
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.

INVENTOR	INVENTOR
PROBLEM	PROBLEM
PERISCOPE	PERISCOPE
INSPIRATION	INSPIRATION
EXPERIMENT	EXPERIMENT
OBSERVATION	OBSERVATION

