



HIGH-FLYING FUN WITH...

CAUSE AND EFFECT



COACH QUILL SAYS:

All of our actions have consequences. This relationship is known as "cause and effect." A **cause** is something that happens, and the **effect** is the result of that action. For example, completing this activity (cause) will help you master a new skill (effect).

What will happen?

As an experienced racer, it's up to you to teach the rookies about the results of their actions. Read each cause and then fill in the blank with the letter of the most likely effect.

CAUSE
1. Skyla pays attention in class and does all of her homework. Effect: _____
2. Rocket doesn't study for the test. Effect: _____
3. Dorn eats worms. Effect: _____
4. Rocket sneaks into the High Flyers' race. Effect: _____
5. Miles tells Rocket he can't play tag with them. Effect: _____
6. Dorn teaches Rocket acronyms to help him remember his lessons. Effect: _____
7. Rocket apologizes to his friends. Effect: _____

EFFECT
A. He has worm breath.
B. The High Flyers get mad at him.
C. She is one of the top students in her class.
D. He feels left out.
E. They forgive him.
F. He fails the test.
G. His grades improve.

8. Read the *cause* below and then write your own *effect*. Complete the scene with color.

Rocket takes a shortcut during a race.

Effect: _____



For more high-flying fun, visit: TeamHighFlyers.com