

## 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.

PHOTOGRAPHS	PHOTOGRAPHS
THREE	THREE
CREAM	CREAM
ANTLER	ANTLER
PUPPY	PUPPY
NUMBER	NUMBER

BASKET

BASKET

ZEBRA

ZEBRA