
How to Code in 10 Easy Lessons: Memory Matching (Medium)

After reading How to Code in 10 Easy Lessons, 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.

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|-------------|-------------|
| WEBSITE | WEBSITE |
| COMPUTER | COMPUTER |
| HTML | HTML |
| PROGRAMMING | PROGRAMMING |
| SOFTWARE | SOFTWARE |
| CODING | CODING |

