

## Worksheet 1 – Get Away! Cause and Effect

The story *Get Away* is a great example of how certain events in a story can impact on subsequent events as the plot develops. Think of it like a row of upstanding dominoes toppling over, each one causes the next one to drop – a perfect 'cause and effect'.

**Task:** Read through the following causal events from *Get Away!* and describe the effect of each.

**CAUSE:** Usually the butcher exchanges meat for fish but the fish aren't biting.

*EFFECT:* \_\_\_\_\_

**CAUSE:** Andy gets distracted while he was cooking the muttonchops on the fire.

*EFFECT:* \_\_\_\_\_

**CAUSE:** The men start to run away from Tommy after they spy the ignited fuse.

*EFFECT:* \_\_\_\_\_

**CAUSE:** Andy starts throwing sticks and stones at Tommy the retriever.

*EFFECT:* \_\_\_\_\_

**CAUSE:** Dave snatches the bomb out of Tommy's mouth and throws it away.

*EFFECT:* \_\_\_\_\_

**CAUSE:** Tommy leaves Dave to chase Jim so Jim climbs a tree to escape.

*EFFECT:* \_\_\_\_\_

**CAUSE:** Dave seeks refuge in the local hotel but Tommy finds his way in.

*EFFECT:* \_\_\_\_\_

**CAUSE:** Dave hides in an elevated outdoor kitchen but Tommy goes in underneath.

*EFFECT:* \_\_\_\_\_

**CAUSE:** The vicious yellow dog catches up to Tommy.

*EFFECT:* \_\_\_\_\_

### Extension Activity:

- Design a comic strip or digital animation of *Get Away* and present it to an audience.