Bugs and shortcuts

CYBER YOUTH

Domain	Core Cybersecurity Principles
Topic Covered	Core Cybersecurity Principles
Learning Outcomes	• acquire the basic principles of cybersecurity • strengthened teamworking skills • improved understanding of core principles
Duration	60 minutes
Kind of Method	• interactive • group work • educational game
Required Materials	• printed board game • five tokens and a dice • the questions printed on colour paper • table to play on

Learning Setting and Activity Description

preparation:
Go through unit 1 of the Cyberyouth course. Print the board game on A3 paper. You will need 5 tokens (pawns) and one dice. Print the questions provided on colored paper and cut them.

In class:
slide 1-5: This game could be played after the participants have been introduced to the core principles of cybersecurity. It could also be played to check the preliminary knowledge of participants in a non-formal way.

Explain the rules to the group.

They should randomly divide into 5 groups.

A team wins in one of two ways:

Answer correctly a question from each colour type - collect the 5 colors

Reach the final sport on the board (100).

During the process of playing, encourage participants to discuss the questions and answers and explaining them to one another, thus exchanging knowledge.

Learning Setting and Activity Description	
Activity Evaluation/ Reflection	At the end of the game the participants are encouraged to self reflect and evaluate how they answered the questions.
Supporting materials	Presentation 🔗 Board game and questions to be printed 🔗

Secure or Vulnerable?

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Topic Covered	Core Cybersecurity Principles
Learning Outcomes	• acquire the basic principles of cybersecurity • strengthened teamworking skills • improved understanding of core principles
Duration	30 minutes
Kind of Method	• interactive • group work • educational game
Required Materials	• Only the ppt

Learning Setting and Activity Description	Participants are shown the phrases on the presentations and are asked to vote whether these situations are secure and vulnerable. After that it's time for discussions. The next slide asks the participants to think about the secure actions that could have been undertaking during the unsecure situations.
Activity Evaluation/ Reflection	At the end of the game the participants are encouraged to self reflect and evaluate how they answered the questions.
Supporting materials	Presentation

The jargon file

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Required Materials	Only the ppt

Learning Setting and Activity Description	This activity has two parts: Part 1: Ask participants to turn off their internet devices and to try to think of 3 words that they consider to be hacker/programmer jargon. They have 5 minutes. After that each one reads their words and you will check if they are present in the jargon file. Part 2: In the presentations participants are shown some more popular words/jargon. Read the definitions out load and discuss the terms with the participants.
Activity Evaluation/ Reflection	At the end of the game the participants are encouraged to self reflect and evaluate how they answered the questions.
Supporting materials	Presentation 🔗