ONLINE RESOURCES for TEACHING ABOUT CYBERCRIME

This handout is available electronically at http://kfi.ky.gov on the "Teacher Resources" page.
DISCLAIMER: *The Department of Financial Institutions (DFI) does not endorse any curriculum/content other than that content which DFI promotes.*

CURRICULUM/TEACHING TIPS:
Stopping Cybercrime: A Student Workbook and PowerPoint (M/H)
By the KY Dept. of Financial Institutions' Financial Cybercrime Task Force of Kentucky
http://kfi.ky.gov (see "Teacher Resources")

Teach Online Safety – K-2, 3-5, Middle-High School, C-SAVE Program and Teacher Tips (E/M/H)
StaySafeOnline.org by the National Cyber Security Alliance
http://staysafeonline.org/teach-online-safety/

National Crime Prevention Council (M)
Internet Safety: Activity and Lesson Plans for Grades 4-5 (McGruff)
http://www.ncpc.org/topics/internet-safety/internet-safety-grades-4-5

GAMES
The Case of the Cyber Criminal game (M/H)
https://www.onguardonline.gov/media/game-0013-case-cyber-criminal

NOTE: There are other games on this site as well.

PBS Cyberchase "Bugs in the System" game (E/M)
http://pbskids.org/cyberchase/math-games/bugs-in-the-system/

VIDEOS:

The Protection Connection 1:09 (M/H)
OnGuard Online
https://www.onguardonline.gov/media/video-0003-protection-connection
NOTE: Other videos on this site as well.

Out of Your Password Minder 3:03 (M/H)
The Ellen Show
https://www.youtube.com/watch?v=Srh_TV_J144

What's the Password 2:50 (M/H)
The Ellen Show
https://www.youtube.com/watch?v=5xKHx0X_LvM
NOTE: If Ellen doesn't resonate, it may be better to show a news article with a list, such as:
http://www.foxnews.com/tech/2016/01/19/these-are-worst-passwords-in-world-do-use-any-them.html

Cybercriminals 3:27 (H?)
By StaySafeOnline.org
https://www.youtube.com/watch?v=9nEwX7BUYdY&list=PL4109E5ED25FCD07E&index=3
NOTE: couple of references make it questionable for school use – use your best judgement.
(I like that it shows the "criminals" were actually victims themselves that led to even worse security breaches because they weren't secure.)

Don't Be A Billy 2:54 (H)
By StaySafeOnline.org
https://www.youtube.com/watch?v=nPR131wMKEo&list=PL4109E5ED25FCD07E&index=5

Cyber Facts 2:30 (H)
By National CyberWatch
https://www.youtube.com/watch?v=yzHsWsWOQjE&list=PL4109E5ED25FCD07E&index=1

ADDITIONAL ACTIVITIES: (E/M/H)
Take-It and Share-It – Instruct students to take what they learned home and tell someone about it. Share the results with the class the next day.
Stick-It Summary – Give students a sticky note. Ask each student to write one thing they learned (add name if willing to elaborate). Stick them on the board – arranging into groups to show what was learned and reinforce the lesson.
Problem Solvers – Expose students to a real-life problem. Ask them to describe what tools or information they would need to solve it.
 "The Reveal" Game – Print lesson definitions on note cards. Assign them to students. Instruct each student to "act out" the definition, or play it as a character. The other students guess who or what the acting student is. Read the definition in answer.
Gamify – Create a game out of the lesson. Give points and rewards. Allow students to fail safely. Let them repeat when needed.