Directions:

- 1. These one cause and effect cards or Room on the Broom. 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 witch wailed and the cat spat because

the wind blew the witch's hat to the ground.

The car, the dog, and the frog tumbled into the k og because

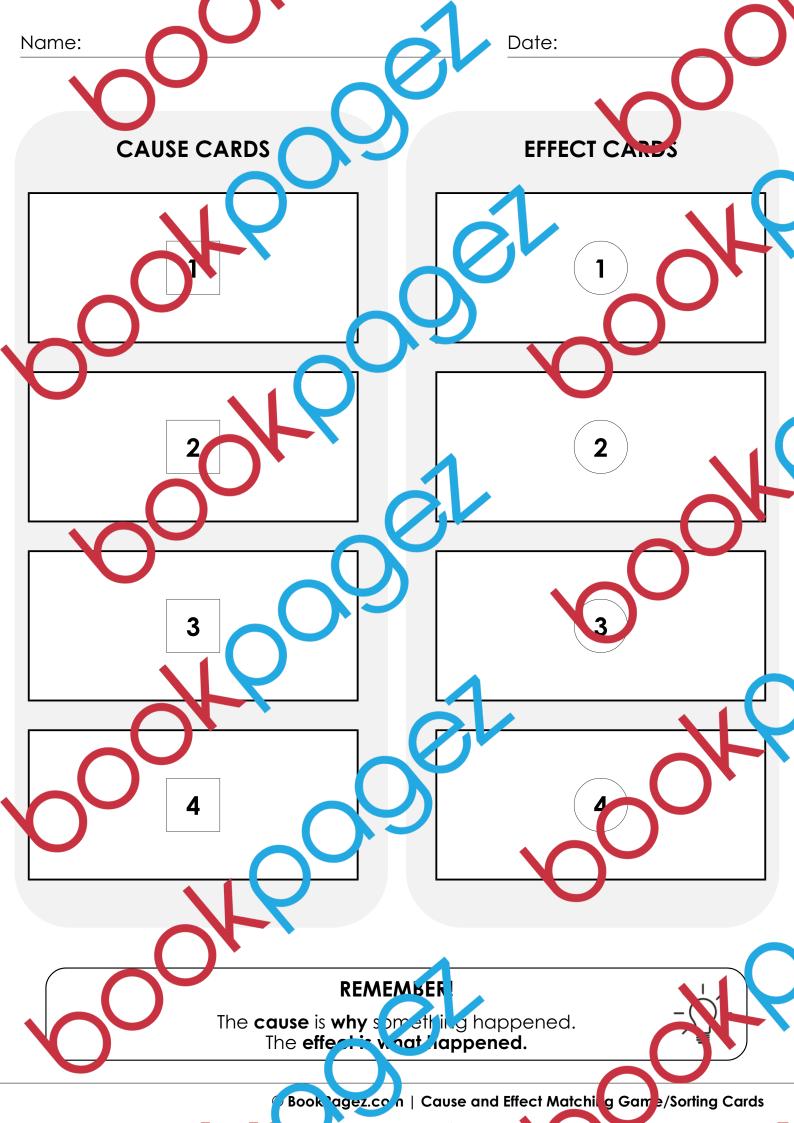
the broomstick snapped in two.

The dragon started to shake because

he was afraid of the anch beast.

The witch conjuted up a magnificent broom with seats or everyone because

the animals saved her from a hungry dragon.



CAUSE CARDS

EFFECT CARDS

The witch weiled and the cat spat base se

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The cat, the dog, and the frog tumbled into the bog because

the broomstick snapped in two.

The dragon started to shake because

he was afraid of the oltch beast.

The witch conjured up a magnificent broom with sea is for everyone because

ne animals saved her not a hungry dragon.

REMEMBER

The cause is why something happened.

The effective nat appened.

