

Name: _____

Date: _____

Directions:

1. These are cause and effect cards for *If You Give a Pig a Pancake*. 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, keep the cards and 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 pig wanted to take a bath because



she saw the big tree in the backyard on the way to the mailbox.



The pig felt homesick because



getting sticky from the wallpaper glue reminded her of the maple syrup.



The pig wanted to build a treehouse because



she got all sticky from eating the syrup.



The pig wanted syrup again because



the rubber duck reminded her of the farm where she was born.



Name: _____

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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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CAUSE CARDS

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The pig felt homesick because

The pig wanted to build a treehouse because

The pig wanted syrup again because

EFFECT CARDS

she got all sticky from eating the syrup.

the rubber duck reminded her of the farm where she was born.

she saw the big tree in the backyard on the way to the mailbox.

getting sticky from the wallpaper glue reminded her of the maple syrup.

REMEMBER!

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The **effect** is **what** happened.

