

Curious George Flies a Kite: Memory Match

After reading *Curious George Flies a Kite*, 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.

| | |
|--------|--------|
| ROOM | ROOM |
| BUNNY | BUNNY |
| HAPPY | HAPPY |
| GAME | GAME |
| DOOR | DOOR |
| TRICKS | TRICKS |
