

## 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.

SILHOUETTES	SILHOUETTES
FIDDLEHEADS	FIDDLEHEADS
RIPPLE	RIPPLE
PENOBSCOT	PENOBSCOT
SAILBOAT	SAILBOAT
HUMMINGBIRD	HUMMINGBIRD

GHOSTS

GHOSTS

FOREST

FOREST

ANCHORS

ANCHORS

BORING

BORING