ORMIE. CAUSE AND EFFECT. MATCH

1- ORMIE SMELLS THE BISCUITS.

2- ORMIE OPENS THE FRIDGE DOOR.

3- ORMIE PILES UP BOXES.

4- HE CUTS THE FLOOR WITH A CHAINSAW.

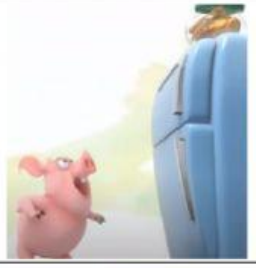
5- HE HITS THE FRIDGE.

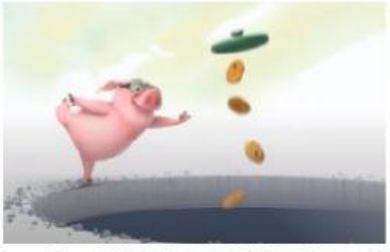
A- HE FALLS IN THE BOXES.

B- THE BISCUITS FALL ON HIM.

C- ICE FALLS ON HIM.

D- HE WANTS TO EAT THE BISCUITS.





E- THE FRIDGE FALLS IN THE HOLE.

LIVEWORKSHEETS

LIVEWORKSHEETS