

A Friend for Dragon: Memory Match

After reading *A Friend for Dragon*, 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.

SNAKE	SNAKE
HOUSE	HOUSE
BLACK	BLACK
APPLE	APPLE
TREE	TREE
BLUE	BLUE

COZY

COZY

DOCTOR

DOCTOR