

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.

ISLAND	ISLAND
PENOBSCOT	PENOBSCOT
SPLASH	SPLASH
ANCHORS	ANCHORS
RIPPLE	RIPPLE
FOREST	FOREST

FIDDLEHEADS

FIDDLEHEADS

GHOSTS

GHOSTS

SILHOUETTES

SILHOUETTES

BORING

BORING