

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.

CAMDEN	CAMDEN
SPLASH	SPLASH
RIPPLE	RIPPLE
FIDDLEHEADS	FIDDLEHEADS
ANCHORS	ANCHORS
SAILBOAT	SAILBOAT
