

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.

FIDDLEHEADS	FIDDLEHEADS
SAILBOAT	SAILBOAT
ISLAND	ISLAND
CAMDEN	CAMDEN
BORING	BORING
ANCHORS	ANCHORS
