## Directions:

- 1. These are cause and effect tards or Hershel and the Hanck ah Goblins. Read the cards.
- 2. Cut out the cause and effect cards.
- 3. Mix the cards up then place them face down in ront of you.
- 4. Turn two card over 17 the cause and effect are a match, place them of your sorting is at. If they don't match flip them back over.
- 5. Play until you and all the matches.
- 6. Him. The cards with a square are cause cands. The cards with a chalc are effect cards.

The villagers were uncole to drive the goblins away because

the goblins were too powerful.

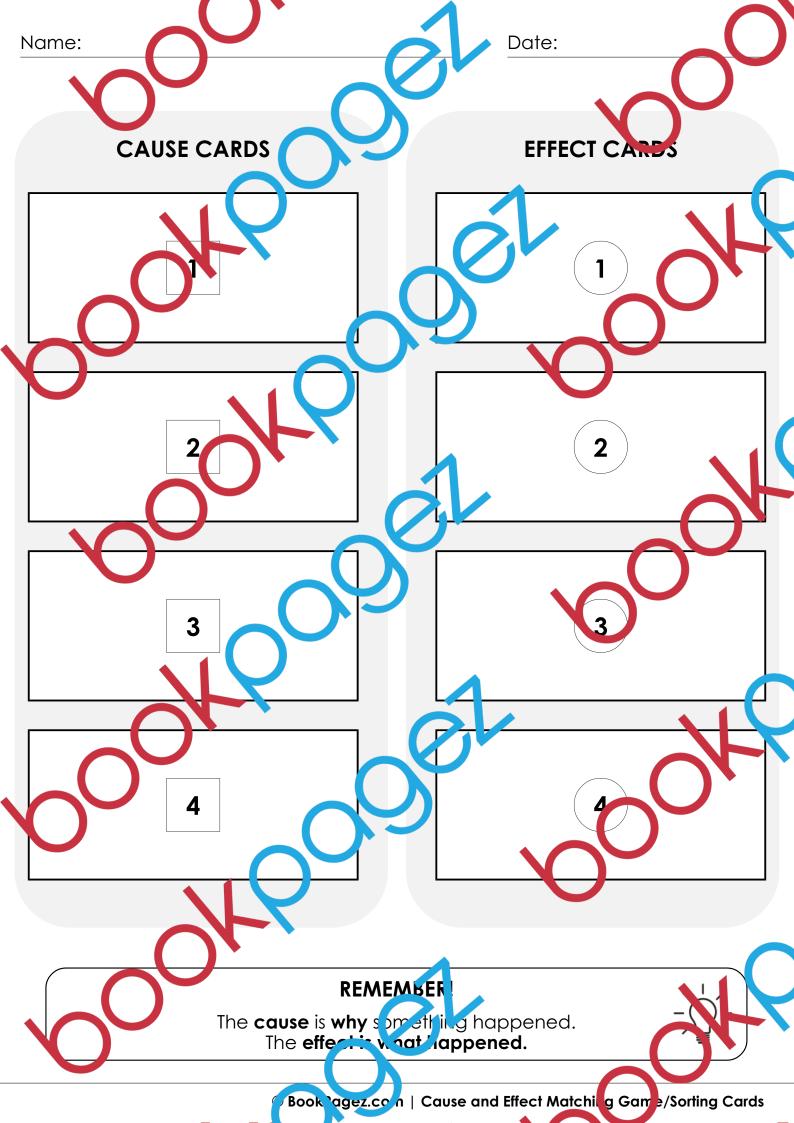
The first goblin allowed Hershel to light his Hankkar candle because Herschel tricked the coblin into thinking he could crush rocks with his bands.

The king of the goblins lost his cower because

He lit the Hanukkah Landik s.

The whole allage was waiting for Hershel because

Hershel saved Hanukkah.



## CAUSE CARDS

EFFECT CARDS

The villagers were chaple to drive the gables away because

the goolins were too

The first goblin allowed Hershel to light his Hershkan candle because

Herschel tricked the goblin into thinking he could crush rocks with his hands.

The king of the goblins loss his power because

he lit the Handkah candles

The whole village was walling for Hershel because

Hershel saved Hanukkan

## **REMEMBER**

The cause is why something happened.

The effective nat appened.

