



Technical Skill Focus – Basics of Cybersecurity

SuperCyberKids Lesson Plan

Lesson 1 Introduction

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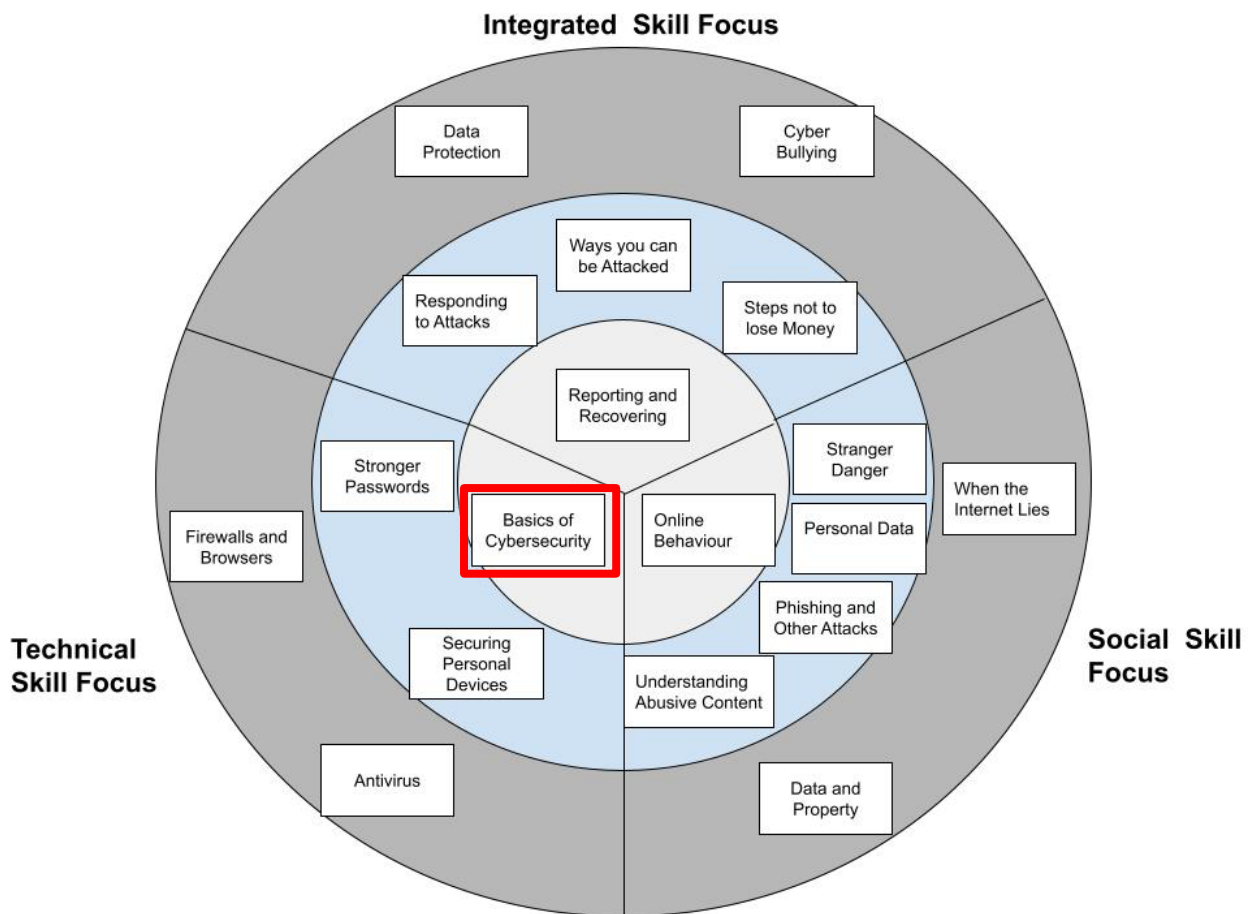
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1 Learning Context

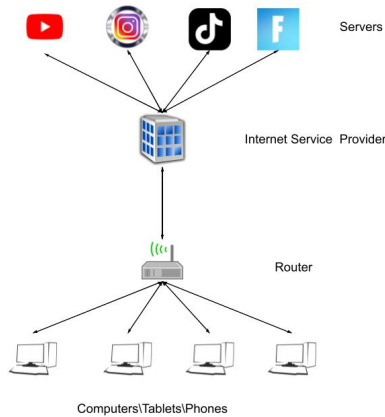
Main tool: Video game “Spoofy”

- Ages 8-13
- 10-25 students
- 50 minutes
- Location: classroom with projector or screen visible to all students
- Resources:
 - Internet-connected computer for instructor
 - *SPOOFY* game with lesson materials
 - Whiteboard
 - Paper and writing instruments for students

2 Objectives



3 Lesson Plan 1 - Introduction

Activity	Time	Details	Learning Goal	Extras
Intro	5 min	<p>Announce to the class that the topic of discussion for the day will be cybersecurity.</p> <p>Activity: Teacher draws a basic network map on the board (see figure below).</p>  <p>Explanation: Teacher explains how computers communicate with servers and the role of IP addresses in identifying devices. Then asks, “But how does the server or your computer know that it is <i>you</i>?”</p> <p>Teacher Questioning: Elicit responses from Students about how computers use passwords to identify users.</p>	Introduce topic	
Real-life examples	5 min	<p>Discussion: Teacher asks Students for examples of programs or websites they use that require passwords (e.g., Steam, Minecraft, Instagram, Roblox, email, etc.)</p> <p>Elicit responses from Students.</p>	Begin to personalize topic	
Think-pair-share activity	7 min	<p>Question: what could happen if someone got your password?</p> <p>Student work: in pairs, Students brainstorm 10 negative outcomes of having their password stolen</p> <p>Sharing: after pairs discuss, each group shares one idea with the class. Teacher writes ideas on board.</p>	Comprehension	
Discussion	5 min	<p>How PW are stolen</p> <p>Teacher-led discussion: Teacher leads a conversation about how someone else could get their PW (e.g., PW sharing, PW guessing, hacking, phishing, etc.)</p>	Comprehension	

		<p>Board work: Teacher writes the main points on the board:</p> <ul style="list-style-type: none"> - Sharing - Guessing - Other methods (optional) 		
Game	15 min	<p>PW Hangman game:</p> <p>Play a “Password Hangman” game. Start with a simple three-letter word.</p> <p>After the first round, elicit ideas for how to make the game more difficult (e.g., adding numbers, increasing number of letters, etc.).</p> <p>Play hangman again after each suggestion to demonstrate how the password becomes stronger</p> <ul style="list-style-type: none"> - After each round, emphasize the importance of making passwords harder to guess 	Application	
Wrap-up and HW assignment	3 min	<p>Teacher explains that, just like hangman, there are computer programs designed to guess passwords</p> <p>Homework assignment: Students will create a set of rules for making strong passwords, based on what they learned in class</p>	Application	
Review and final thoughts	5 min	<p>Recap</p> <ul style="list-style-type: none"> - Why are PWs important? - How to protect PWs - How to create strong PWs <p>Questions: Allow Students to ask any final questions before class ends.</p>		