

Name: _____

Date: _____

Directions:

1. These are cause and effect cards for *The Stranger*. 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.

The stranger lost his memory
because



Farmer Bailey ran him over
with his truck.



The stranger stayed at the
farm because



the doctor suggested that
he stay until his memory
came back.



The pumpkins grew larger
because



the days were warm.



The stranger sensed that
something was wrong
because



the laves on the trees
weren't changing color.



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.



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Date: _____

CAUSE CARDS

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because

The stranger stayed at the
farm because

The pumpkins grew larger
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The stranger sensed that
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EFFECT CARDS

Fanner Bailey ran him over
with his truck.

the doctor suggested that
he stay until his memory
came back.

the days were warm.

the laves on the trees
weren't changing a color.

REMEMBER!

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

