Cyber Security with Robotics and After School Cyber Clubs Erhan Erdem | Coral Academy of Science High School Dr. Shamik Sengupta & Dr. David Feil-Seifer | University of Nevada, Reno

Introduction: This course has been created by combining NICERC Cyber Literacy 1,2, Cyber Science curricula and the content learned during the Research Experience for Teachers (RET) Site at the University of Nevada Reno.

Course Description*: Cyber Security with Robotics is an innovative, project-driven course that integrates science, technology, engineering, and mathematics (STEM) disciplines with liberal arts.. The lessons in the course are divided into five main units: *Electricity*, Robotics & Programming Basics, Foundations of Computer Science, Networking and Security, and Ethics and Social Issues.



Networking and Security

Networking and Security unit showcases the structure of networks as well as the vulnerabilities. The need for security is heavily emphasized through man-in-the-middle attacks, cryptography, and steganography.

Cyber Security with Robotics Course

Unit 2: Robotics & Programming Basics

Students assemble their robots to perform various functions through the implementation of sensors and application of their programming Knowledge.



Ethics and Social Issues

This unit explores the historical, ethical, and societal impacts of cyber. Students are challenged with deeper thinking through interpreting articles, writing essays, and participating in debates.





Foundations of Computer Science

Boolean Logic

Flowcharts

Algorithms

Data Structures

Searching, Sorting & Selecting

Recursion

Probability

Permutations & Combinations

Standards





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After School Clubs



The competition puts teams of high school and middle school students in the position of newly hired IT professionals tasked with managing the network of a small company.



FIRST Tech Challenge teams are challenged to design, build, program, and operate robots to compete in a head-to-head challenge in an alliance format.



CyberStart: a suite of challenges, tools, and games designed to introduce young people to the field of cyber security.