

ZOOTOPIA



1. If Judy _____ (eat) a carrot, she _____ (feel) happy.
2. If you _____ (go) to Tundratown tomorrow, you _____ (need) a warm coat.
3. Flash the sloth _____ (sleep) a lot if he _____ (not / drink) coffee.
4. If Nick _____ (see) a police car, he _____ (run) away.
5. Chief Bogo _____ (get) angry if his officers _____ (be) late.
6. If we _____ (find) the bad guys, we _____ (become) heroes.
7. A small animal _____ (get) scared if a big animal _____ (shout).
8. If Judy _____ (not / stop) working hard, she _____ (be) a great cop.
9. Gazelle _____ (sing) a new song if the crowd _____ (clap) tomorrow.
10. If a visitor _____ (need) help, Officer Clawhauser _____ (smile) and help them.

LIVEWORKSHEETS