

Cause and Effect

Focus: Plot

Genres: Fiction, Folktales

Objective: To describe causes and effects of events in a story

Demonstration Story: *The Three Billy Goats Gruff*

Comprehension Skills:

- Identifying cause and effect
- Retelling

Graphic Organizer: Cause and Effect, page 3-10

Name _____

Title The Three Billy Goats Gruff

Cause and Effect

Cause	Effect
A troll is under the bridge.	The goats cannot cross over.
The first two goats are small.	The troll lets them pass.
The third goat is big.	The troll has to fight.
The troll falls off the bridge.	The biggest goat crosses over.

3-10 Graphic Organizers ©Primary Concepts

Introducing the Graphic Organizer

Read or remind children of the story of *The Three Billy Goats Gruff*. Display a transparency of the Cause and Effect graphic organizer on an overhead projector.

1. Retell the story, stopping to write each major event on the Cause and Effect graphic organizer. For example, write *A troll is under the bridge*. Ask children what the consequences or effects of this are. Give them a prompt as needed. *The troll is under the bridge SO...* Write their response in the oval box next to it. Read across from the cause to the effect. *The troll is under the bridge, SO the goats cannot cross over.*
2. Point out that you can read the sentence backwards with the effect first and the cause second using the word *because*. *The goats cannot cross over BECAUSE the troll is under the bridge.*
3. Continue reading the story and writing causes and effects on the graphic organizer. Each time read what you have written two ways: first using the word *so*, and then backwards using the word *because*.

Using the Graphic Organizer

Make copies of the graphic organizer available, and have children record causes and effects for books they read on their own. Children can write the effect first and then the cause or the cause first and then the effect.

Extending the Learning

Help children see that they can compose sentences in several ways to tell about causes and effects. You have explained *so* and *because* already. Introduce one other way using the words *if* and *then*. *IF the troll is under the bridge, THEN the goats cannot cross over.*

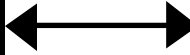
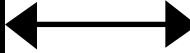
Name _____

Cause and Effect

Title _____

Cause

Effect



Story Frame

— Characters —

— Setting —

— Problem —