

Time of Wonder: Memory Matching (Medium)

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.

ISLAND	ISLAND
FOREST	FOREST
RIPPLE	RIPPLE
FIDDLEHEADS	FIDDLEHEADS
HUMMINGBIRD	HUMMINGBIRD
ANCHORS	ANCHORS
