



# Lesson 1: The Internet

## Learning Objectives

- Introduce new cybersecurity concepts, terms and definitions to students.
- Raise students' awareness of cyber threats associated with using communication tools on the Internet.
- Positively impact students' online behavior.

## Materials You Will Need

- Computers with Carnegie Cadets: The MySecure Cyberspace Game installed
- A file folder for teacher
- Paper and writing utensils
- Worksheet for Lesson 1: The Internet

## Classroom Activities (Duration: 45 minutes)

Timeline	Teacher Instructions	Student Activities
<b>Introduce Concepts (15 min)</b>	<ul style="list-style-type: none"><li>• Give the worksheet to students and explain what the Internet is. (Worksheet, part 1) (5 min)</li><li>• Start an orientation of the Carnegie Cyber Academy. Lead students into the game. Make sure students listen to Commander Omni and Captain Wits. (10 min)</li></ul>	<ul style="list-style-type: none"><li>• Read part 1 of the worksheet.</li><li>• Log in and start the game. (If the students don't have accounts, create new accounts at the Academy website.) Listen to Commander Omni's introduction, Captain Wits' dorm room guide and attend the academy orientation.</li></ul>
<b>Develop and Practice (20 min)</b>	<ul style="list-style-type: none"><li>• Demonstrate the concept of a network by asking students to stand up and hold hands. Give one student a file folder. While students are passing the file folder to each other, explain "what it means to enter cyberspace." (5 min)</li><li>• Direct students to talk to Omni in the game to get the Cyberspace Pass. (5 min)</li><li>• Have students write down their offline identity and then create an online identity. This activity shows how easily they can create an alias to protect their offline identity. (Worksheet, part 2) (10 min)</li></ul>	<ul style="list-style-type: none"><li>• Pass the file folder among the human network.</li><li>• Go back to the game. Click Omni's office door and have a conversation with her. To get a Cyberspace Pass, ask her how to get started.</li><li>• Write down their real identity (name, age, telephone number, etc.) on the worksheet. Then create an "online identity" by making up a fake name, age and parents. Write down their online identity on the worksheet.</li></ul>
<b>Reinforce (10 min)</b>	<ul style="list-style-type: none"><li>• To make sure students understand the concept of the Internet, have students fill-in the cyber defense terms on the worksheet using the PAL's Cyberpedia in the game. (Worksheet, part 3) (10 min)</li></ul>	<ul style="list-style-type: none"><li>• Go back to the game. Open the PAL and click on the Cyberpedia tab. Using the Cyberpedia, fill in the cyber defense terms in the worksheet.</li></ul>

## Learning Outcomes

At the end of this lesson, students will be able to:

- Identify concepts presented in this lesson (e.g. cyberspace, online identity).
- Identify and recognize cyber threats presented in this lesson (e.g. cyber criminal).
- Have a sound understanding of how the Internet works.
- Define the cyber defense terms introduced in this lesson.
- Use motor skills while navigating the game (e.g. mouse, keyboard arrows, clicking a character for instruction).



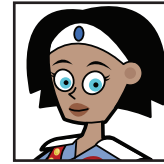
# Worksheet 1: The Internet

Date:

Name:

## 1. What is the Internet?

A computer network that connects thousands of computers around the world. You can use the Internet to browse websites, communicate with others and send and receive files.



Commander Omni

## 2. Your Identity

Personal Information	Offline Identity (Your real identity)	Online Identity (Your fake identity)
Your Name		
Your School		
Your Date of Birth		
Telephone Number		
Your Parents' Names		

## 3. Cyber Defense Terms

Term	Definition
Online Identity	
Offline Identity	
Cyberspace	
Personal Information	
Cyber Criminal	
Cyber Villain	
Cyber Defender	