

She ____ (16.turn) a pumpkin into a coach, mice into horses, a rat into a coachman, and lizards into footmen.



She then ____ (17.turn) Cinderella's rags into a beautiful gown, and ____ (18.make) her a pair of glass slippers. The Godmother ____ (19.tell) her that she must return before twelve because the spells would be broken by midnight.



**The Prince _____ (20.fall) in love with Cinderella at
the ball and (21.dance) _____ with her throughout the night.**

