Directions:

- 1. These are cause and effect tards or The Watermelon Seed 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.

The crocodile ate watermelon all day because

he has loved it ever since he was baby.

The crocodile got scared when

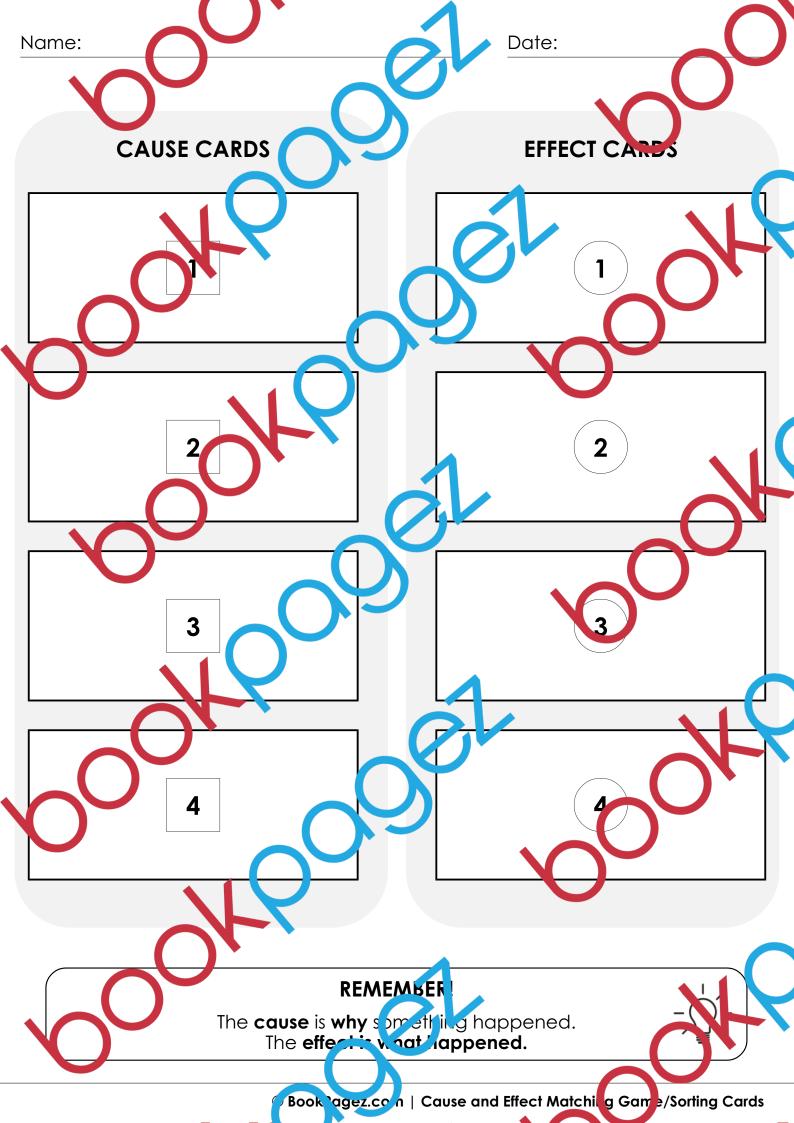
he swallowed a watermelon seed.

The crocodiie's imagination well wild because

le swallowed a watern elon seed.

The crococlie legined that there was no need to worry because

nothing bad happens to him after swallowing the seed.



CAUSE CARDS

EFFECT CARDS

The crocodile ate watermeles, all day because

vas tapy.

The crocodile got ca ea when

he swallowed a watermelon seed.

The crocodile's imagination went wild because

he swallowed a watermelon seed.

The crocodile learned that there was no need to worry because

nothing bad happens to 1 m after swallowing the seed.

REMEMBER

The cause is why something happened.

The effective nat appened.

