
**Build a Better Mousetrap: Memory Matching
(Medium)**

After reading *Build a Better Mousetrap*, 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.

GENIUS	GENIUS
EXPERIMENT	EXPERIMENT
IMPROVEMENT	IMPROVEMENT
PERISCOPE	PERISCOPE
ENGINEER	ENGINEER
PROBLEM	PROBLEM

