





Warning: The interactivity in this PDF file is enabled by Javascript. For full funcitonality you have to use the Javascript capable PDF browser. Currently only Adobe Reader is GRAPH Available.

## MATCHING GAME

The goal of the puzzle is to make correct pairs of questions and answers with a minimal amount of incorrect attempts.

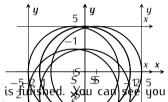




## Euclid, Greek mathematician

Match the graph of a circle with the circle equation.

**1**/6



 $\leftarrow$ 

The puzzle is this ned. You can see you score or browse the questions again

 $\rightarrow$ 

a

h

С

d

Д

f

\_

h

