Directions:

- 1. These die cause and effect tards or Sylvester and the Magic Pebble. 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 find all the matches.
- 6. Him. The cards with a square are cause cands. The cards with a chalc are effect cards.

Sylvester turned himse f into a rock because

he was afraid of the lion.

All the dogs in Oatsville looked for Sylvester be cause

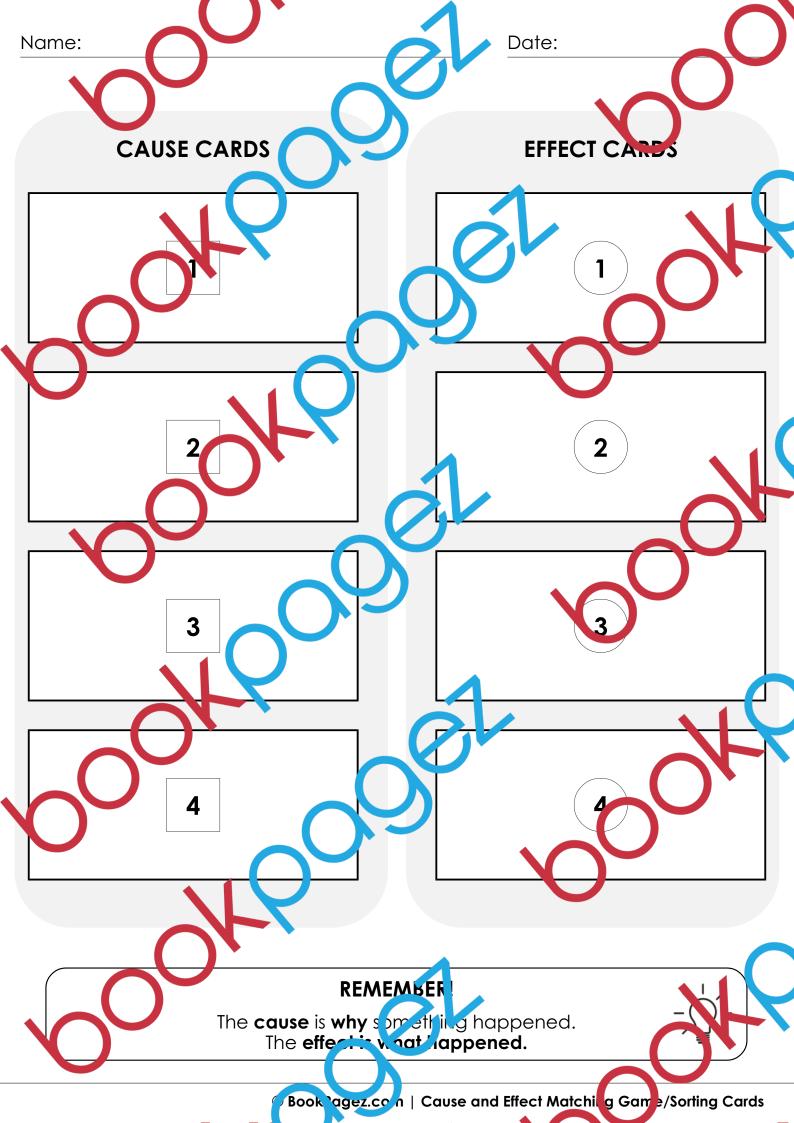
Sylvester was missing

Sylveste, iumed back into a dor key because

magic pebble on the stone while Sylvester made a wish.

Sylvester's father put the magic pebble in an iron safe kecause

they had all they could wish for.



CAUSE CARDS

EFFECT CARDS

Sylvester tun ec hin sort into a rock becaus

had a raid of the lion

All the dogs in Oal ville looked for Sylvester Laccus

Sylvester was missing.

Sylvester turned back into donkey because

his parents had placed the magic pebble or the stone while Sylvester made a wish.

Sylvester's rather put the magic pebble in an iron safe because

ney had all they could with for.

REMEMBER

The cause is why something happened.

The effective nat appened.

