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
PERISCOPE	PERISCOPE
INVENTOR	INVENTOR
PARACHUTE	PARACHUTE
PROBLEM	PROBLEM
GENIUS	GENIUS

OBSERVATION	OBSERVATION
EXPERIMENT	EXPERIMENT
IMPROVEMENT	IMPROVEMENT
INSPIRATION	INSPIRATION