

Name: _____

Date: _____

Biscuit Wins a Prize: Memory Match

After reading *Biscuit Wins a Prize*, 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.

SATIN	SATIN
ROLL	ROLL
WIN	WIN
SWEET	SWEET
FISH	FISH
PRIZE	PRIZE
