

# A Ghost Story

## Create a Cause and Effect Chart

Throughout the story there are many events that cause something to happen. We call this 'cause' and 'effect'. Complete the chart below by writing the correct effects next to their causes. (Clues are at the bottom of the page!)

Cause	Effect
Dolph was offered \$50 to be a ghost-hunter.	
Dolph heard footsteps coming up the stairs.	
The ghost beckoned. He walked across the room, and through the door.	
They came to a well. The ghost stopped, pointed down the well and disappeared.	
Dolph rescued Maria from the wildly galloping horse and buggy.	
Mr Vander Heyden told him that his ancestor buried his treasure without telling anyone.	
Dolph searched the well.	
Dolph became very rich.	

Dolph took a candle and followed.  
 Maria invited Dolph to her home.  
 Dolph agreed to be a ghost hunter.  
 Dolph bought the house on the hill.

Dolph went to find the treasure.  
 Dolph climbed out of bed and hid.  
 Dolph found the treasure.  
 Dolph looked down the well.