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.

INVENTOR	INVENTOR
GENIUS	GENIUS
INSPIRATION	INSPIRATION
EXPERIMENT	EXPERIMENT
PERISCOPE	PERISCOPE
OBSERVATION	OBSERVATION

PROBLEM	PROBLEM
PARACHUTE	PARACHUTE
IMPROVEMENT	IMPROVEMENT
ENGINEER	ENGINEER