

## 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.

THREE	THREE
NUMBER	NUMBER
ZEBRA	ZEBRA
PUPPY	PUPPY
PANDA	PANDA
PURPLE	PURPLE

BALLERINA

BALLERINA

BASKET

BASKET