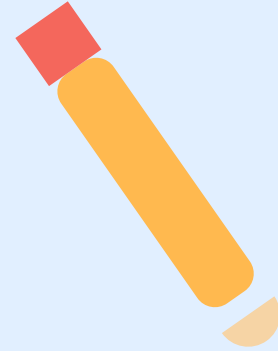


Cause and Effect

English

Cause and effect



Inside this printable

- 8 focused activity pages
- Clear, age-aware instructions
- A final grown-up guidance page

Play. Learn. Grow.

A BrightPencil Kids printable for ages 7-8 focused on cause and effect. Find why something happened and what happened because of it.

ACTIVITY 1

Cause and Effect

The path was icy, so Sam walked slowly. Why did Sam walk slowly?

A. the path was icy

B. he was racing

C. it was sunny

Circle your answer, then explain why you chose it.

ACTIVITY 2

Cause and Effect

Lina watered the plant, so the soil became wet. What was the effect?

A. soil became wet

B. plant moved house

C. sun disappeared

Circle your answer, then explain why you chose it.

ACTIVITY 3

Cause and Effect

The bell rang, so the class lined up. What caused the class to line up?

A. the bell rang

B. the rain stopped

C. lunch was cold

Circle your answer, then explain why you chose it.

ACTIVITY 4

Cause and Effect

Noah forgot his coat, so he felt cold. What was the cause?

A. forgot his coat

B. ate breakfast

C. read a book

Circle your answer, then explain why you chose it.

ACTIVITY 5

Cause and Effect

The wind grew strong, so leaves blew across the path. What was the effect?

A. leaves blew

B. wind stopped

C. path vanished

Circle your answer, then explain why you chose it.

ACTIVITY 6

Cause and Effect

The path was icy, so Sam walked slowly. Why did Sam walk slowly?

A. the path was icy

B. he was racing

C. it was sunny

Circle your answer, then explain why you chose it.

ACTIVITY 7

Cause and Effect

Lina watered the plant, so the soil became wet. What was the effect?

A. soil became wet

B. plant moved house

C. sun disappeared

Circle your answer, then explain why you chose it.

ACTIVITY 8

Cause and Effect

The bell rang, so the class lined up. What caused the class to line up?

A. the bell rang

B. the rain stopped

C. lunch was cold

Circle your answer, then explain why you chose it.

Keep practice short and positive

- 1 Read the instruction together once.
- 2 Let the learner try before stepping in.
- 3 Ask: How did you work that out?
- 4 Correct one small thing at a time.
- 5 Finish with one success the learner can name.

Answer guidance

Open drawing and writing tasks can have more than one good answer. For number, language and knowledge questions, check the learner can explain the idea rather than only guess. Online Practice gives immediate gentle feedback for the matching digital activity.

BrightPencil rule: progress matters more than perfection.