



SUPER CYBER
KIDS



SUPER CYBER
KIDS

The SuperCyberKids gamification platform

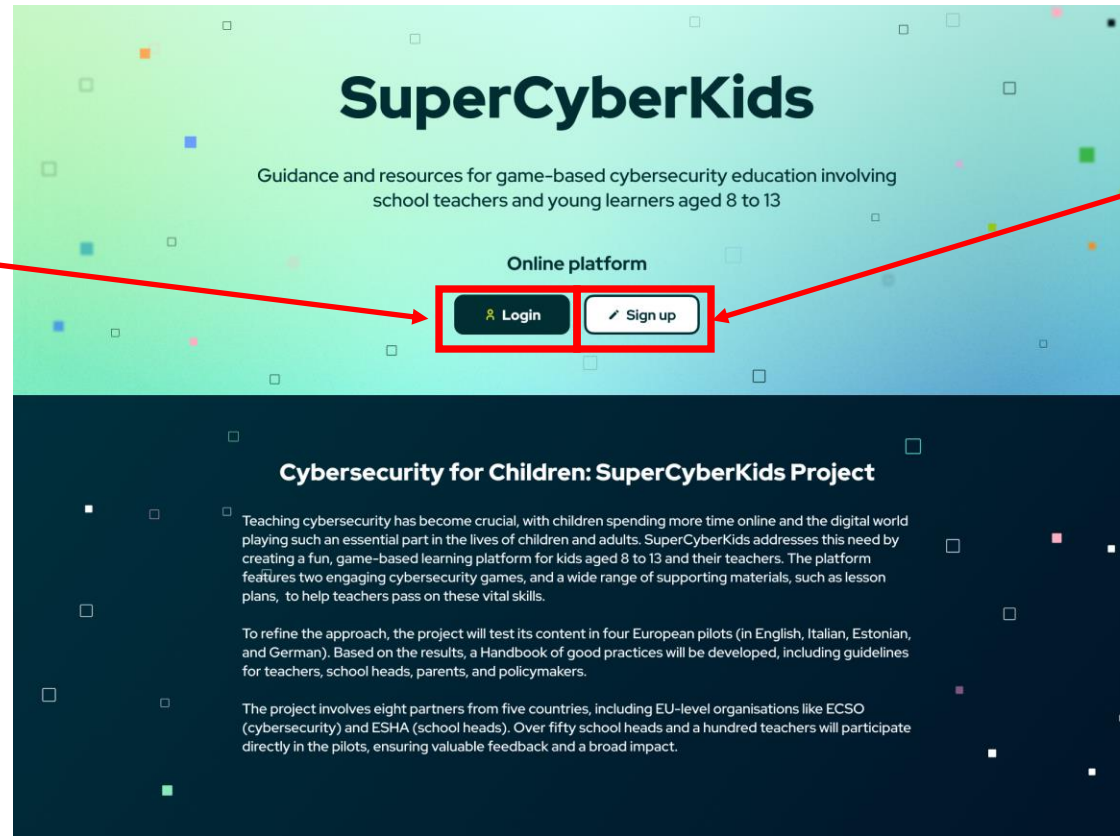


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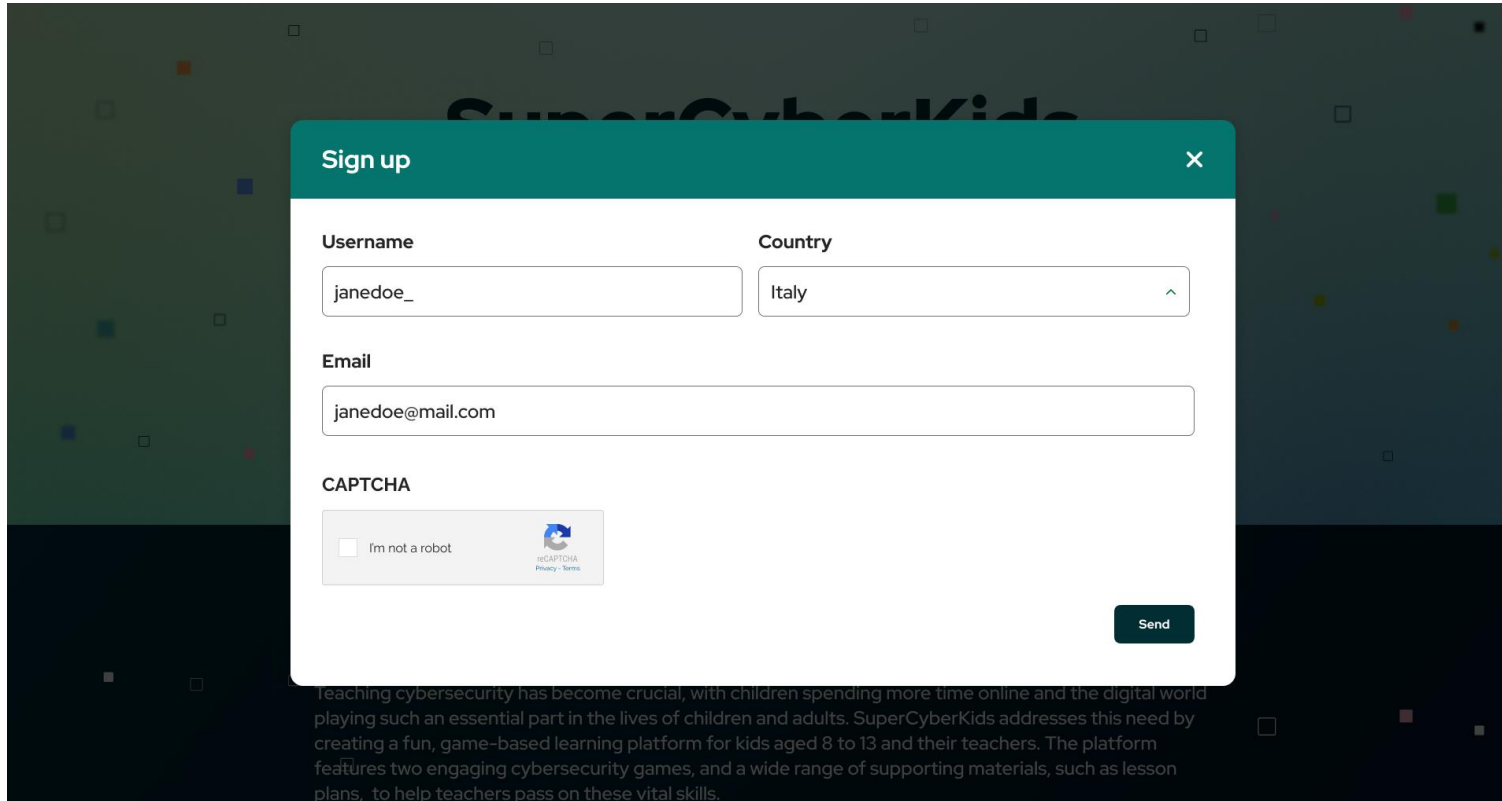
- Go to: <https://platform.supercyberkids.eu/>

Click here to
login if you are
already
registered



Click here to register
on the platform

How to register (standard use)



The screenshot shows a 'Sign up' modal form on a dark background. The form has a teal header with the title 'Sign up' and a close button. It contains three input fields: 'Username' with the value 'janedoe_', 'Country' with a dropdown menu showing 'Italy', and 'Email' with the value 'janedoe@mail.com'. Below these is a CAPTCHA section with a checkbox labeled 'I'm not a robot' and a reCAPTCHA logo. A 'Send' button is located at the bottom right of the form. In the background, there is a paragraph of text about the importance of teaching cybersecurity to children.

teaching cybersecurity has become crucial, with children spending more time online and the digital world playing such an essential part in the lives of children and adults. SuperCyberKids addresses this need by creating a fun, game-based learning platform for kids aged 8 to 13 and their teachers. The platform features two engaging cybersecurity games, and a wide range of supporting materials, such as lesson plans, to help teachers pass on these vital skills.

Enter your username, country and email.

You will receive an email message with your TEMPORARY password.

Once you log in to the platform, you will be asked to change the password to one of your choice.

How to register for the SuperCyberKids Pilot testing (invitation only)

Register

Username *(Required)*

Country *(Required)*

Afghanistan

Email *(Required)*

Invitation Code *(Required)*

Send

You will need an INVITATION CODE to register on the platform.

Your Country reference SuperCyberKids Manager will provide you with this code.



Log in to the platform



Username or e-mail

janedoe@mail.com

Password

.....



☒ Remember me

[Forgot your password?](#)

Sign In

Don't have an account? [Sign up](#)

If you have already registered on the platform, enter your username and your password.



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It shows a visual map of the **PLATFORM ITEMS**: the 18 modules that make up the learning resources on cybersecurity **developed or approved by SuperCyberKids**.

It is divided into three focus areas, distinguished by colour:

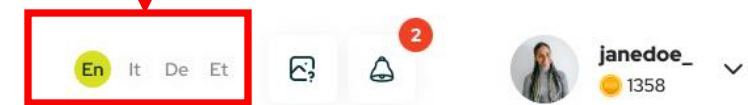
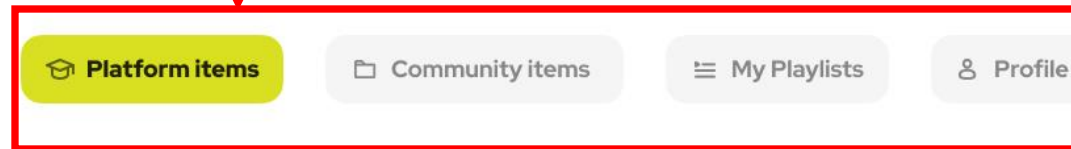
- Technical Skills (green)
- Social Skills (blue)
- Integrated Skills (orange)



The Navigation menu (1 of 2)

In the top navigation bar you will find the platform's main menu.
Click on the items in the menu to navigate the platform.

Language selection



Knowledge test

Data protection

50%

Cyber bullying

50%

Integrated Skill Focus



The Navigation menu (2 of 2)



Click here to view the tutorial on how to use the platform

Notifications



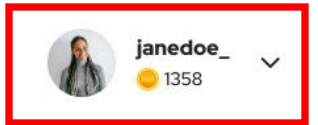
 Platform items

 Community items

 My Playlists


 Profile

En It De Et



Integrated Skill Focus



 Knowledge test

User profile: information about the current user of the platform



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Platform items



Platform items

Community items

My Playlists

Profile

En It De Et



janedoe_ 1358

Knowledge test

Data protection

50%

Cyber bullying

50%

Integrated Skill Focus

Responding to attacks

50%

Ways you can be attacked

100%

Steps not to lose money

50%

Reporting and recovering

50%

Firewalls and browsers

50%

Stronger passwords

0%

Basics of Cybersecurity

0%

Securing personal devices

0%

Antivirus

50%

Technical Skill Focus

Online behaviour

50%

Personal data

50%

Stranger danger

50%

Understanding abusive content

50%

Data and property

50%

Phishing and other attacks

100%

When the internet lies

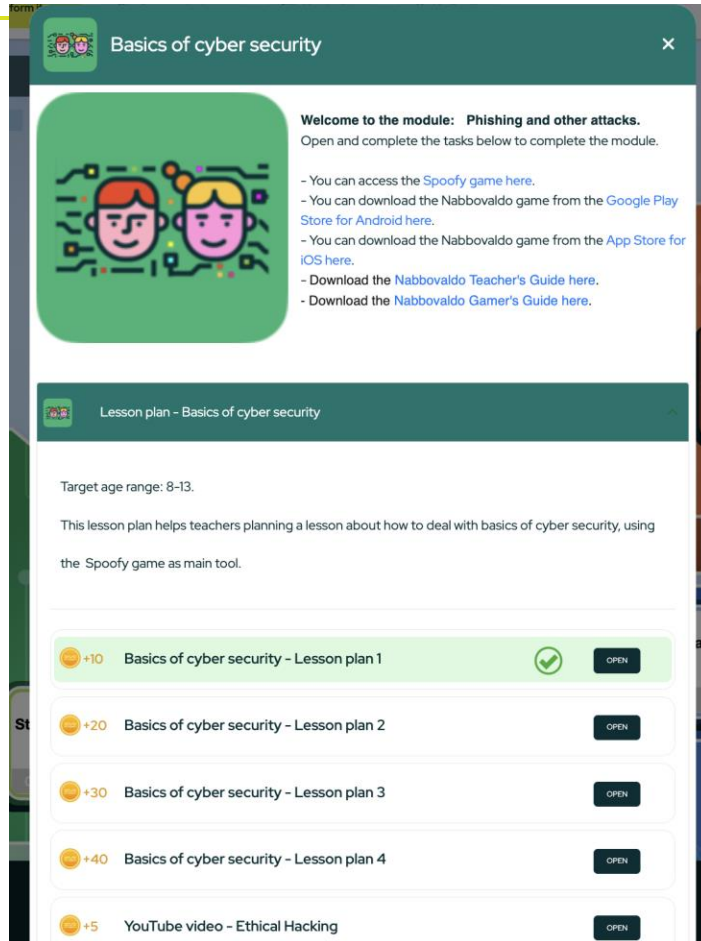
50%

Social Skill Focus

The 18 modules are arranged by focus but also by level. The darker background in the centre denotes basic level, while lighter backgrounds towards the outside denote more advanced levels.

Click on any module and view the learning resources it contains.

A SuperCyberKids module



Each module contains four Lesson Plans dedicated to that topic:

- Introduction
- Game Based Learning
- Consolidation
- Assessment

You can open and print the Lesson Plan.

Modules can also include links to games, video tutorials and other resources.

Feedback form

Lesson plan - Basics of cyber security

Target age range: 8-13.

This lesson plan helps teachers planning a lesson about how to deal with basics of cyber security, using the Spoofy game as main tool.

- +10 Basics of cyber security - Lesson plan 1 ☒ OPEN
- +20 Basics of cyber security - Lesson plan 2 OPEN
- +30 Basics of cyber security - Lesson plan 3 OPEN
- +40 Basics of cyber security - Lesson plan 4 OPEN
- +5 YouTube video - Ethical Hacking OPEN
- +5 YouTube video - Big Data and Privacy OPEN
- +5 YouTube video - The Dark Web OPEN
- Review module** OPEN

Module

Basics of cyber security

Material used *(Required)*

☐ Lesson plan + game
☐ Traditional Lesson plan
☐ Documents
☐ Slides
☐ Video

Please rate the following statements on a scale from 1 (strongly disagree) to 5 (strongly agree)

The material was easy to integrate into my teaching *(Required)*

Strongly disagree	Disagree	Neutral	Agree	Strongly agree
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Students showed active engagement *(Required)*

Strongly disagree	Disagree	Neutral	Agree	Strongly agree
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

The learning objectives were achieved through the use of the material *(Required)*

Strongly disagree	Disagree	Neutral	Agree	Strongly agree
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

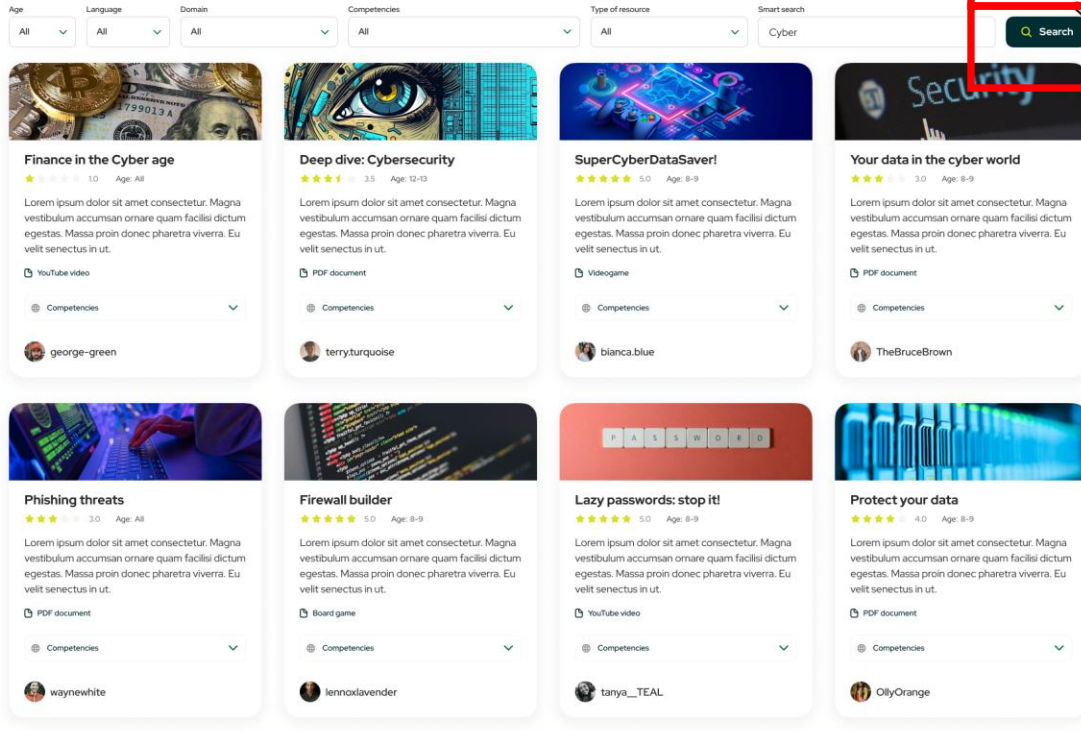
The material could be flexibly adapted to my class's needs *(Required)*

Strongly disagree	Disagree	Neutral	Agree	Strongly agree
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

I plan to use this material again in the future *(Required)*

Strongly disagree	Disagree	Neutral	Agree	Strongly agree
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

At the end of each module there is a link to the Feedback form. Here teachers can rate the material they have used and provide comments.



- Search the platform's entire database of items about cybersecurity



Search function (1 of 2)



Click on Community Items in the navigation bar to display the set of resources suggested or uploaded by the community of SuperCyberKids users.

Click here to search the entire SuperCyberKids database of learning resources on cybersecurity for kids aged 8-13.



Platform items

Community Items

My playlists

My Profile

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Roberta



To facilitate exploration of the ontology, a prototype online tool has been produced that allows step-by-step navigation of the elements and relations the ontology expresses. [Click here](#) to access the online prototype tool.

+ Add Item

Age

Language

Domain

Competences

Type of material

Smart search

All



All



All



All



All



Enter your search string

Search



Platform Items



What is personal data?

Level: Advance



Anti-virus and other security applications

Level: Advance



Firewalls and Browsers

Level: Advance



Ways you can be attacked

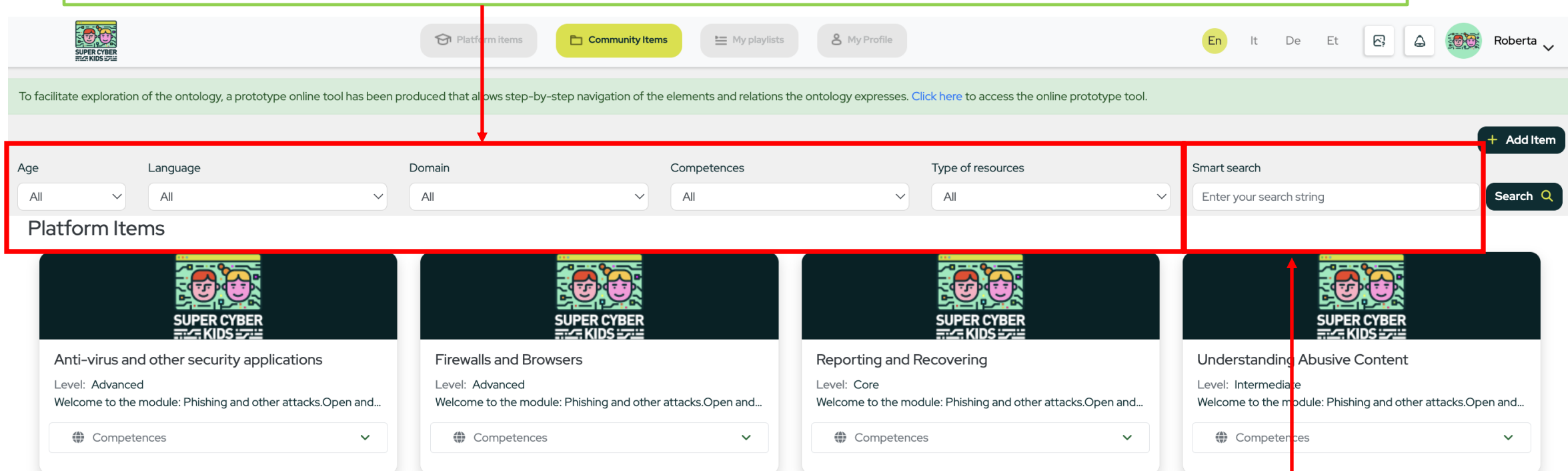
Level: Intermediate



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Search function (2 of 2)

You can filter your search using these search criteria: age, language, competence domain and related competencies, type of resources



The screenshot shows the SUPER CYBER KIDS search interface. At the top, there is a navigation bar with the SUPER CYBER KIDS logo, a search bar, and user profile information (Roberta). Below the navigation bar, there is a section for filtering search results. This section includes dropdown menus for Age, Language, Domain, Competences, and Type of resources, all currently set to 'All'. To the right of these filters is a 'Smart search' section with a text input field labeled 'Enter your search string' and a 'Search' button. Below the filters, there is a section titled 'Platform Items' which displays four resource cards. Each card has a header with the SUPER CYBER KIDS logo, a title, a level (Advanced or Core), a description, and a 'Competences' dropdown menu. The cards are: 'Anti-virus and other security applications', 'Firewalls and Browsers', 'Reporting and Recovering', and 'Understanding Abusive Content'. A red arrow points from the text box above to the filter section, and another red arrow points from the text box below to the search input field.

Age: All | Language: All | Domain: All | Competences: All | Type of resources: All

Smart search: Enter your search string | Search

Platform Items

- Anti-virus and other security applications
Level: Advanced
Welcome to the module: Phishing and other attacks.Open and...
- Firewalls and Browsers
Level: Advanced
Welcome to the module: Phishing and other attacks.Open and...
- Reporting and Recovering
Level: Core
Welcome to the module: Phishing and other attacks.Open and...
- Understanding Abusive Content
Level: Intermediate
Welcome to the module: Phishing and other attacks.Open and...

Here you can type keywords for your search. The platform has AI-enhanced features that will optimise the list of results you get from your search .



Example of search



Platform items

Community Items

My playlists

My Profile

En

It

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Et



Roberta

To facilitate exploration of the ontology, a prototype online tool has been produced that allows step-by-step navigation of the elements and relations the ontology expresses. [Click here](#) to access the online prototype tool.

+ Add Item

Age

10-11

Language

All

Domain

Abusive Content

Competences

All

Type of resources

✓ All

Document

Website

Digital Game

Board Game

Lesson Plan

Video

Smart search

Enter your search string

Search

Platform Items



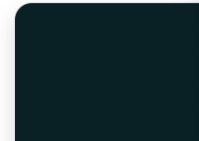
Anti-virus and other security applications

Level: Advanced



Firewalls and Browsers

Level: Advanced



Reporting and Recovering

Level: Core



Understanding Abusive Content

Level: Intermediate

Types of resources are:

- Document
- Website
- Digital game
- Board game
- Lesson plan
- Video



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Add item to the Community



Click here to upload or suggest an item (document, lesson plan, video, game) about cybersecurity.



Platform items



Community Items



My playlists



My Profile

En

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Et



Roberta



To facilitate exploration of the ontology, a prototype online tool has been produced that allows step-by-step navigation of the elements and relations the ontology expresses. [Click here](#) to access the online prototype tool.

+ Add Item

Age

All



Language

All



Domain

All



Competences

All



Type of material

All



Smart search

Enter your search string

Search



Platform Items



What is personal data?

Level: Advance



Anti-virus and other security applications

Level: Advance



Firewalls and Browsers

Level: Advance



Ways you can be attacked

Level: Intermediate



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Add item to share it with the Community

Add an Item

Item Name

Item Description

Item Type

External Link

Type of resources

Digital Game

Style Of Lesson

Game-based learn

Age


10-11

Lang

English

Item Url

Repository Item Image



Compila questo campo.

Select Image

Item Intended Learning Outcomes

Malicious code

☐ Develop and implement the correct actions after a cyber security attack

☒ Detect and act against suspicious e-mails

☒ Detect and implement actions against basic cyber attacks

☐ Use strategies to protect against cyber

Safety

☐ Identify and protect against untrue online information

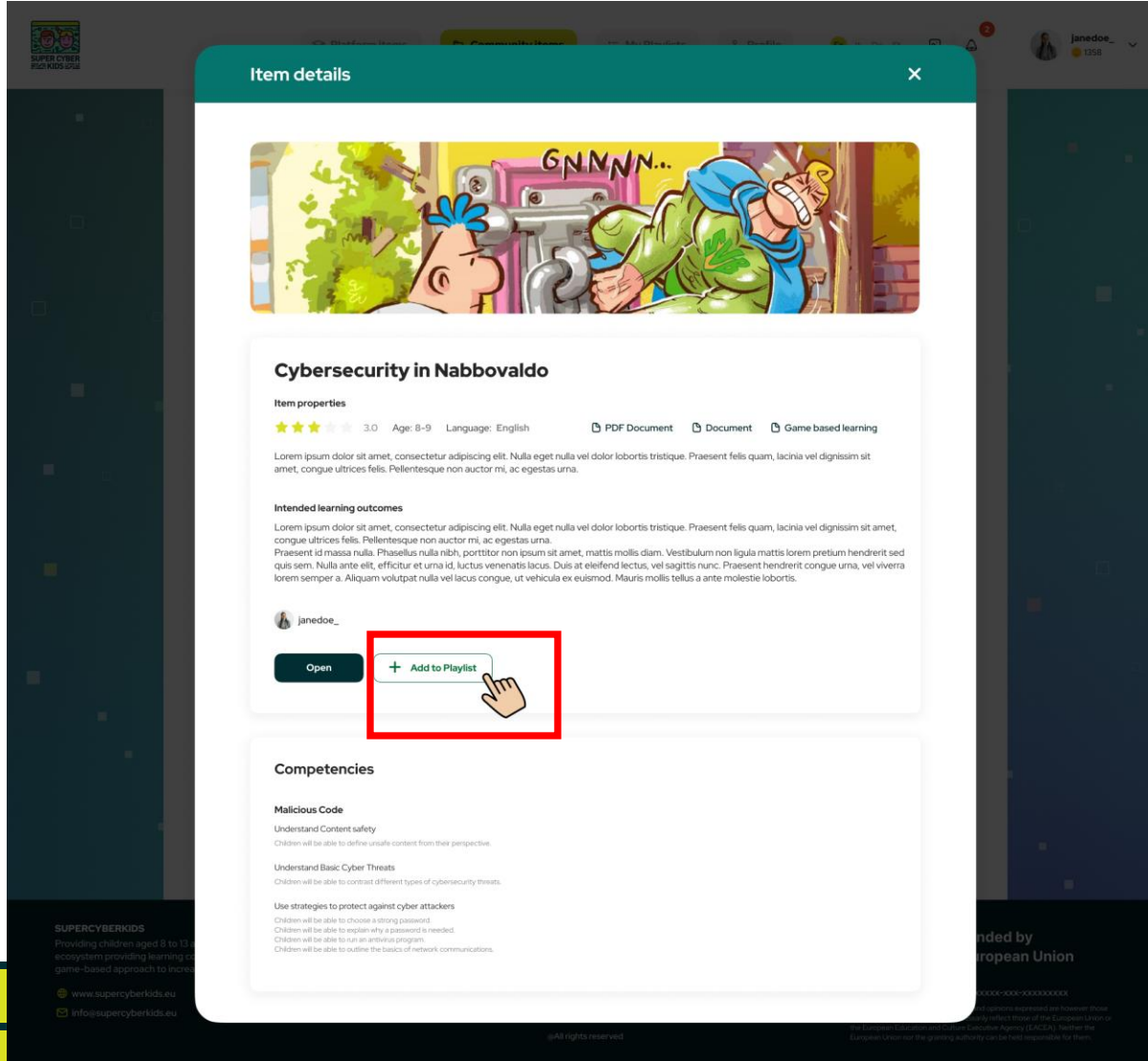
☐ Use digital devices in a safe and responsible way

☐ Develop and implement actions in order to help oneself and other victims of online threats


As well as providing a name and short description, it's helpful to add as many tags as possible to the item you're suggesting or uploading.

- Item Type (either a file or a link to an external resource)
- type of resource (lesson plan, document, video, game)
- style of lesson (game-based learning, traditional classroom, other)
- age
- language
- related cybersecurity competencies

Add item to playlist



Item details ✕



Cybersecurity in Nabbovaldo

Item properties

★ ★ ★ ★ 3.0 Age: 8-9 Language: English PDF Document Document Game based learning

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nulla eget nulla vel dolor lobortis tristique. Praesent felis quam, lacinia vel dignissim sit amet, congue ultrices felis. Pellentesque non auctor mi, ac egestas urna.

Intended learning outcomes

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nulla eget nulla vel dolor lobortis tristique. Praesent felis quam, lacinia vel dignissim sit amet, congue ultrices felis. Pellentesque non auctor mi, ac egestas urna.

Praesent id massa nulla. Phasellus nulla nibh, porttitor non ipsum sit amet, mattis mollis diam. Vestibulum non ligula mattis lorem pretium hendrerit sed quis sem. Nulla ante elit, efficitur et urna id. luctus venenatis lacus. Duis at eleifend lectus, vel sagittis nunc. Praesent hendrerit congue urna, vel viverra lorem semper a. Aliquam volutpat nulla vel lacus congue, ut vehicula ex euismod. Mauris mollis tellus a ante molestie lobortis.

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Open + Add to Playlist

Competencies

Malicious Code

Understand Content safety

Children will be able to define unsafe content from their perspective.

Understand Basic Cyber Threats

Children will be able to contrast different types of cybersecurity threats.

Use strategies to protect against cyber attackers

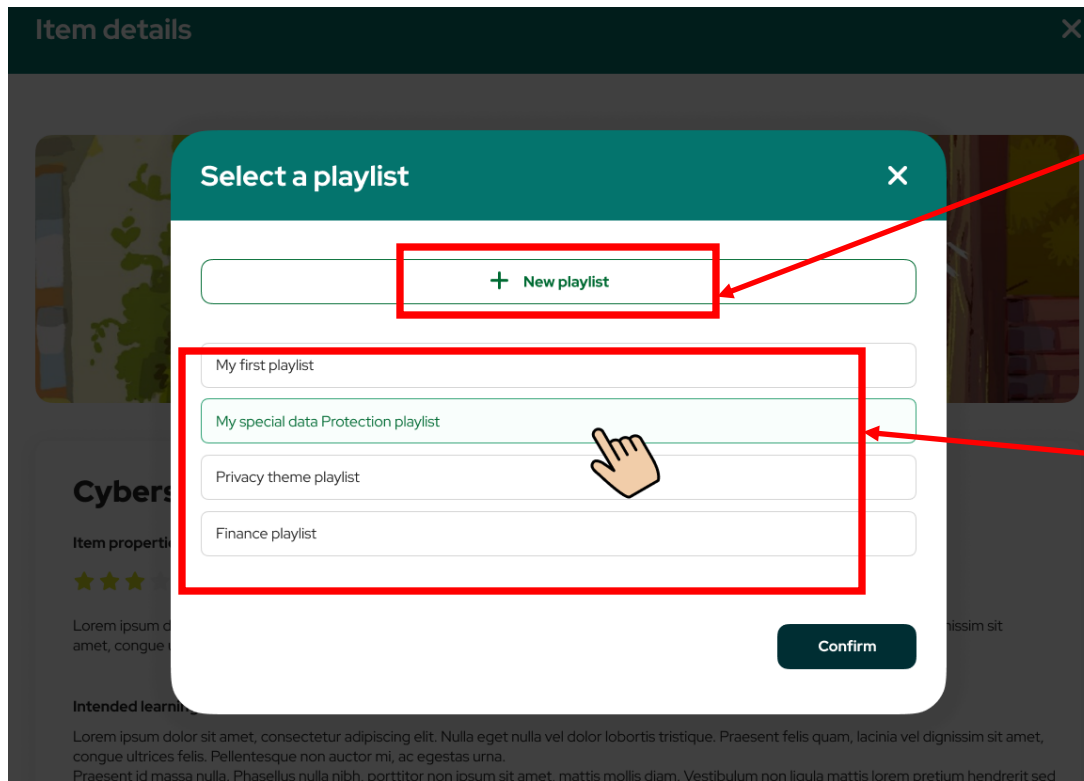
Children will be able to choose a strong password.
Children will be able to explain why a password is needed.
Children will be able to run an antivirus program.
Children will be able to outline the basics of network communications.

www.supercyberkids.eu
info@supercyberkids.eu

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In the «card» showing the details of the item added to the platform, you can select «Add to playlist» to add this particular item to a personal playlist of resources

Select or create a playlist



Click here to create a new playlist.

Here you can view all the playlists you have already created.

Select one of them and click on Confirm to add the new item to the selected playlist.

View items you have uploaded



Platform items

Community items

My Playlists

Profile

En It De Et



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1358



janedoe_



Cybersecurity in Nabbovaldo

★★★★★ 3.0 Age: 8-9

Lorem ipsum dolor sit amet consectetur. Magna vestibulum accumsan ornare quam facilisi dictum egestas. Massa proin donec pharetra viverra. Eu velit senectus in ut.

PDF Document

Competencies



janedoe_



All access: privacy

★★★★★ 3.0 Age: 6-10

Lorem ipsum dolor sit amet consectetur. Magna vestibulum accumsan ornare quam facilisi dictum egestas. Massa proin donec pharetra viverra. Eu velit senectus in ut.

PDF document

Competencies



janedoe_



Stranger Danger Reloaded!

★★★★★ 3.0 Age: 14-18

Lorem ipsum dolor sit amet consectetur. Magna vestibulum accumsan ornare quam facilisi dictum egestas. Massa proin donec pharetra viverra. Eu velit senectus in ut.

Board game

Competencies




janedoe_

Click here to view the items you have uploaded or suggested to the platform (My items).

Click here to view your playlists.

View your profile

Platform items Community items My Playlists **Profile** 1358 12 janedoe_ 1358


janedoe_
janedoe@mail.com

Points 1358 Badges 12

Badges

Badge	Points	Description
Cyber specialist	+40	Complete your first module.
Perfectionist	+80	Answer correctly all the questions in a quiz.
Cyber shield	+120	Complete all the activities in the module: Basics of Cybersecurity.
Super Cyber Kid	+100	Complete 5 learning modules.
Super Cyber Hero	+200	Complete 10 learning modules.

SCK items progression

SCK Items

20%

Ways you can be attacked
Info: 09/10/2024 Fine: 14/10/2024

Phishing and other attacks
Info: 09/10/2024 Fine: 14/10/2024

Securing personal devices

Click here to view information related to your profile.

Here you can

- upload a profile photo
- view the badges you have achieved related to your progress in the platform
- view the Platform items you have browsed.

Knowledge test about Cybersecurity (1 of 5)



Platform items

Community items

My Playlists

Profile

En It De Et

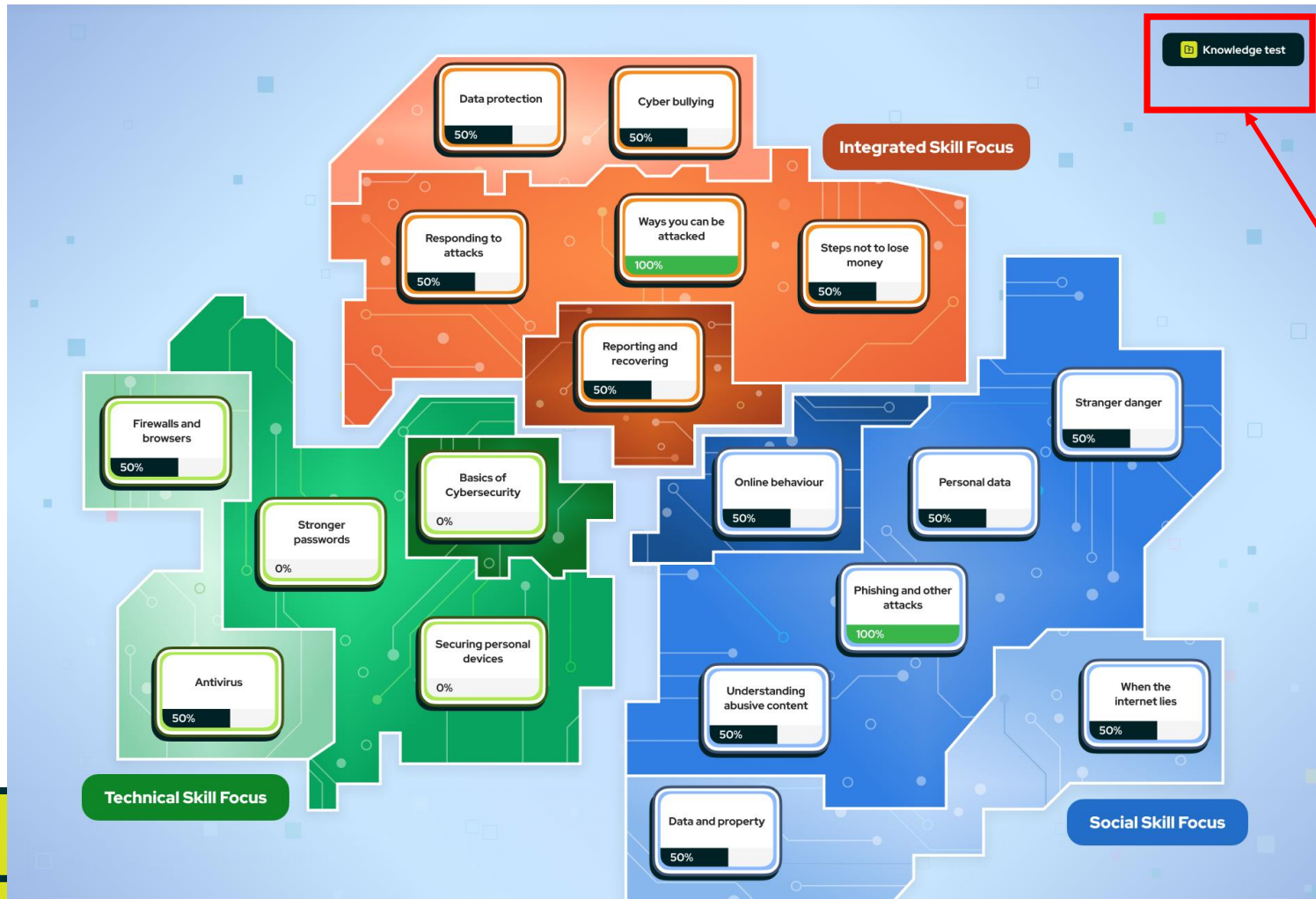


2



janedoe_

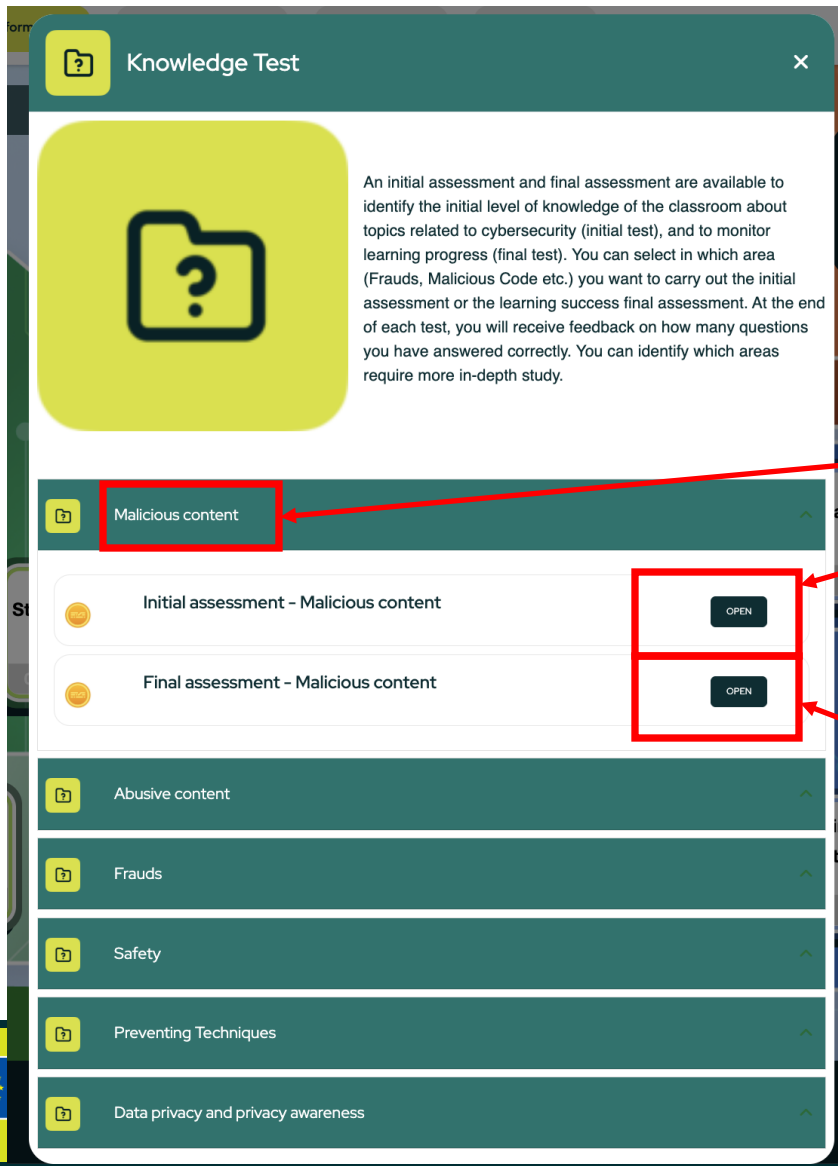
1358



Use the test to identify the initial level of knowledge of the whole class about topics related to cybersecurity (initial test), and to monitor learning progress (final test).

Click here to open the Knowledge Test about Cybersecurity

Knowledge test about Cybersecurity (2 of 5)



The screenshot shows a 'Knowledge Test' window. At the top, there's a header with a question mark icon and the title 'Knowledge Test'. Below this is a large yellow box with a question mark icon and a paragraph of text explaining the purpose of the initial and final assessments. Underneath, there's a list of domains: 'Malicious content', 'Abusive content', 'Frauds', 'Safety', 'Preventing Techniques', and 'Data privacy and privacy awareness'. Each domain has a corresponding 'Initial assessment' and 'Final assessment' option, each with an 'OPEN' button. Red boxes highlight the 'Malicious content' domain and the 'Final assessment - Malicious content' button. Red arrows point from these boxes to the explanatory text on the right.

Knowledge Test

An initial assessment and final assessment are available to identify the initial level of knowledge of the classroom about topics related to cybersecurity (initial test), and to monitor learning progress (final test). You can select in which area (Frauds, Malicious Code etc.) you want to carry out the initial assessment or the learning success final assessment. At the end of each test, you will receive feedback on how many questions you have answered correctly. You can identify which areas require more in-depth study.

Malicious content

- Initial assessment - Malicious content
- Final assessment - Malicious content

Abusive content

Frauds

Safety

Preventing Techniques

Data privacy and privacy awareness

The Knowledge test is divided into 6 parts, one for each domain of competencies on cybersecurity identified by SuperCyberKids.

Select the domain in which you want to test the class's knowledge and then launch the test.

Click here to open the Final Assessment: you can run this test at the end of classroom activities to check students' learning progress.

Knowledge test about Cybersecurity (3 of 5)

[Help](#)

Scenario: You've gone on a school trip today and you're going to a virtual escape room that you can enter using VR glasses. You play against each other as a team and your team is Kaur, Tommaso, Lisa and Margrét. After you have created your characters, you can start right away and enter the first room.

Topic: Unsafe Content

After you and your team enter the first room, you'll find various items and options for progressing to the next room. In the virtual room a code is displayed, and you need to enter a combination of three letters. You've found three pieces of paper with questions about online security; enter the correct letters from the answers and you'll be taken to the next room.

You've found a website that offers music for free download.
You're unsure whether this is legal.


What should you do?

Module title: Basics of cyber security | M1 - Statement of competence: Ability to identify, discuss and explain unsafe content


You've gone on a school trip today and you're going to a virtual escape room that you can enter using VR glasses. You play against each other as a team and your team is Kaur, Tommaso, Lisa and Margrét. After you have created your characters, you can start right away and enter the first room.

Personalizza e controlla Google Chrome


Your chosen characters:




Kaur



Lisa



Tommaso



Margrét

Select the correct answer to each question

☐ Download the music because it's free.

☐ Leave the site and use a music platform you know is legal.

☐ Download the music and ask later whether it is legal to do this.

[Confirm](#)

Example of question and answers in the test about Malicious Content.

Knowledge test about Cybersecurity (4 of 5)



Assessment - Abusive content



Good attempt

2/10 correct answers

You answered correctly 2 questions out of 10.

We recommend that you explore the learning resources related to **Abusive Content**.

At the end of the initial test, the results panel shows the number of correct answers the class has given, and (when appropriate) a recommendation to view the related learning module.

Knowledge test about Cybersecurity (5 of 5)



Assessment - Abusive content



Good attempt!

You completed the assessment.

2/10 correct answers

You answered correctly 2 questions out of 10.

We recommend that you explore the learning resources related to **Abusive Content**.

Question 1

Lisa should make a screenshot of the offensive comments for evidence and then report them to the gamemaster or someone in authority.& B) Lisa should report the comments to the gamemaster and block the user who made the comments.

What is a patch?

Topic: Strategies to deal with inappropriate content
In the scene in the video, Lisa, aged 11, receives insulting comments while playing a game. These comments could be about her being a girl, how she looks, or how good she is at the game. Lisa isn't sure how to react while continuing to enjoy the game. She's alone and has no immediate help available. (Multiple answers are possible)

- ☐ Lisa should ignore the insulting comments and continue playing.
- ☐ Lisa should report the comments to the gamemaster and block the user who made the comments.
- ☐ Lisa feels hurt and unsafe so she should leave the game, play a different one and just forget about it all.
- ☒ Lisa should make a screenshot of the offensive comments for evidence and then report them to the gamemaster or someone in authority.

Question 2

Question 2
Lorem ipsum dolor sit amet consectetur. Enim nulla habitant pulvinar non congue arcu dictumst. Pretium augue cras aliquet tempus diam ut eu. Sed velit semper ipsum scelerisque bibendum. Uma porttitor faucibus risus una sodales convallis tellus. Neque posuere neque posuere tincidunt pellentesque sed blandit lacus. Interdum amet phasellus convallis phasellus egestas sapien nisi sagittis.

- ☐ Answer 1
- ☒ Answer 2
- ☐ Answer 3

At the end of the Final test you will see all the correct answers to the questions in the test (in green) compared to the wrong answers (in red).