

Curious George Flies a Kite: Memory Match

After reading *Curious George Flies a Kite*, 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.

BALL	BALL
CURIOUS	CURIOUS
BOAT	BOAT
KITCHEN	KITCHEN
ROOM	ROOM
RIDE	RIDE

BUNNY

BUNNY

BABY

BABY