

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.

ZOO	ZOO
TELEPHONE	TELEPHONE
GIVE	GIVE
DOG	DOG
SKYSCRAPER	SKYSCRAPER
FIRST	FIRST

TRAIN

TRAIN

ESCAPE

ESCAPE