## MATH 4 Class

## 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 RECIPRO available,

## MATCHING GAME

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

## Plato, Greek philosopher.

Match each number with its multiplicative inverse (reciprocal).

## Numbers:

1

2
4
3
5

6

Reciprocals:
A

B
B D
F

H
G

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