

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 is 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.