

Cut along the gray line 

CAT



Safety Tip

Tell an adult if you see a damaged electric pole, broken wire, or sparking line.



CAT

DUCK



Safety Tip

Never touch an electrical outlet with wet hands.



DUCK

LARRY



Safety Tip

Always pull a plug out of an outlet by the plug, not the cord!



LARRY

KATIE



Safety Tip

Never use a device with a damaged cord. Ask an adult for help!



KATIE

CAT



Safety Tip

Unplug chargers when you're not using them.



CAT

DUCK



Safety Tip

Don't run cords under rugs. They can get hot and start a fire.



DUCK

LARRY



Safety Tip

Keep metal objects like forks and scissors away from outlets.



LARRY

KATIE



Safety Tip

Don't overload outlets with too many plugs.



KATIE

ZAP Card!

Each player must give the ZAP card winner 1 card!



Cut along the gray line 



Cut along the gray line 

CAT



Safety Tip

Always stay far away
from fallen power lines.
At least 40 feet!



KATIE



Safety Tip

Stay out of electrical
substations and never
climb the fence.



KATIE

DUCK

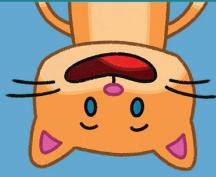


Safety Tip

Never climb trees that
are touching power lines.



CAT



Safety Tip

Never throw objects
onto power lines!



CAT

LARRY



Safety Tip

Fly kites and drones only
in wide, open spaces
away from power lines.



LARRY

DUCK



Safety Tip

Never touch a fence
that has a warning sign
for electricity.



DUCK

LARRY



Safety Tip

Don't climb on utility
poles or equipment
boxes.



LARRY

KATIE



Safety Tip

Never jump in the water
to help someone who
might be getting shocked.
Call for help instead!



KATIE

ZAP Card!

Each player must give the ZAP
card winner 3 cards!



Cut along the gray line 



Cut along the gray line 

CAT



Safety Tip

Keep electric cords away from pets. They like to chew!



CAT

DUCK



Safety Tip

Don't pull an electric cord tight. It can break inside.



DUCK

LARRY



Safety Tip

Ask an adult to check electric cords for fraying or cracks.



LARRY

KATIE



Safety Tip

Don't yank cords out of the wall after you finish using something.



KATIE

CAT



Electric Co-op Facts

Electric cooperatives are owned by the people they serve, not by big companies.



CAT

DUCK



Electric Co-op Facts

Every member of a co-op is also a co-op owner!



DUCK

LARRY



Electric Co-op Facts

Many electric co-ops were started in the 1930s and 1940s to bring lights to farms and rural towns.



LARRY

KATIE



Electric Co-op Facts

Electric cooperatives are democratic, which means members get to vote for their board of directors.



KATIE



ZAP Card!

Each player must give the ZAP card winner 2 cards!



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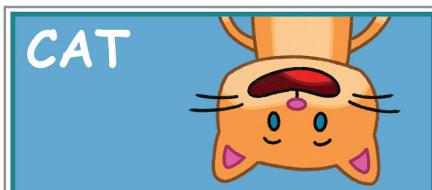
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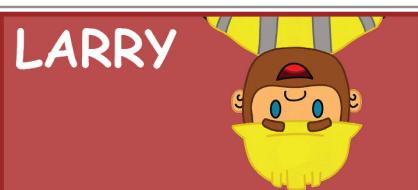
Electric Co-op Facts

Electric cooperatives work to keep electricity safe, reliable, and affordable.



Electric Co-op Facts

Electric cooperatives serve over 40 million people across the country.



Electric Co-op Facts

Cooperatives help their communities by supporting schools, fairs, local events, and more!



Action Card

You feel a tiny tingle while swimming in the water by a dock. Pretend to swim backwards away from the dock toward dry land.



Action Card

A power line has fallen on your car, and the car is on fire! Cross your arms over your chest and practice hopping like a bunny keeping your feet together to get away from the car.



Action Card

Act out pulling a plug by the base, not the cord!



Action Card

Pretend you see a tiny spark from a plug. Jump backward and hold your hands up to stay away.



Action Card

A tree branch is touching a power line. Hold your hand like a phone and pretend to call your electric co-op.



Each player must give the ZAP card winner 2 cards!



Cut along the gray line 



Cut along the gray line 

CAT



Action Card

A power line has fallen on your car, but the car is not on fire! Pretend to stay inside the car and call 911 for help!



DUCK



Action Card

Pretend you see a tiny spark from a plug. Jump backward and hold your hands up to stay away.



LARRY



Action Card

A power line has fallen on your car, and the car is on fire! Cross your arms over your chest and practice hopping like a bunny keeping your feet together to get away from the car.



KATIE



Action Card

You feel a tiny tingle while swimming in the water by a dock. Pretend to swim backwards away from the dock toward dry land.



KATIE

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RULES (1 of 3)

Character Cards

Character cards feature Cat, Duck, Lineman Larry, or Kilowatt Katie from www.CatandDuck.org. Each card includes an electric safety tip, an electric co-op fun fact, or an action. Only the character matters when matching cards.

ZAP Cards

When a ZAP card is flipped onto the discard pile, all players must touch their nose and yell "ZAP!" The first player to do both wins the ZAP.

Each player must give the winner the number of cards indicated on the ZAP card from the top of their deck. Players with no cards do not give a card. After the effect is resolved, the ZAP card remains in the discard pile.

ZAP cards are not character cards and do not count as a match if two are played in a row.

RULES (2 of 3)

Setup

Shuffle all cards and evenly distribute them into decks for each player. Decks should have an equal number of cards or be within one card of each other.

Players hold their decks face down and take turns flipping cards onto a discard pile in the center of the play area. Cards should be flipped away from the player, so no one sees the card early.

The youngest player goes first, and play continues clockwise.

Slapping the Pile

When a character card is placed on top of a matching character card, all players race to slap the pile. The first player to slap the pile wins all the cards in the pile and adds them to the bottom of their deck.

RULES (3 of 3)

Before collecting the pile, the winning player must read the electric safety tip or electric co-op fun fact on the matching card aloud. If it is an action card, they must complete the action.

The player who wins the slap begins play again by flipping the next card.

If a player slaps the pile without a match, they must give one card from the top of their deck to each remaining player!

Winning the Game

If a player runs out of cards, they are eliminated from the game and may no longer slap or participate in ZAP cards. The last player with cards is the winner!

Want another way to play?

Visit www.CatandDuck.org for rules for another game using this deck of cards!

Cut along the gray line





Cut along the outline of the box.

Fold along the gray lines on the box.

On the side of the box, tuck the purple tab with the black lines to the inside. Then fold over the purple tab without the black lines to close the side of the box. Tape this seam so it stays in place.

Once the side is secured, fold and tuck in the remaining tabs to form the top and bottom of the box. Tape as needed.

