



Integrated Skill Focus – Cyber Bullying

SuperCyberKids Lesson Plan

Lesson 2 Game Based Learning

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1 Target info

Main tool: Video game "Nabbovaldo and the blackmail from cyberspace".

Learning Context:

- Ages 10-13
- 20-25 students
- 1 hour
- Location: classroom with projector or screen visible to all students
- Resources:
 - Internet-connected computer for instructor
 - NABBOVALDO game with lesson materials
 - Whiteboard
 - Paper and writing instruments for students





Objectives:

- The game introduces children to understanding basic cyber threats.
- The game introduces children to responding to inappropriate content by taking the correct actions.
- The game introduces children to using strategies to protect against and prevent cyberbullying.
- The game introduces children to utilizing strategies to stay safe in online social contexts.
- The game introduces children to strategies to identify online frauds.
- The game introduces children to classifying abusive content.

2 Lesson 2 – Game Based Learning

Methodological premise: For educational use of Nabbovaldo videogame in the classroom, it is recommended to assign the task of playing the videogame (a single player) independently at home. This allows pupils to focus on specific characters and scenes during the lesson in class, even simply by referring to their pictures. The lesson will then take place according to a flipped classroom approach.

Activity	Time	Details	Learning Goal	Extras
Introduction	3 min	Indicate to class that the topic for the day is going to be about cyber bullying Elicit one example of cyber bullying on the board, e.g. trust all information you find online Introduce vocabulary: cyber bullying, securing personal device, online fraud, gambling	Introduction of the lesson focus	
Nabbovaldo	15 min	Introduce the videogame Nabbovaldo by presenting the	Malware	

– Chapter 2		<p>main characters.</p> <p>Linda's house scene with a lock on the door: introduction of the ransomware, the "blackmail from cyberspace", mentioned in the game.</p>  <p>Examples of other types of attacks, such as Malware, Denial of Service, Social Engineering. The teacher introduces the notions of malware, ransomware, trojan horse. Then, through the character of Dark Fred the concept of hacker is introduced.</p> 		
Nabbovaldo – Chapter 1, 3	15 min	<p>Introduce the videogame Nabbovaldo by presenting the story and main characters.</p> <p>Character Throll, Flint Flame (both Throll) and Heather Hater (hater): introduction to the concept of abusive content.</p>  <p>The teacher introduces the notions of haters and trolls, mostly related to social networks.</p>	Recognize abusive content	
Nabbovaldo – Chapter 3	15 min	<p>Casino scene with character Pop Polly (online fraud): introduction to the abuse of online gambling (<i>steps to avoid losing money</i>). The teacher also introduces the risks of online gambling (noting that players can only engage with the slot machine once).</p> 	Online gambling	
Review	5 min	<p>Teacher: "Today we learned about abusive content, malware, and cyberbullying, how we can recognize them?"</p> <p>"What good practices can we use to protect ourselves?"</p> <p>"How can we avoid online fraud?"</p>	Reinforcing the learning objectives	