

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>

The Case of the Cyber Criminal (Game)



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/>



ADDITIONAL INFO:

FBI’s Internet Crime Complaint Center (IC3)

www.ic3.gov

OnGuard Online video and media

www.onguardonline.gov/media

Stop. Think. Connect. Tips

<http://stophinkconnect.org/>

FTC Bulk Order Publications

<https://www.bulkorder.ftc.gov>

A Bank Customer’s Guide to Cybersecurity

FDIC Consumer News Special Edition – Winter 2016

<https://www.fdic.gov/consumers/consumer/news/cnwin16/>

DFI Press Releases:

Privacy/Personal Information – 1/26/18 Value and Protect Your Personal Information

Passwords – 1/27/17 Strong Passwords Are Key to Data Privacy

Phishing – 10/25/16 Don’t Fall for the Masquerade

Skimmers – 11/16/15

Consumers Should Use Caution at ATMs and Gas Pumps

<http://kfi.ky.gov/publications/Pages/releases.aspx> (all 4 above)

Holiday Shopping – 11/25/14

DFI Provides Cyber Safety Tips for Holiday Shoppers

http://migration.kentucky.gov/Newsroom/eppc_ofi/cybercrime112514.htm

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=5xKHxOX_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.