
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.

ENGINEER	ENGINEER
GENIUS	GENIUS
PERISCOPE	PERISCOPE
EXPERIMENT	EXPERIMENT
INVENTOR	INVENTOR
IMPROVEMENT	IMPROVEMENT

