

Curious George: Memory Match

After reading Curious George, 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.

TROUBLE	TROUBLE
CATCH	CATCH
EASY	EASY
WATCHMAN	WATCHMAN
MONKEY	MONKEY
TIRED	TIRED

DEPARTMENT

DEPARTMENT

PLACE

PLACE