

## Biscuit Wins a Prize: Memory Match

After reading *Biscuit Wins a Prize*, 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.

WIN	WIN
SWEET	SWEET
SATIN	SATIN
ROLL	ROLL
PET	PET
FISH	FISH

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