SUPER CYBER KIDS

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SuperCyberKids – Building a Safer Digital Future Together

Children today move effortlessly between online games, videos, chats, and digital learning tools. For young people aged eight to thirteen, the online world is no longer a separate space—it is part of everyday life. This brings wonderful opportunities, but it also exposes children to misinformation, online conflict, inappropriate content, unsafe passwords, and other risks that can affect their wellbeing.

The SuperCyberKids project was created to help children navigate these realities with confidence. As the project enters its final year, we are proud to share a complete and practical ecosystem that supports cybersecurity education in a way that is engaging, age-appropriate, and easy for schools to use.

SuperCyberKids combines a research-based European learning framework with classroom-ready teaching modules and interactive games. Eighteen modules explore essential themes such as online behaviour, reporting incidents, stronger passwords, misinformation, and cyberbullying. Seven of these modules include full lesson plans that teachers can deliver directly in their classrooms. The aim is to help children understand not just what *not* to do online, but how to think critically, act responsibly, and stay safe in digital environments.

A key feature of the project is its use of game-based learning. Games like Spoofy and Nabbovaldo allow children to practise responding to real digital scenarios in a fun, collaborative way. Instead of receiving abstract warnings, they get to make choices, solve problems, and reflect on the consequences—together with their teachers and classmates. This approach has made cybersecurity education more relatable and enjoyable in every pilot school that tested the materials.

All resources are available on the SuperCyberKids online platform, which brings together lesson plans, games, tutorials, and community materials in one user-friendly space. Anyone interested in exploring the ecosystem can register at **https://platform.supercyberkids.eu/landing_page/**. By entering the invitation code **2047Sup3r!**, users gain full access to the pilot materials and can begin incorporating them into their own educational settings.

As SuperCyberKids concludes its final year, the project team is focused on ensuring that its impact continues long after the official end date. One important step in this direction is our **Memorandum of Understanding (MoU)**. By signing the MoU, schools, organisations, and educational networks can formally express their commitment to promoting cybersecurity education, supporting the use of the SuperCyberKids resources, and contributing to the long-term sustainability of the initiative. Signing is non-binding, but it sends a strong message of shared responsibility and community support for children's digital wellbeing.

We warmly invite all partners, educators, schools, and organisations to explore the platform, make use of the materials, and consider joining the growing group of MoU signatories who believe in building a safer digital future for Europe's children.

Although the project will end this year, the work does not. We plan to add more lesson plans, and update the list of available educational games related to cybersecurity. With your involvement, the SuperCyberKids ecosystem will continue to empower young learners far beyond the lifetime of the project itself.