



# Case Three: Tools of IPM Trade

Grades 1-3

Level 3: Agent

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## Concentration!

Directions: Cut out the cards. Mix the cards up, and put them in a pattern face down. With a partner or by yourself, take turns flipping over two cards at a time. Each time you match two cards you get to keep them. The person with the most pairs of matched cards at the end of the game wins! If you need help with the matching, look in the top corners of each card. Matching cards will display the same number. Or find the answer key at <http://www.ipminstitute.org/pdfmatchinganswers.pdf>.

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|---|-------------------------------------|
| 1<br><b>Fly</b><br>Level 3: Agent       | 2<br><b>Mouse</b><br>Level 3: Agent |
| 3<br><b>Cockroach</b><br>Level 3: Agent | 4<br><b>Weeds</b><br>Level 3: Agent |

|   |   |
|---|---|
| <p>5</p> <p><b>Fleas</b></p> <p>Level 3: Agent</p>      | <p>6</p> <p><b>Rabbits</b></p> <p>Level 3: Agent</p>        |
| <p>7</p> <p><b>Ants</b></p> <p>Level 3: Agent</p>       | <p>8</p> <p><b>Carpenter Ants</b></p> <p>Level 3: Agent</p> |
| <p>9</p> <p><b>Bee Stings</b></p> <p>Level 3: Agent</p> | <p>10</p> <p><b>Mosquitoes</b></p> <p>Level 3: Agent</p>    |
| <p>1</p> <p><b>Swatter</b></p> <p>Level 3: Agent</p>    | <p>2</p> <p><b>Trap</b></p> <p>Level 3: Agent</p>           |

|  |  |
|--|--|
| <p>3</p> <p><b>Bait</b></p> <p>Level 3: Agent</p>            | <p>4</p> <p><b>Pull Them Out</b></p> <p>Level 3: Agent</p>   |
| <p>5</p> <p><b>Vacuum Carpet</b></p> <p>Level 3: Agent</p>   | <p>6</p> <p><b>Fence Garden</b></p> <p>Level 3: Agent</p>    |
| <p>7</p> <p><b>Clean Up Spills</b></p> <p>Level 3: Agent</p> | <p>8</p> <p><b>Repair Wet Wood</b></p> <p>Level 3: Agent</p> |
| <p>9</p> <p><b>Wear Shoes</b></p> <p>Level 3: Agent</p>      | <p>10</p> <p><b>Wear Repellent</b></p> <p>Level 3: Agent</p> |