
Build a Better Mousetrap: Memory Matching (Hard)

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.

IMPROVEMENT	IMPROVEMENT
EXPERIMENT	EXPERIMENT
INVENTOR	INVENTOR
ENGINEER	ENGINEER
PERISCOPE	PERISCOPE
PROBLEM	PROBLEM

OBSERVATION

OBSERVATION

GENIUS

GENIUS

INSPIRATION

INSPIRATION

PARACHUTE

PARACHUTE