

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.

ENGINEER	ENGINEER
IMPROVEMENT	IMPROVEMENT
INSPIRATION	INSPIRATION
PROBLEM	PROBLEM
OBSERVATION	OBSERVATION
INVENTOR	INVENTOR

EXPERIMENT

EXPERIMENT

GENIUS

GENIUS

PERISCOPE

PERISCOPE

PARACHUTE

PARACHUTE