Mrs. _____

I.U.P. GenCyber Combination Camp

Monday, June 18, 2018   11:00 - 2:00

<u>Lesson Title</u>: Engaging, Non-Tech Ways to Teach Cyber Security First Principles

<u>Summary:</u> Teachers will be first discuss best practices in vocabulary development and the creation of differentiated activities as our combined experiences provide.   Then, time will be dedicated to discussion and development of engaging strategies for embedding Cyber Security First Principles into all classrooms.

<u>Grade Band:</u>   <u>Time Required:</u>

PK – 12 Teachers   Two 50-minute sessions

<u>Lesson Learning Objectives/Outcomes:</u>

Helpers, Library and Guidance Office Aides (Least Privilege)

Behavior Rewards (Least Privilege)

Simple Signs or Symbol Use for Fire Escape Plans, Special Passes, Special Messages or Class Practices (Abstraction)

Lights vs. Screen vs. Computer (Process Isolation)

3) Play the originally suggested **GenCyber card game**.

Provide teachers answers for their decks.

Play other games/activities I created with the deck.

Then ask teachers to think of common card games that we could play with the deck (e.g. Rummy w/3 of a kind, GoFish with only 3 cards dealt at a time, Pokemon, Set, Concentration, I have...Who has, War? Poker? Crazy 8s? Solitaire?...)

4) Demonstrate one **active game** (Red Rover, Red Rover or Capture the Flag)

Then ask teachers to think of common active games that we could adapt to the practice the Principles (e.g. Duck, duck, goose; Mother May I; 7 UP; Chinese Freeze Tag, Scavenger Hunt, Trashketball,