

I Spy A Penguin: Memory Match

After reading *I Spy A Penguin*, 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.

BOX	BOX
BASKET	BASKET
NUMBER	NUMBER
PLAY	PLAY
ANTLER	ANTLER
PURPLE	PURPLE
