

## Time of Wonder: Memory Matching (Hard)

After reading Time of Wonder, 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.

SPLASH	SPLASH
ISLAND	ISLAND
FIDDLEHEADS	FIDDLEHEADS
SILHOUETTES	SILHOUETTES
ANCHORS	ANCHORS
SAILBOAT	SAILBOAT

CAMDEN

CAMDEN

RIPPLE

RIPPLE

HUMMINGBIRD

HUMMINGBIRD

PENOBSCOT

PENOBSCOT