

Name: \_\_\_\_\_

Date: \_\_\_\_\_

## King for a Day: Memory Match

After reading *King for a Day*, 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.

NICKNAME	NICKNAME
SNAG	SNAG
CURRENT	CURRENT
PLUCK	PLUCK