

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.

SILHOUETTES	SILHOUETTES
ISLAND	ISLAND
SAILBOAT	SAILBOAT
FIDDLEHEADS	FIDDLEHEADS
SPLASH	SPLASH
FOREST	FOREST

ANCHORS

ANCHORS

RIPPLE

RIPPLE

BORING

BORING

GHOSTS

GHOSTS