



Integrated Skill Focus – Reporting and Recovering

SuperCyberKids Lesson Plan

Lesson 1 Introduction

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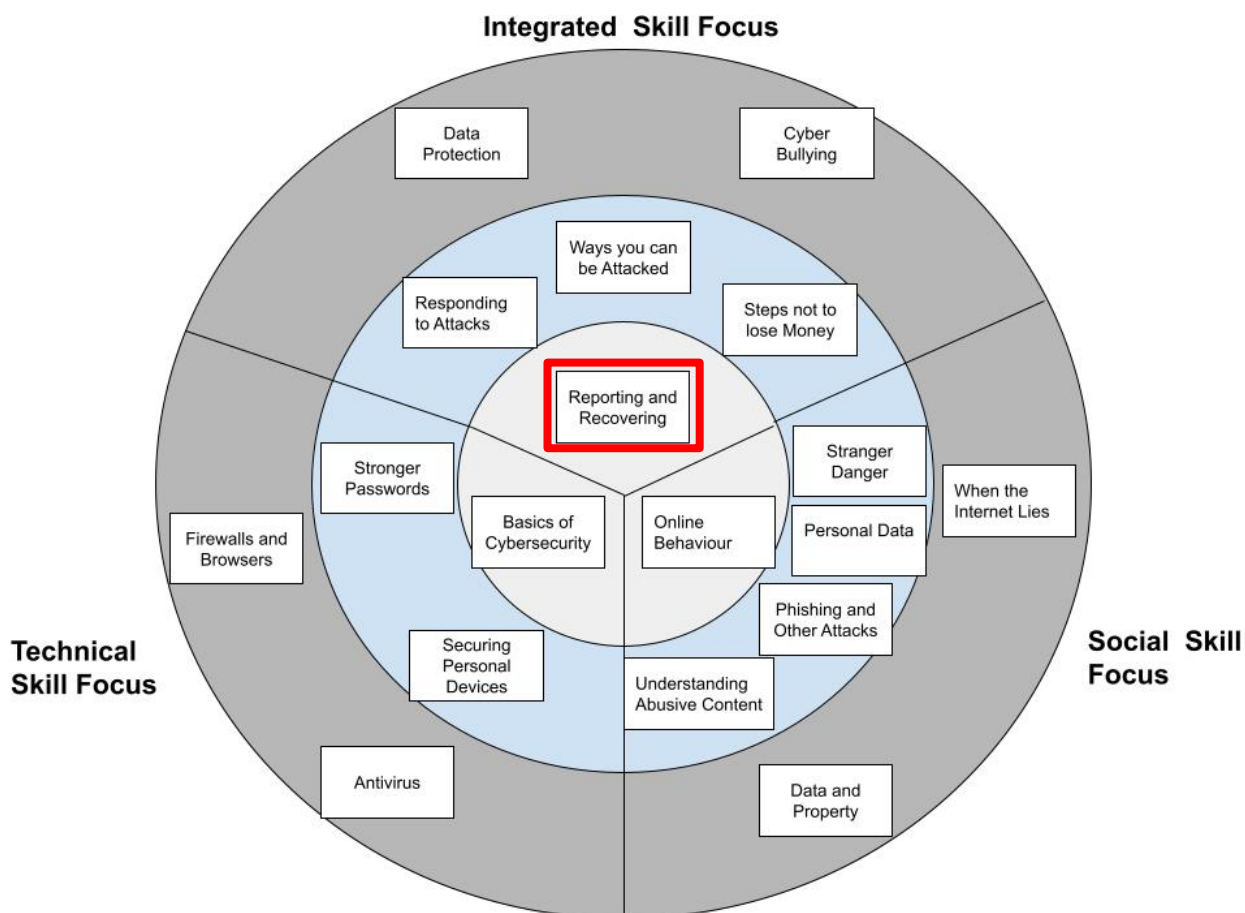
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1 Learning Context

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>Place a box on your desk or lectern. Say that today's activity revolves around what's in the box. You make up something interesting or something the students are bound to enjoy (like candy). Inform the class that you're going to distribute the contents of the box, open it, and feign surprise. "The box is empty! Everything is gone! What do we do?"</p> <p>Elicit ideas about what to do about the missing items.</p> <ul style="list-style-type: none"> - To whom should we report this? - What can we do to get the items back? 	Introduce topic	
Real-life examples	5 min	<p>Continuing from the intro, ask Students if they've ever had things stolen. What did they do to get the items back? Who did they tell about the issue?</p> <p>If Students cannot come up with appropriate responses themselves, feel free to make hints or suggestions of your own to move the conversation forward.</p>	Begin to personalize topic	
Think-pair-share activity	10 min	<p>Place Students in pairs and set them the task of making a list of steps to take in the event that they had something stolen online. (If Students wonder what could be stolen online, offer suggestions like a Social Media password or a Roblox/Minecraft account.)</p> <p>After a couple of minutes of pairs working together, have pairs split and form new pairs. Instruct the new pairs to discuss the answers they came up with in the first pair and compare answers. Have Students write down their steps for discussion.</p>	Comprehension of the topic	
Discussion	5 min	Elicit ideas from the class about what to do after a cyber-attack as explained above. Collate answers into a comprehensive list of steps. You can write this on the board or type it into a document for later use.		
Activity	15 min	<p>Before class, prepare a story about a person who spends their day making security mistakes. This story may vary in length and complexity based on your Students' age and ability level.</p> <p>The story should include a number of mistakes the person makes throughout the day that could lead to data breaches. This could include things like:</p>	Analysis of mistakes one can make	

		<ul style="list-style-type: none"> - Not having a password on their computer - Leaving said computer open in a café while they order something at the counter - Having a password, but it’s the name of their pet <p>Distribute the story to the class. Instruct the Students to underline all examples of risky behavior that could be avoided. For older Students, ask them to explain what steps the person could take to mitigate risk.</p> <p>Take time to discuss answers as a class after all Students have finished the activity.</p>		
Wrap-up and HW assignment	3 min	Assign Students homework in which they write about what could happen if your password gets stolen. The amount of writing should be dictated by the age and level of the class.	Comprehension	
Review and final thoughts	5 min	<p>Review:</p> <ul style="list-style-type: none"> - What to do if you get hacked <p>Take time to answer any questions students might have</p>		