

Time of Wonder: Memory Matching (Medium)

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.

GHOSTS	GHOSTS
RIPPLE	RIPPLE
FIDDLEHEADS	FIDDLEHEADS
ANCHORS	ANCHORS
SILHOUETTES	SILHOUETTES
CAMDEN	CAMDEN
