



# Using cybersecurity as a context to explain how digital signals encode and transmit personal information

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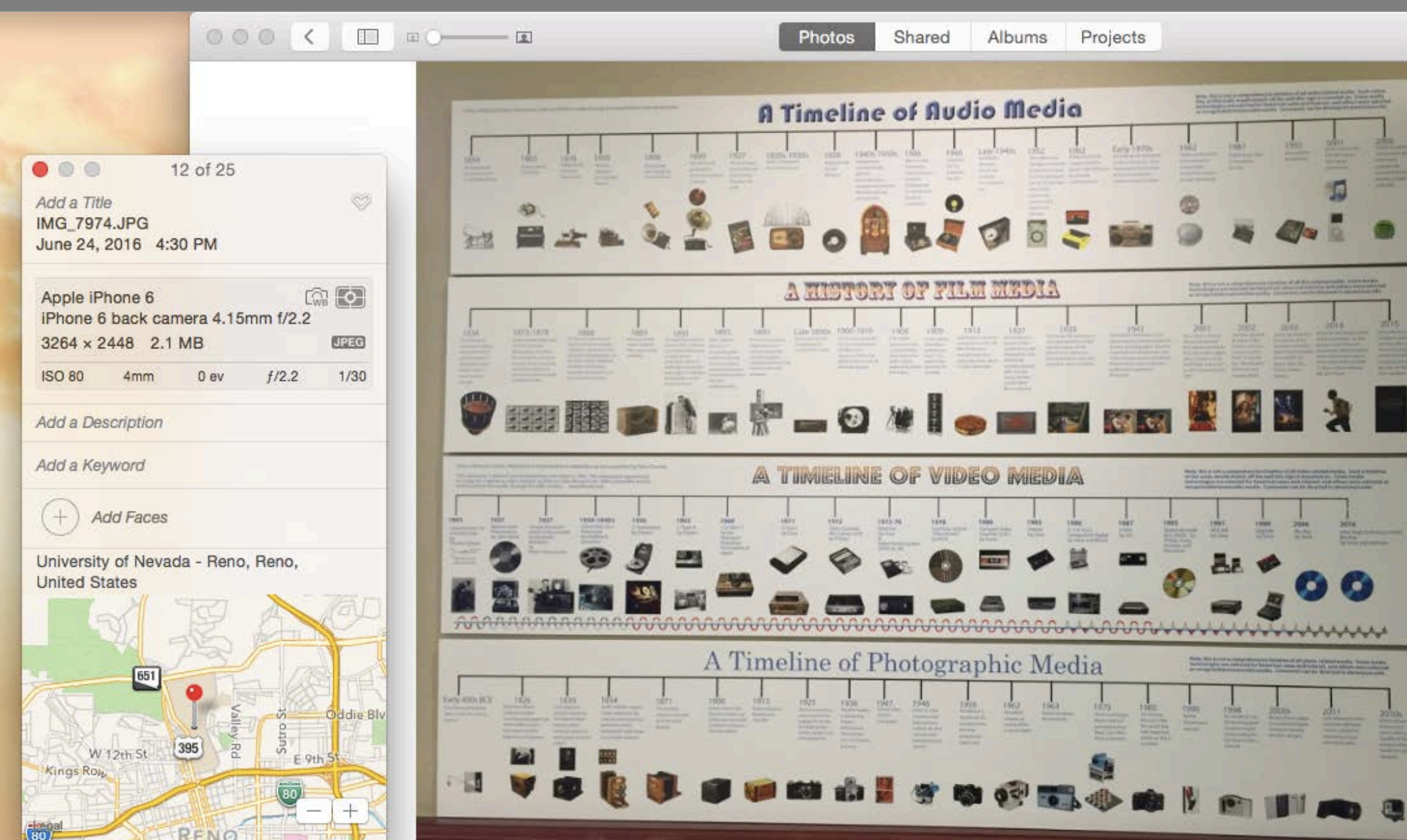
## Curriculum and Assessment

Using authentic learning tasks can motivate students to become aware of the value of science and scientific thinking as it applies to their world. Integrated 8<sup>th</sup> grade science is a year long course. Each week there are three-50 minute classes and one-90 minute block class. The integration of cybersecurity lessons will be two-fold: General lessons related to the guiding theoretical frameworks and specific lessons related to disciplinary core idea MS-PS4 Waves and their Applications in Technologies for Information Transfer. Each of these learning activities are tied to the essential question, written below in student friendly language, so that students can record their response before, during, and after each learning activity to establish a timeline of learning. The learning activities will include simulations, lab experiments, reading materials with discussion and writing code. These qualitative responses will be quantified using a rubric and should show increasing sophistication of ideas. There are additional assessments unique to each task, illustrating desired student outcomes.

### How did we historically share information?

Students will compare scientific and technological data about analog and digitized signals to discover the advantages of each, and how both are used today to send information. Students will then conduct a shared inquiry debate on whether there should be an Internet fast lane in the near future.

### How much information are we sharing?



Students will examine metadata of images from various sources, including photos posted to social media, and discuss privacy in regards to their own personal safety.

### How do we secure our information?

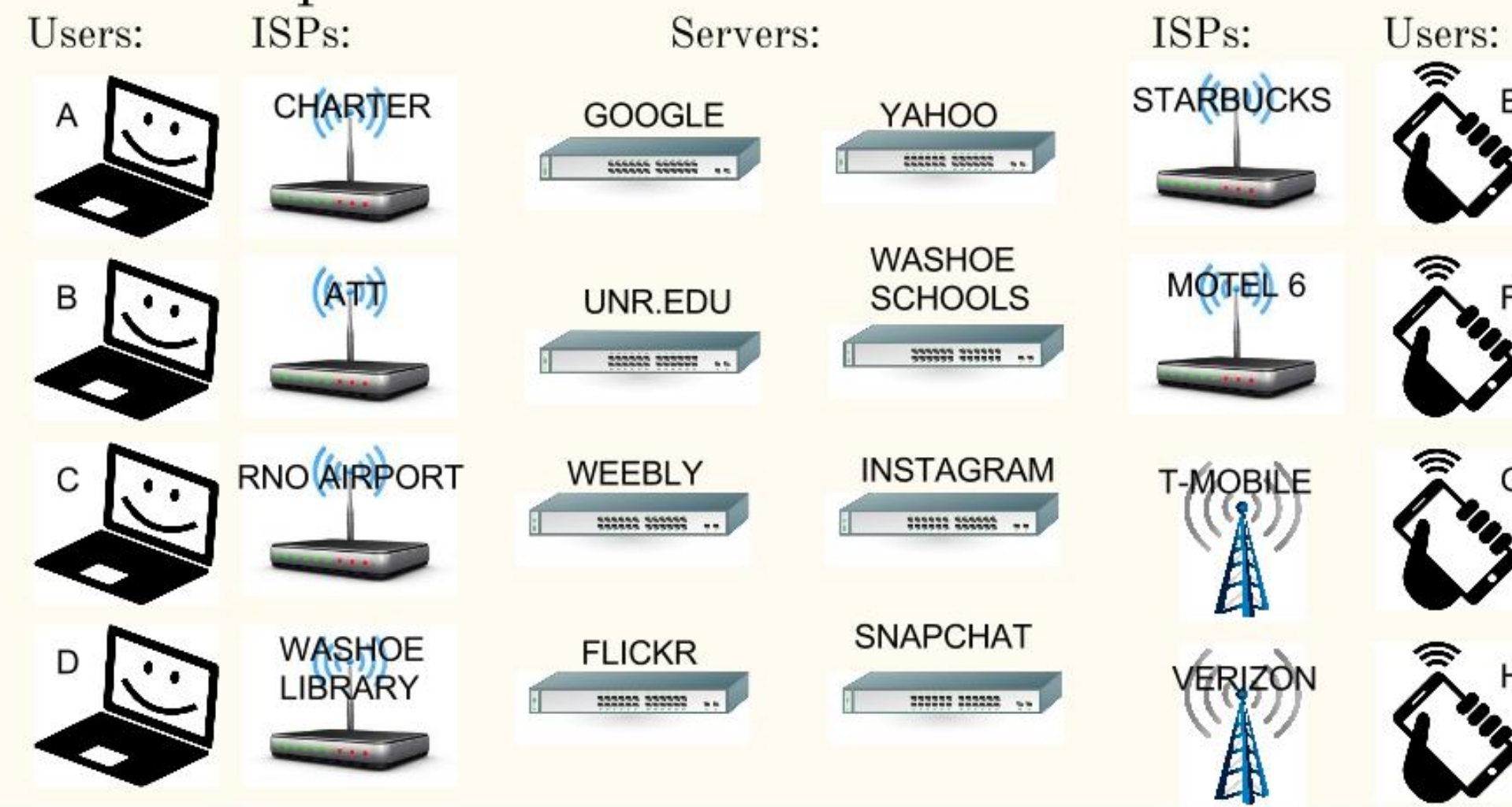
Students will learn how to create a password schema which will have various characteristics that cannot be hacked in a timely manner via free software. Several simple passwords will be hacked so that the data could be compiled to illustrate the exponential increase in time required to hack more complex passwords. Students will also discuss the benefits and problems of using biometric measures to secure data.



Image Credits : Fingerprint by Chadmillar at Creative Commons/Flickr

## How do we share information using digitized signals on the Internet?

Let's set up our communication network:

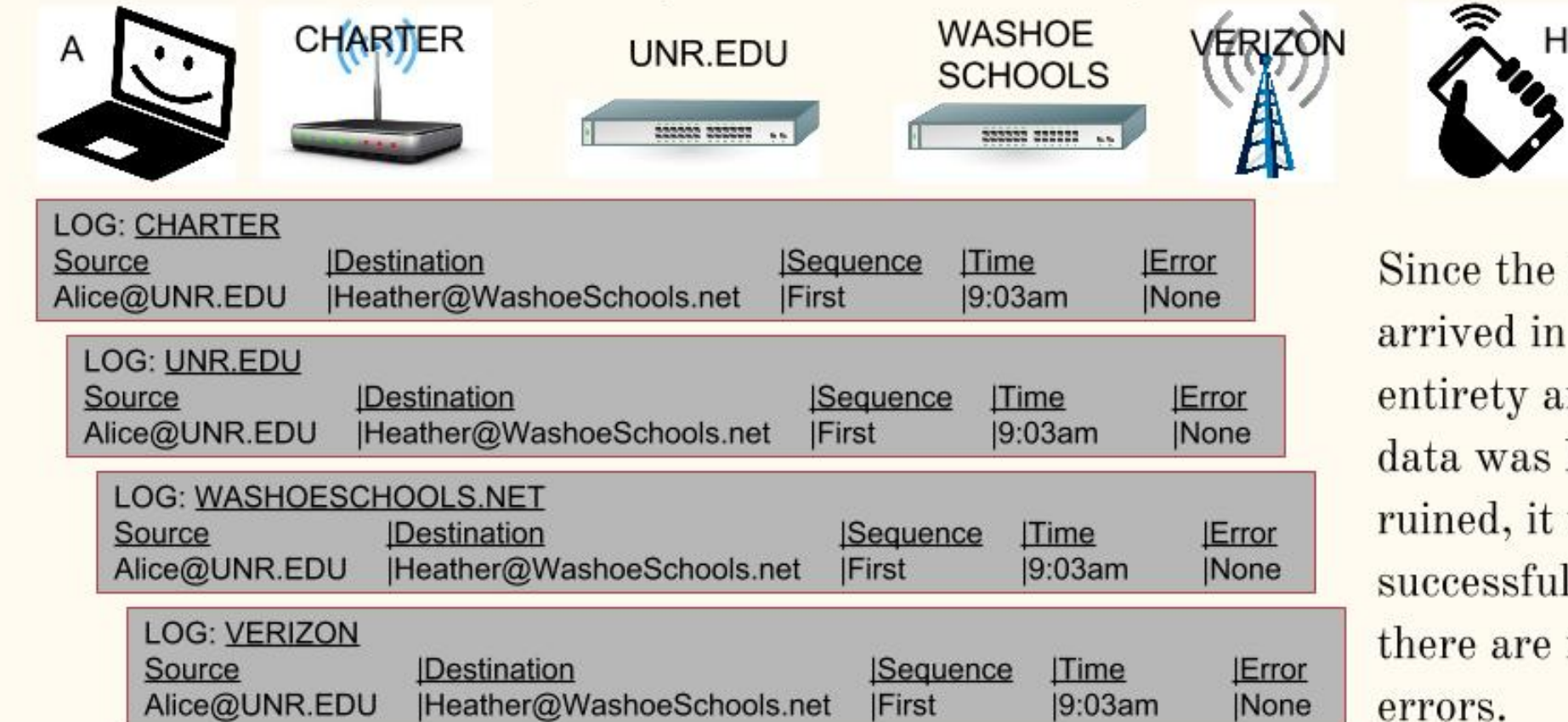


The diagram above illustrates an electronic message simulation using students to represent elements in a network and index cards to make packets. After sending get to know you messages, students will demonstrate how information could be encrypted using rotational ciphers. They will then send compromised messages, simulate IP spoofing, use multiple relays to hide sender/receiver information inside envelopes, and discuss how to balance security with privacy when sending digital information.

PACKET: Source Alice@UNR.EDU Destination Heather@WashoeSchools.net Sequence First Time 9:03am Error None Message HI Heather!

Let's send our first packet:

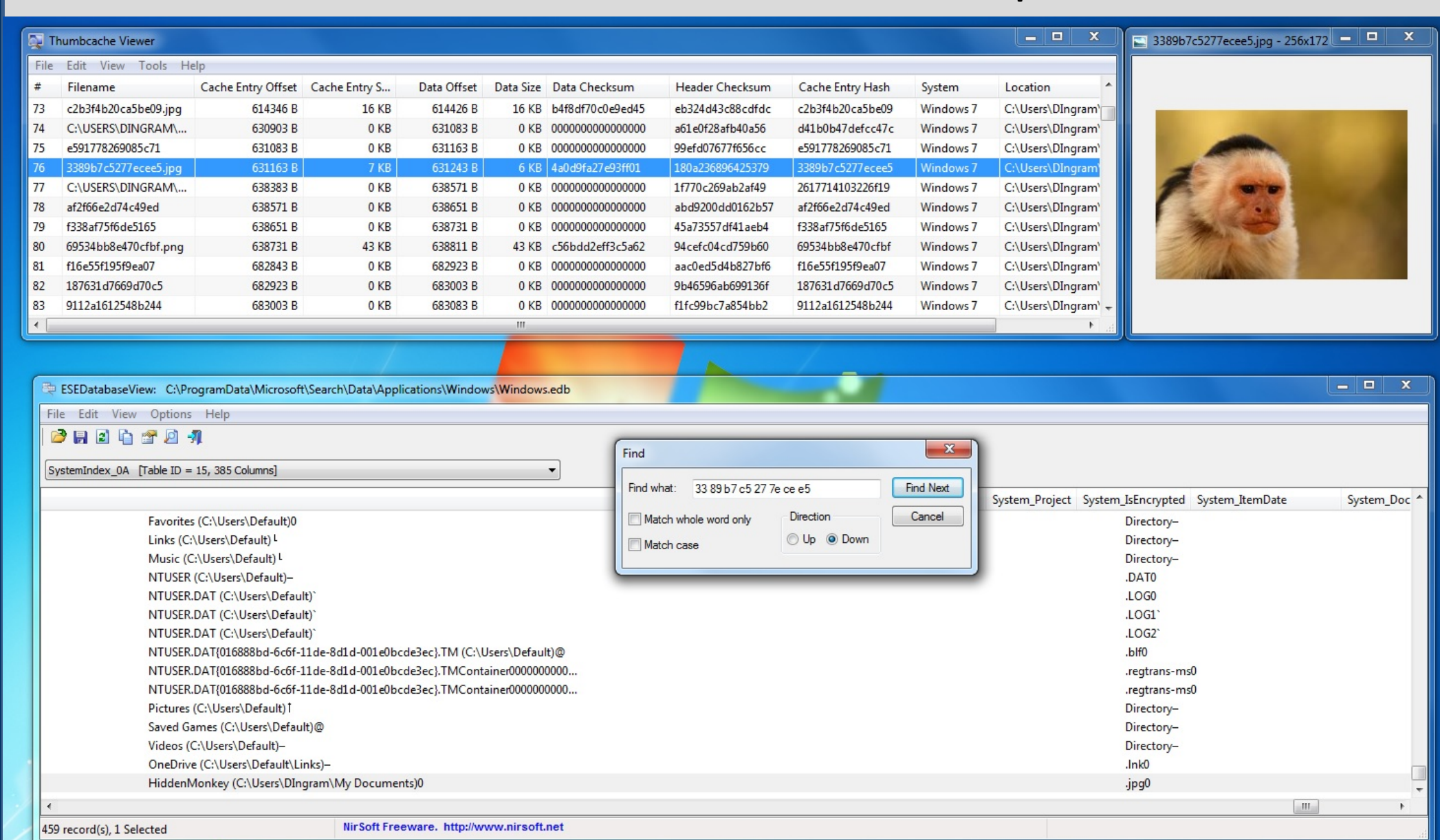
This packet will go through many routers and several logs will be created:



Since the message arrived in it's entirety and no data was lost or ruined, it was sent successfully and there are no errors.

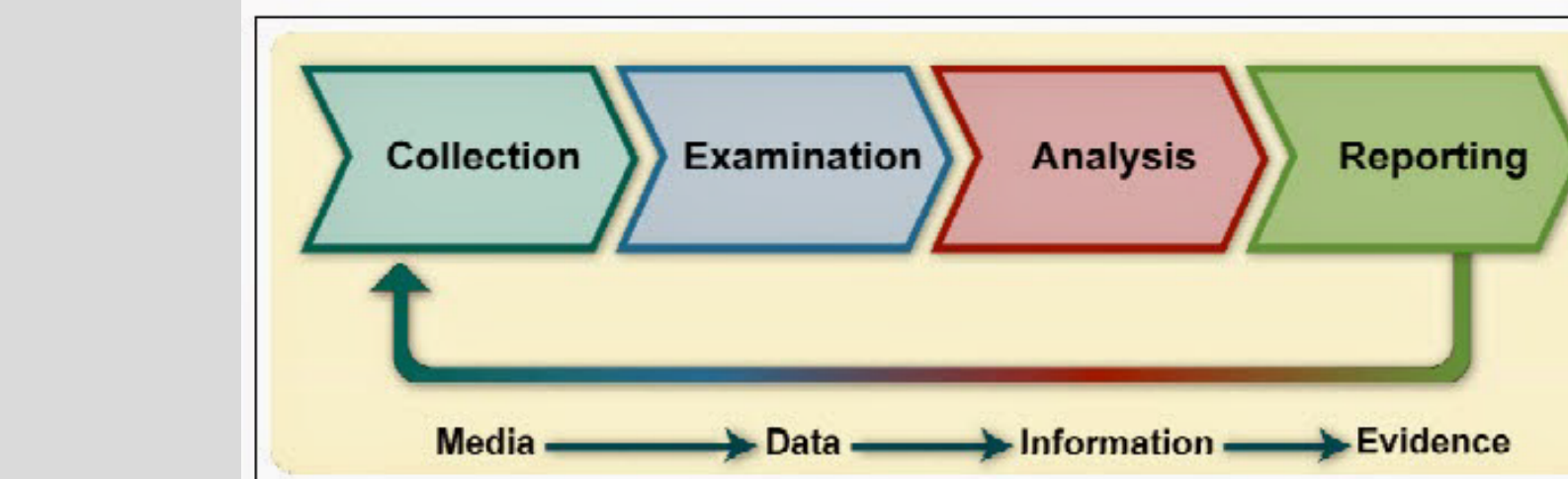
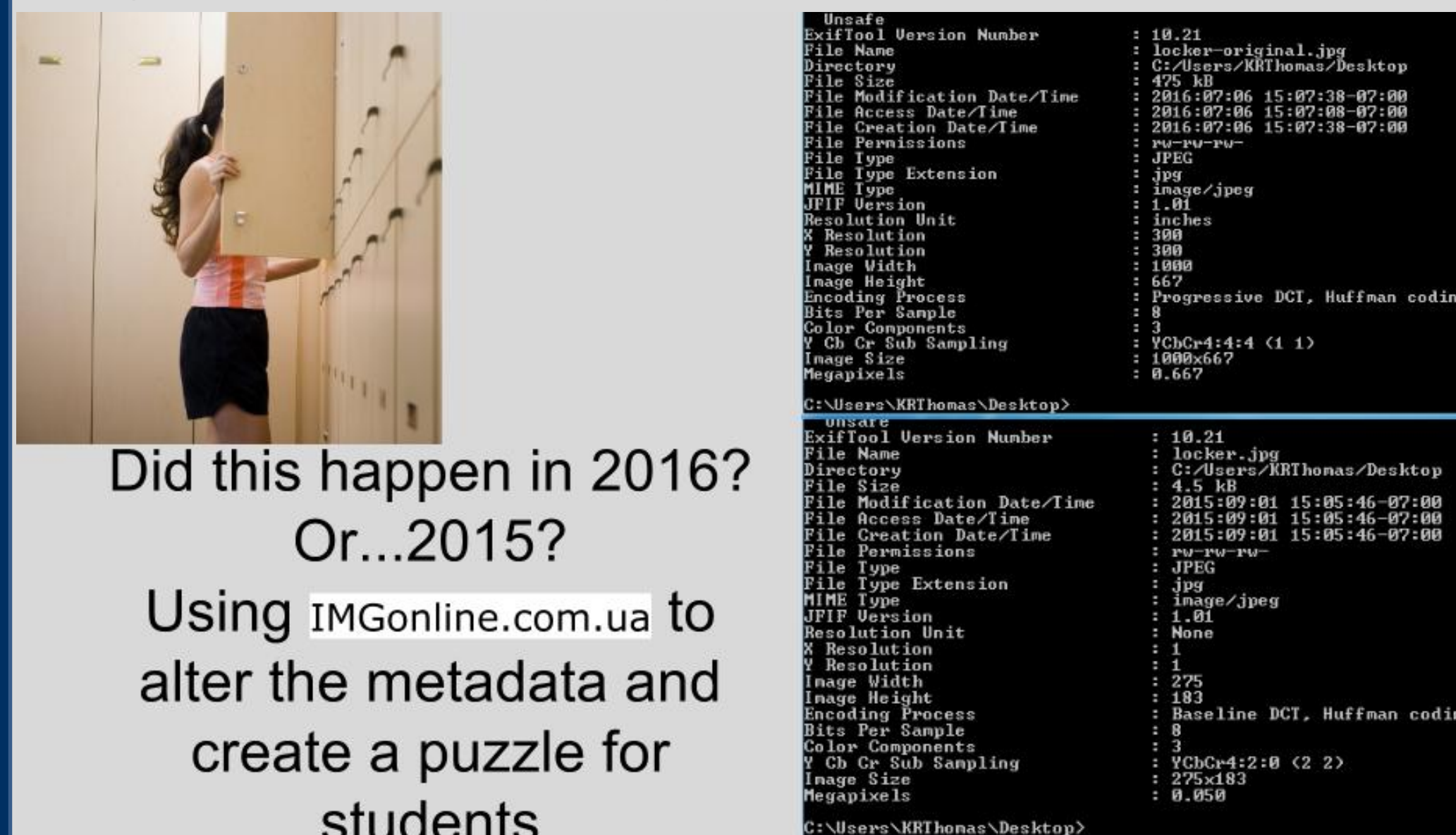
### Can we delete our information?

Students will use a Thumbcache viewer and ESEDatabase View to illustrate how deleted images can still be viewed, because the information is stored in multiple locations.



## Who else can see our information?

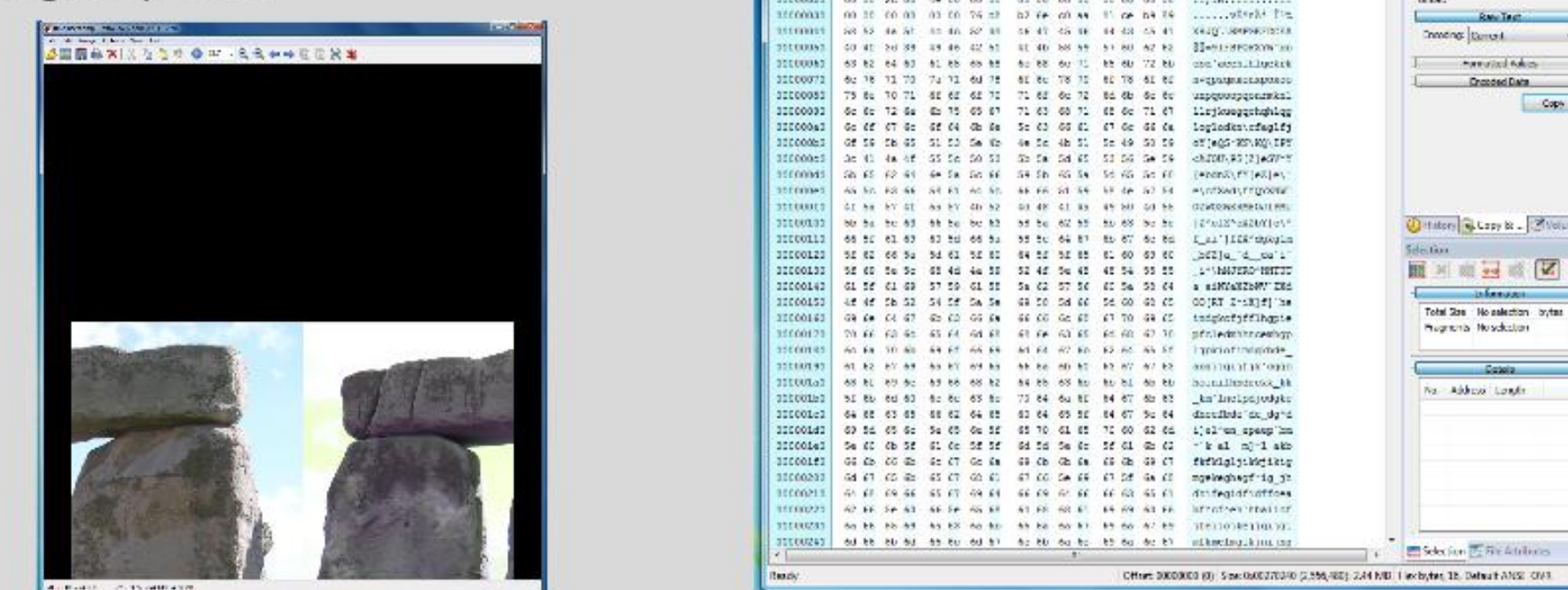
Students will use Exiftool to modify or delete metadata on images to create a mystery for other students to solve.



Students will use the digital forensics process to investigate a case as though they were a detective using various forensic tools, including using a hex editor to manually file carve previously deleted files.

There is so much data to be searched though, that in the interest of time, knowing the gist of an image will allow the viewer to make decisions about its importance relative to a investigatory case.

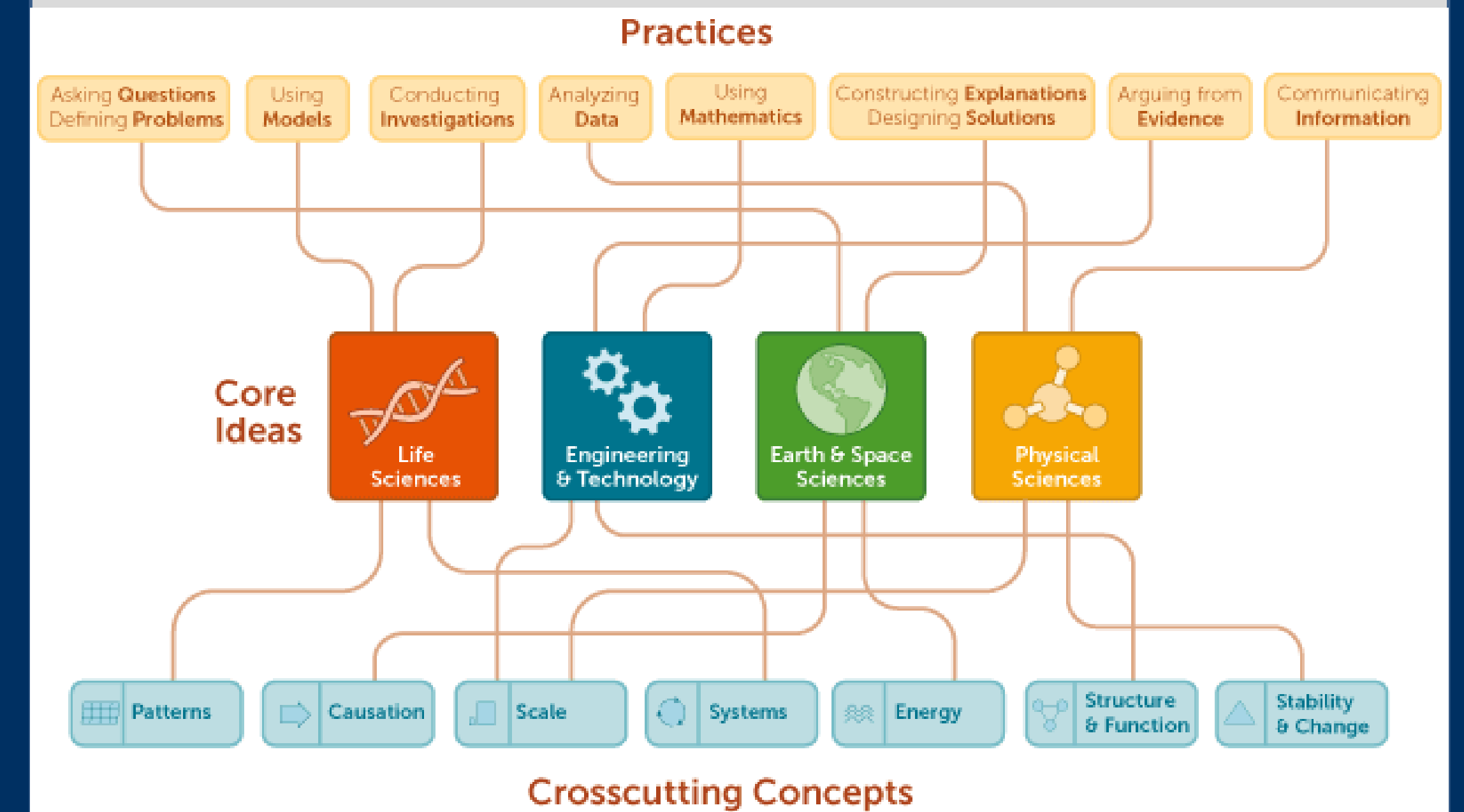
### File Carving Fragments



### How can we use computers to model dynamic scientific processes?

Students will acquire programming skills using drag-and-drop blocks in the program StarLogo Nova from Project Growing Up Thinking Scientifically (GUTS) to model simulations of complex scientific processes. These include investigations of: water as a shared resource, ecosystems as complex systems, and chemical reactions.

## Guiding Theoretical Frameworks



Life Science	Physical Science
LS1: From Molecules to Organisms: Structures and Processes	PS1: Matter and Its Interactions
LS2: Ecosystems: Interactions, Energy, and Dynamics	PS2: Motion and Stability: Forces and Interactions
LS3: Heredity: Inheritance and Variation of Traits	PS3: Energy
LS4: Biological Evolution: Unity and Diversity	PS4: Waves and Their Applications in Technologies for Information Transfer
Earth & Space Science	Engineering & Technology
ESS1: Earth's Place in the Universe	ETS1: Engineering Design
ESS2: Earth's Systems	ETS2: Links Among Engineering, Technology, Science, and Society
ESS3: Earth and Human Activity	



Students' work is interdisciplinary	The learning activity is interdisciplinary	Students are designers of a technology product			
Students make substantive decisions together	Students are required to apply their knowledge in a new context	The activity requires innovation - the creation of a product, method, or idea new to the student	Technology is required for constructing the knowledge	Students have the opportunity to revise their work based on feedback	Students must provide supporting evidence AND communicate to a particular audience
Students have shared responsibility	The activity's primary purpose is that students construct knowledge	Students are working on a substantial real-world problem	Technology supports students' knowledge construction	Students plan and monitor their own work	Students must provide supporting evidence OR communicate to a particular audience
Students are required to work in pairs or groups	The activity requires some knowledge construction	The activity's primary purpose is problem solving	Students use technology during the activity	The activity is long term; students have learning goals and success criteria in advance	The activity requires extended or multi-modal communication

## Website References

- csint.unr.edu
- nextgenscience.org
- projectguts.org
- code.org/curriculum/science
- wcsd21.com
- http://web.mit.edu/jhawk/mnt/cgs/Image-ExifTool-6.99/html/
- https://thumbcacheviewer.github.io
- http://www.hdssoftware.com/free-hex-editor
- http://www.imgonline.com.ua/eng/hdr-jpg.php
- "This work is supported by the National Science Foundation under Grant #1542465."