

Name: _____

Date: _____

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.

CAMDEN	CAMDEN
GHOSTS	GHOSTS
FIDDLEHEADS	FIDDLEHEADS
SPLASH	SPLASH
SAILBOAT	SAILBOAT
ISLAND	ISLAND
