

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.

WONDERFUL	WONDERFUL
LATE	LATE
TRAIN	TRAIN
AGO	AGO
SKYSCRAPER	SKYSCRAPER
TELEPHONE	TELEPHONE

GEORGE	GEORGE
ZEBRA	ZEBRA