

Name: \_\_\_\_\_

Date: \_\_\_\_\_

**Directions:**

1. These are cause and effect cards for *Otis's Busy Day*. Read the cards.
2. Cut out the cause and effect cards.
3. Mix the cards up then place them face down in front of you.
4. Turn two cards over. If the cause and effect are a match, place them on your sorting mat. If they don't match flip them back over.
5. Play until you find all the matches.
6. Hint: The cards with a square are cause cards. The cards with a circle are effect cards.

Otis pulls because



he helps the farmer pull out a tree.



Otis goes down the hill because



he went up the hill.



Otis is having a busy day because



he jumps and zips.



Otis goes home because



he is tired.



Name: \_\_\_\_\_

Date: \_\_\_\_\_

### CAUSE CARDS

1

2

3

4

### EFFECT CARDS

1

2

3

4

#### REMEMBER!

The **cause** is **why** something happened.  
The **effect** is **what** happened.



Name: \_\_\_\_\_

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### CAUSE CARDS

Otis pulls because

Otis goes down the hill  
because

Otis is having a busy day  
because

Otis goes home because

### EFFECT CARDS

he helps the farmer pull out  
a tree.

he went up the hill.

he jumps and zips

he is tired.

### REMEMBER!

The **cause** is **why** something happened.  
The **effect** is **what** happened.

