

## Curious George Takes a Job: Memory Match

After reading *Curious George Takes a Job*, 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.

ZEBRA	ZEBRA
PILL	PILL
LATE	LATE
JOB	JOB
GIVE	GIVE
WONDERFUL	WONDERFUL

SKYSCRAPER

SKYSCRAPER

HANDS

HANDS