

the Young Inventor's Club

by If not you brands?

Challenge #9



Inspired by Book 3!

Match the Inventor

An awesome activity that will encourage your kid to make their brain sweat! It's a simple challenge that will make reading fun for any kid. Have fun with your kids while working on **basic reading and memory skills**.

For Ages: 5-8

Time Needed: 20 min.



Challenge Objective

The objective of this challenge is to read "Let the Games Begin" and test your memory skills. Once you read the story, you will match the inventors from the story with their inventions.

Let's make our brains sweat!



What You'll Need

- A pen or pencil
- A copy of "If Not You, Then Who: Let The Games Begin". If you do not have a copy of the book, visit our website, OR get a digital copy on Amazon Kindle.

Don't forget to **SHARE A PICTURE** of your challenge with us on Instagram **@ifnotyoubooks**

Match the Inventor

Hey there Young Inventor! Have something to write with? You do? Great!

Now that you have read "Let The Games Begin", try to use your memory to the best of your ability and match the inventor's name to the invention by drawing a line from one to the other.

James Naismith



Ice Cream Bars

Eugène Lami



The Wheelchair

Arthur Melin



The Hoola Hoop

Harry Burt



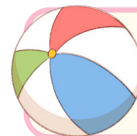
Basketball

Jonathan Delonge



The Tutu

Marilyn Hamilton



The Beach Ball



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