

Curious George Takes a Job: Memory Match

After reading *Curious George Takes a Job*, 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.

ESCAPE	ESCAPE
SKYSCRAPER	SKYSCRAPER
WONDERFUL	WONDERFUL
READ	READ
GIVE	GIVE
WINDOW	WINDOW

CAGE

CAGE

TELEPHONE

TELEPHONE