

Name: _____

Date: _____

Code Your Own Games!: 20 Games to Create with Scratch: Memory Matching (Easy)

After reading *Code Your Own Games!: 20 Games to Create with Scratch*, 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.

CONDITIONAL	CONDITIONAL
PROGRAMMING	PROGRAMMING
PYTHON	PYTHON