

SuperCyberKids aims to respond to the need of children aged 8 to 13 to know more about cybersecurity by providing their teachers and parents with an educational ecosystem with a range of content on cybersecurity using a game-based approach to increase motivation and engagement



[supercyberkids.eu](https://supercyberkids.eu)

[#SuperCyberKids](https://twitter.com/SuperCyberKids)

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# SUPER CYBER KIDS



**Play and learn!**  
Interactive games for  
children on cybersecurity



Available in English, Estonian, Russian,  
Finnish, Swedish, Lithuanian, Polish,  
Ukrainian, Dutch and Danish

## Nabbovaldo the Cyber Blackmail



Available In English and Italian

## Project resources

- SuperCyberKids Learning Framework (conceptual framework for cybersecurity education)
- European reference framework for game-based cybersecurity education (curriculum integration)
- Guidelines for game designers and developers on adapting games for deployment as part of SuperCyberKids
- The SuperCyberKids gamified platform
- Guidelines for curriculum integration and deploying SuperCyberKids in schools
- Handbook of good practices on educating children aged 8-13 on cybersecurity using SuperCyberKids
- Roadmap for extending and sustaining SuperCyberKids beyond the project

## Consortium

