

Name \_\_\_\_\_



## Knightly Cause & Effect

**Directions:** Below are five situations from *Don Quixote*. Each begins with one of Don Quixote's **delusions** (CAUSE). Your job is to complete the chain by matching it with the correct **effect/outcome**. Write the letter of the effect in the blank. Then, in the "Comic or Tragic?" column, label the outcome as *comic* or *tragic*.

- A. Don Quixote is beaten badly by mule drivers.
- B. He mistakes windmills for giants and gets knocked down.
- C. A group of prisoners is freed, but they turn on him and rob him.
- D. He insists Dulcinea is enchanted when Sancho presents a random peasant woman.
- E. Sancho is tricked into "governing" an island and learns harsh lessons about power.

### Cause-and-Effect Chains

- 1. Cause: Don Quixote sees windmills as giants.  
Effect: \_\_\_\_\_  
Comic or Tragic? \_\_\_\_\_
- 2. Cause: Don Quixote attacks mule drivers to defend his horse.  
Effect: \_\_\_\_\_  
Comic or Tragic? \_\_\_\_\_
- 3. Cause: Don Quixote believes prisoners deserve freedom.  
Effect: \_\_\_\_\_  
Comic or Tragic? \_\_\_\_\_
- 4. Cause: Don Quixote demands to see Dulcinea in her beauty.  
Effect: \_\_\_\_\_  
Comic or Tragic? \_\_\_\_\_
- 5. Cause: Don Quixote promises Sancho rewards for loyalty.  
Effect: \_\_\_\_\_  
Comic or Tragic? \_\_\_\_\_