| NGPF_LG.png | **NGPF Activity Bank** ***Managing Credit*** |
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INTERACTIVE: Compounding Cat Insanity

| Interactive: [Cat Insanity](http://playcatinsanity.com/) |
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| **GAMEPLAY TIPS**   * At the beginning of the game, the characteristics of the cat you choose will impact the food requirement needed to successfully complete each round. * During each round, click the cats the appropriate amount of times to feed them! You don’t need to drag the food to the cats.  *NOTE: This game depicts unpaid debt in the form of "dead" cartoon cat skeletons, which might impact some students emotionally.* |
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### Part I: Play the game, Cat Insanity Go to [Cat Insanity](http://playcatinsanity.com/) and click “Begin”. When you finish the game, you should keep the final page on your screen. It may help you answer the questions below.

**Part II: Reflect**

When you have finished playing, reflect on the game by answering the questions below.

### How did you pick your cat?

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1. What was your strategy as you played the game? What would you do differently next time?

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1. How would you describe your emotions as you played the game from start to finish?

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1. Cat Insanity demonstrates how it feels to pay a high-interest loan. Match the high-interest loan elements that are represented through the various game elements using the “Let’s Break It Down” section at the end of the game.

| Game Elements | High-Interest Loan Elements |
| --- | --- |
| Cat |  |
| Scoop |  |
| Dead Cat |  |
| Multiply Rate |  |
| Bag of Food |  |
| Kitty Karma |  |
| Kitty Angel |  |

1. Use the matching terms above, explain how playing Cat Insanity is an analogy for debt repayment.

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1. What is your key takeaway from playing this game?

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