

## 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.

WOOF	WOOF
KITTEN	KITTEN
BUTTERFLY	BUTTERFLY
JUMP	JUMP
CRICKET	CRICKET
PLAY	PLAY

TREE

TREE

GOOD

GOOD