

## 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.

HUMMINGBIRD	HUMMINGBIRD
ANCHORS	ANCHORS
FOREST	FOREST
SILHOUETTES	SILHOUETTES
SAILBOAT	SAILBOAT
FIDDLEHEADS	FIDDLEHEADS

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