

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.

FISH	FISH
SWEET	SWEET
PET	PET
SATIN	SATIN
BISCUIT	BISCUIT
WIN	WIN
