

Name: _____

Date: _____

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.

PENGUIN	PENGUIN
ANTLER	ANTLER
THREE	THREE
COMPASS	COMPASS
PUPPY	PUPPY
ZEBRA	ZEBRA

NUMBER	NUMBER
PANDA	PANDA