

# Cyber Security Initiative for Nevada Teachers (CSINT)

Erhan Erdem • Dr. Shamik Sengupta and Dr. David Feil-Seifer

## Professional Development

Goals: Make cyber security part of the school culture and increase cyber security awareness.

Target Audience: Administrators, Teachers, Staff Members, Students.

### Agenda:

- Cyber Security 101
- Privacy
- Phishing
- How to resist?
- Password Choice
- Safe technology user habits

### Activities



There are four major gameplay components of the Lab

#### Coding Challenge

An introduction to very basic coding skills. Players program a robot to navigate a maze, using drag-and-drop commands

#### Social Engineering Challenge

Players are presented with two apparently similar emails or websites

#### Password-Cracking Challenge

A series of "password duels" teach players the basics of how attackers might try to crack their passwords and how they can make better, more secure passwords.

#### **Network Attacks:**

As their companies grow, players must buy defenses to defend themselves against a series of cyber attacks.

# Introduction to Computer Network

Target Course: Computer Science 1 and AP Computer Science Principles

Target Audience: High School Students

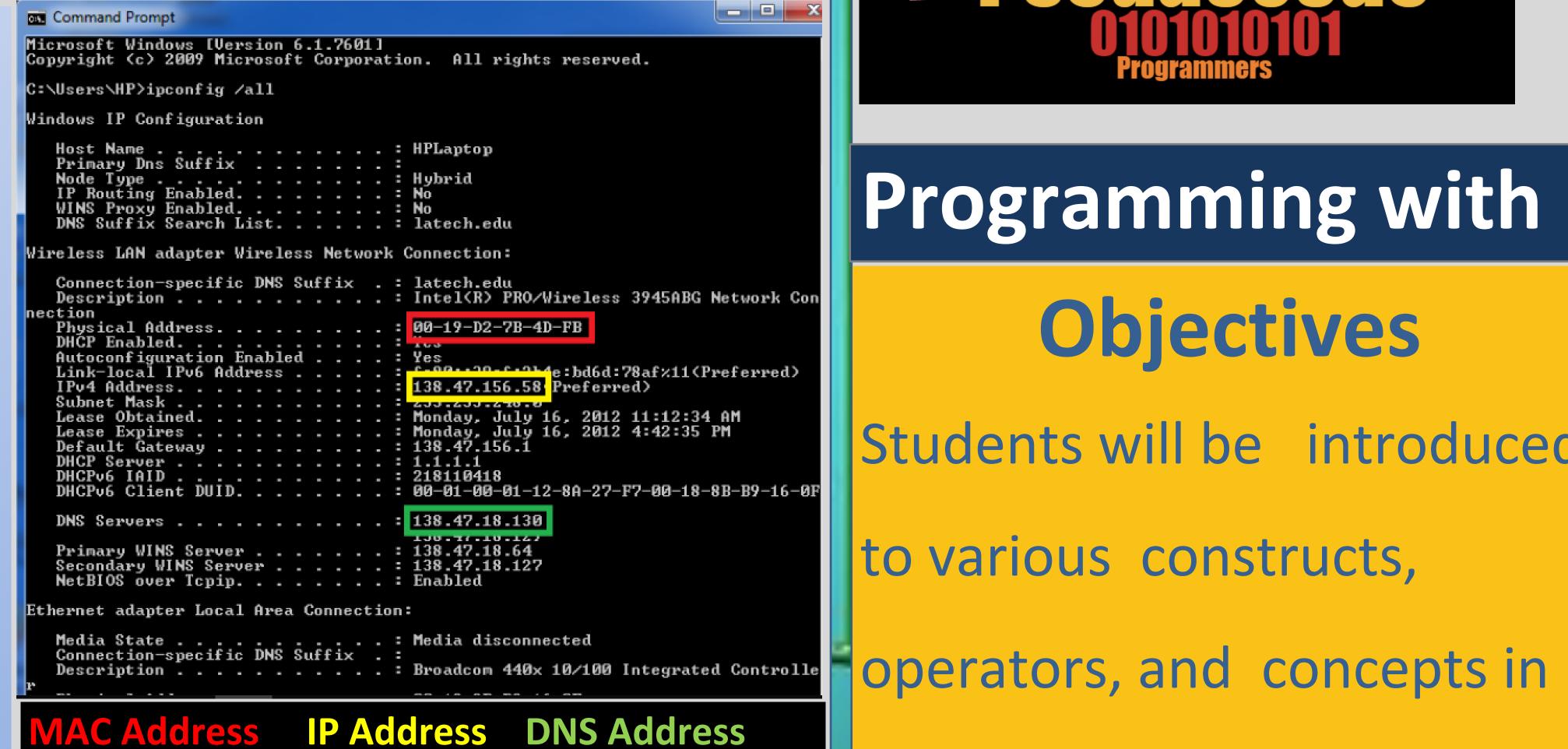
Lesson Summary: Students will examine basics of computer networking and will learn basic networking terms such as IP, MAC address, DNS, packets, routing.

### Class Activities

Activity 1\*: Look up your MAC and IP addresses on the computer you are using in class or at home.

#### Commands:

Mac/Linux: Open up an xterm window and type ifconfig Windows: Open up command prompt and type ipconfig /all



Activity 2\*: Let's Create a student network and pass messages.

#### Materials:

Index Cards



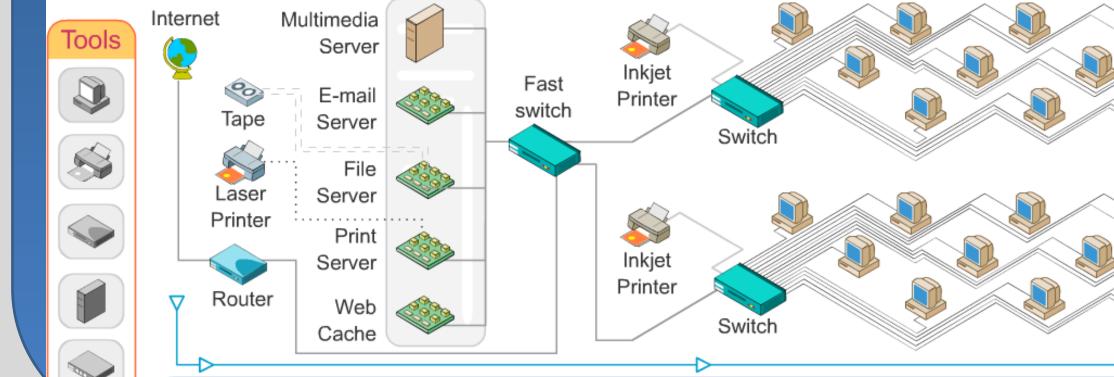
String





Keychains

Activity 3: Build your own network. Online Network Simulator http://www.teachict.com/gcse\_new/networks/hardware/resour ces/NWB\_SIM.swf



# Programming with



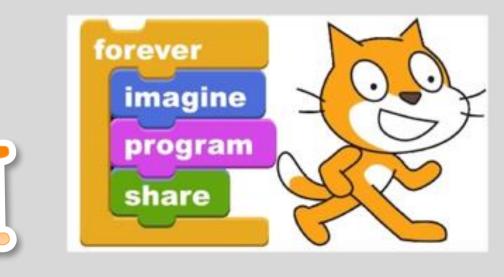


### Resources









# Programming with

# Objectives

Students will be introduced

to various constructs,

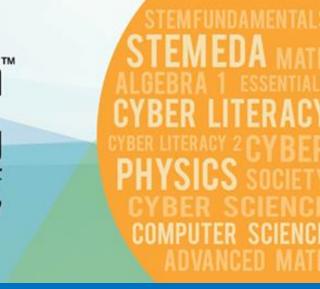
Python and write programs

in Python.



### Resources





# code cademy



### Assessment Methods

Pre-Assessment Survey/Test/Quiz

E-portfolio & Student Journal

Rubrics

Peer-review Feedbacks

Students' End Products (posters, presentations, animations etc.)

Post-Assessment Survey/Test/Quiz