

Staying Safe and Secure Online

Help your students explore some of the ways their privacy and security could be at risk when they go online.

Objective

Students will play a hands-on game to learn about online cookies, complete sentences about online safety, and brainstorm their own cybersecurity solution.

Standards

ISTE

2d. Students manage their personal data to maintain digital privacy and security and are aware of data-collection technology used to track their navigation online.

4. Students use a variety of technologies within a design process to identify and solve problems by creating new, useful, or imaginative solutions.

Time

PART A: 60 minutes

PART B: 60 minutes

Materials

- 5 or 6 printed or hand-drawn pictures of cookies
- Make Safe Decisions Online! activity sheet
- Tech4Innovation contest entry form
- Digital student magazine (download at scholastic.com/tech4innovation)

STUDENT CONTEST!

Enter your students' work for a chance to win great prizes. Enter at scholastic.com/tech4innovation.

Part A

1 Place 5 or 6 “cookies” around the room. Have students search for them and guess what activity may have taken place where each cookie was left (e.g., bookshelf/reading; near crayons/coloring, etc).

2 Tell them that when they look at a web page, the browser saves a piece of data called a *cookie*. You can't see the cookies, but they form a trail of clues about you online.

3 Guide students to read the Cybersecurity Tips box in the digital student magazine. Then prompt them to identify risks connected to the online actions in the chart below. Ask them to suggest ways they could make the action safer, more private, or more secure.

4 Distribute the Make Safe Decisions Online! activity sheet and have students complete it.

5 Review answers as a class, then use the Reflection Questions to guide a wrap-up discussion.

Answer key: virus; strong; date; public; trusted; purchases. **Reflection:** **1.** To keep personal or valuable information safe. **2.** Use different passwords; don't put personal information in a username, post, or message; don't “check in” to share your location. **3.** Strangers can be dangerous or grown-ups pretending to be kids; tell a trusted adult.

Part B

1 Explain that cybersecurity is a field in which people use technology to innovate and solve online privacy problems. Share profiles of cybersecurity careers in the digital student magazine.

2 Introduce the Tech4Innovation contest. Guide students to brainstorm cyber solutions. As a class, define success criteria for the solutions. Ask them to provide feedback on one another's solutions. Have them make improvements, then record their solutions on the contest entry forms.

Online action	Security risk	Ways to make it safer
I made my password my dog's name.	<ul style="list-style-type: none"> • weak password • easy to guess 	<ul style="list-style-type: none"> • create a long password with letters, numbers, and special characters
I clicked on a pop-up ad to download a free catapult game.	<ul style="list-style-type: none"> • might download a virus or spyware 	<ul style="list-style-type: none"> • ask an adult for permission • only download from trusted sources
My sister posted a picture, tagged her friends, and “checked in” at their school.	<ul style="list-style-type: none"> • strangers can find out a lot about your sister: school, friend group, your town 	<ul style="list-style-type: none"> • adjust privacy settings • share fewer details