

Name: _____

Date: _____

Time of Wonder: Memory Matching (Hard)

After reading Time of Wonder, 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.

FIDDLEHEADS	FIDDLEHEADS
ANCHORS	ANCHORS
HUMMINGBIRD	HUMMINGBIRD
SILHOUETTES	SILHOUETTES
BORING	BORING
CAMDEN	CAMDEN

RIPPLE

RIPPLE

SAILBOAT

SAILBOAT

FOREST

FOREST

ISLAND

ISLAND