

## I Spy A Penguin: Memory Match

After reading *I Spy A Penguin*, 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.

ANTLER	ANTLER
BLACK	BLACK
PURPLE	PURPLE
PUPPY	PUPPY
THREE	THREE
BASKET	BASKET

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