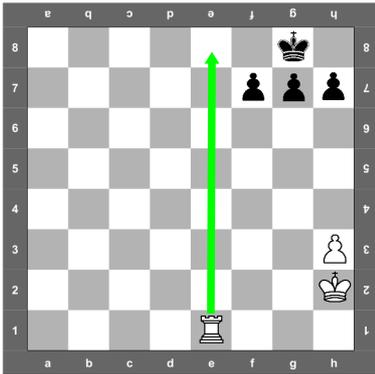
Date :

# - Échec et mat 9

/9

### Mats en 1 coup

Trace à l'aide d'une flèche le mouvement de la pièce qui mate le Roi adverse.





Nom :

Prénom :

Classe :

Date :

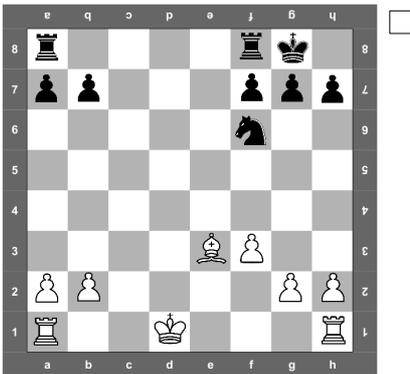
41

Le roque 0-0 / 0-0-0

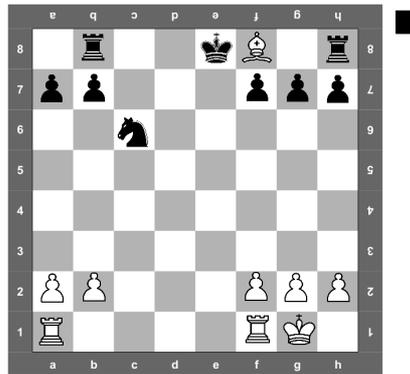
/9

Peut-on faire le petit roque ?

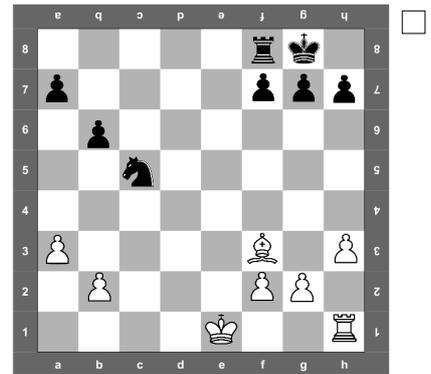
/3



Oui  Non



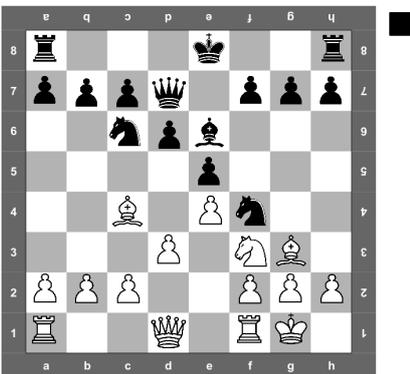
Oui  Non



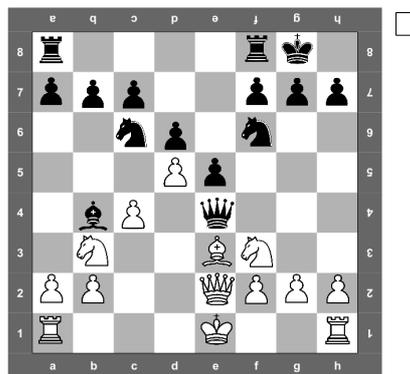
Oui  Non

Peut-on faire le grand roque ?

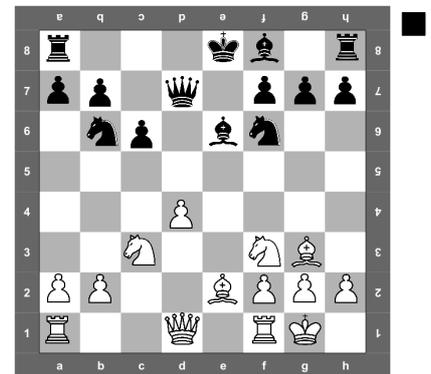
/3



Oui  Non



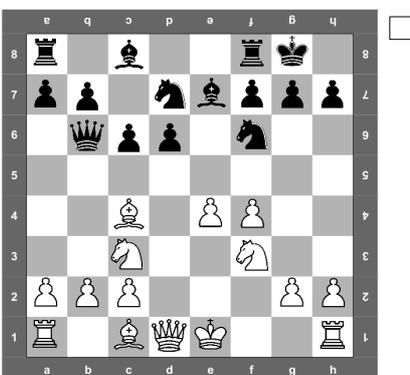
Oui  Non



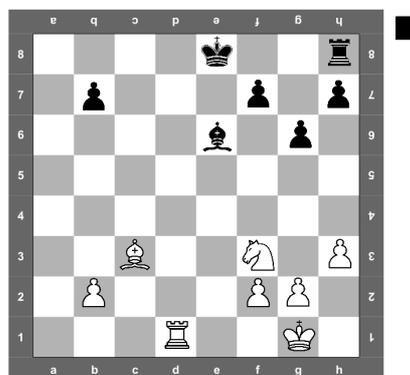
Oui  Non

Peut-on faire le roque ?

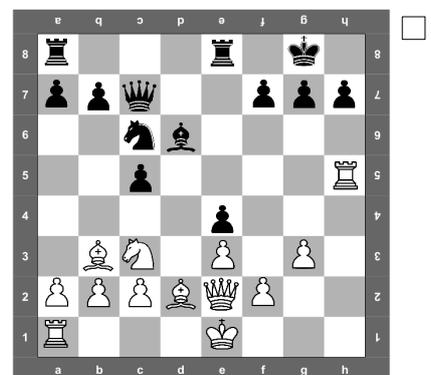
/3



Oui  Non



Oui  Non



Oui  Non





Nom :

45

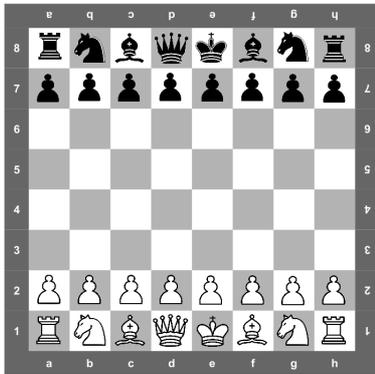
Prénom :

Classe :

Date :

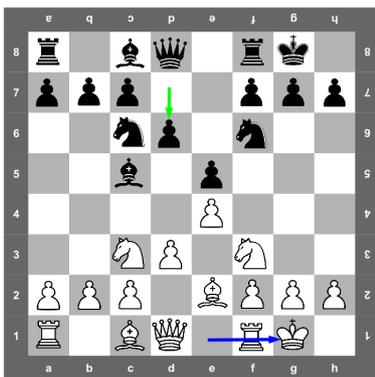
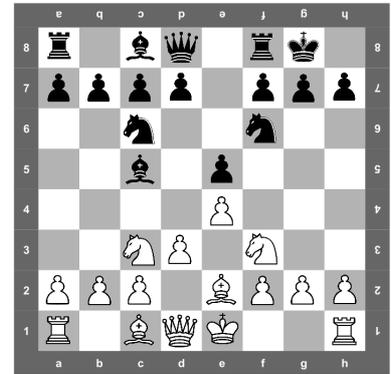
## La notation

/9



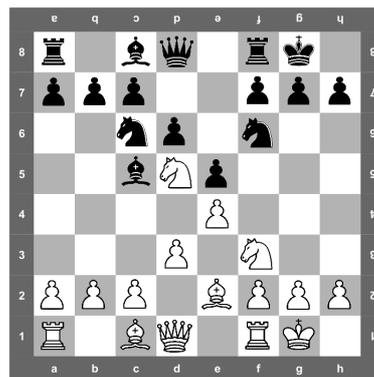
Voici la position après :

1. e4 e5
2. Cf3 Cc6
3. Cc3 Cf6
4. d3 Ff5
5. Fe2 0-0



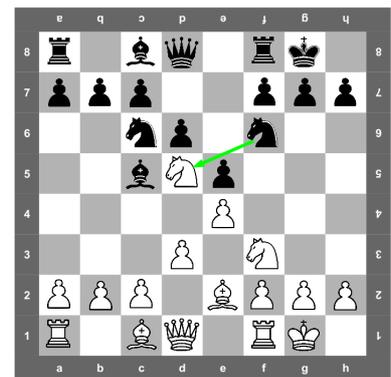
Note le 6e coup :

6. 0-0 d6



Les Blancs jouent :

7. Cd5 .....



Note le coup des Noirs :

7. Cd5 CxCd5

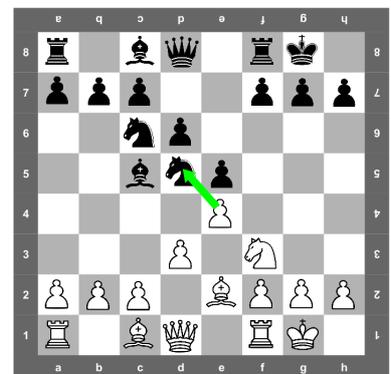
A présent, les Blancs vont jouer le 8e coup.

Ils prennent un Cavalier Noir.

1. Trace le coup sur l'échiquier à l'aide d'une flèche.

2. Note le coup des Blancs :

8. exCd5 .....





Nom :

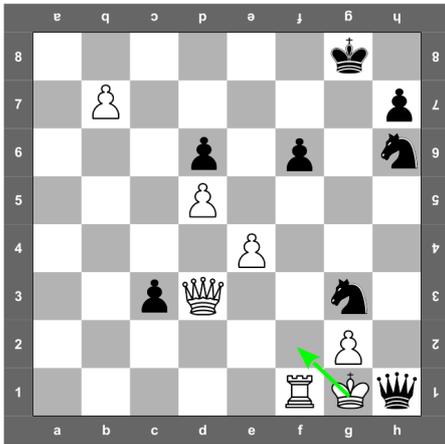
49

Prénom :

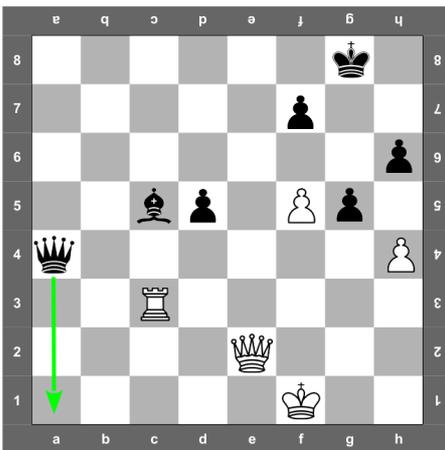
Classe :

Date :

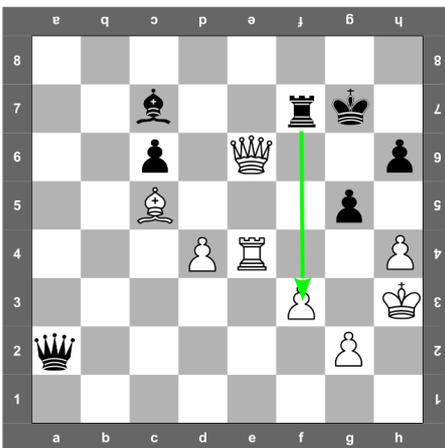
**Jouer,  
c'est décider**



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Nom :

50

Prénom :

Classe :

Date :

# - Échec et mat 10

/9

### Mats en 1 coup

Trace à l'aide d'une flèche le mouvement de la pièce qui mate le Roi adverse.

