Name: _____

Date: _____

DK Workbooks: Coding in Scratch: Games Workbook: Memory Matching (Easy)

After reading DK Workbooks: Coding in Scratch: Games Workbook, 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.

SOFTWARE	SOFTWARE
PROGRAMMING	PROGRAMMING
CONDITIONAL	CONDITIONAL