

Name: _____

Date: _____

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.

PROBLEM	PROBLEM
INVENTOR	INVENTOR
INSPIRATION	INSPIRATION
OBSERVATION	OBSERVATION
PARACHUTE	PARACHUTE
IMPROVEMENT	IMPROVEMENT

ENGINEER

ENGINEER

EXPERIMENT

EXPERIMENT

PERISCOPE

PERISCOPE

GENIUS

GENIUS