

## I Spy A Penguin: Memory Match

After reading *I Spy A Penguin*, 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.

COMPASS	COMPASS
BASKET	BASKET
PENGUIN	PENGUIN
ZEBRA	ZEBRA
THREE	THREE
NUMBER	NUMBER

BALLERINA

BALLERINA

ANTLER

ANTLER