

Name: _____

Date: _____

Biscuit Wants to Play: Memory Match

After reading *Biscuit Wants to Play*, use this Memory Matching puzzle to help students build familiarity with the book's vocabulary words. Find matching pairs of words to complete the game. Each new game presents a new set of randomly selected words.

KITTEN	KITTEN
LEAF	LEAF
WOOF	WOOF
PLAY	PLAY
CRICKET	CRICKET
JUMP	JUMP

STUCK

STUCK

TREE

TREE