CyberEco

Field Visits Project for Schools "Cyber Eco"

الوكالة الوطنية للأمن السيبراني
National Cyber Security Agency

Project Idea

Design and implement a series of interactive training and awareness workshops in the field of digital safety and cybersecurity, targeting students in public and private schools, teachers, and parents in Qatar with educational awareness content and diverse interactive training activities, enhancing their ability to efficiently and effectively navigate the internet and its applications. and contributes to increasing awareness among these groups.

Targeted groups

1

Students in different stages of education in public and private schools in Qatar.

2

Teachers and educational staff.

3

Parents.

Project mission

Enhancing the awareness of students in Qatar with the concepts of cybersecurity and digital safety.

Project vision

Transforming digital safety into a sustainable practice for children and adolescents in Qatar.

Project tools

As part of **the Cyber ECO project,** a variety of training and awareness tools will be used in the field of digital safety, including the following:


CyberEco

First) Educational videos

9 educational videos (2-3 minutes per video, in Arabic and English) on the following topics:

Cybersecurity controls for cloud computing.

Phishing attacks.

What is IMAP4 protocol?

Content Security Policy (CSP).

Cybersecurity risks.

Copyright.

Online forgery and fraud.

Web robots.

Securing electronic devices.


CYBER QUIZ

Second) Interactive printed games

As part of the field visits project to schools, several training games will be provided to students, which provide relevant information on the concepts of cybersecurity and digital safety In the context of entertainment, enjoyment, and competition. These games are effective in gaining the attention and focus of students as they rely on elements of excitement and entertainment, so the student can get the information in an entertaining manner, preventing boredom and monotony.

The games are:

Game 1: Cyber Block

Game 2: Cyber Quiz

Game 3: Cyberno

Game 4: Cyber Way

Game 5: Educational Ideas Cards

Third) Interactive electronic games

Training games are an effective tool in teaching students and adolescents the basics of digital safety, programming principles, and languages. These games are also engaging and entertaining, ensuring maximum focus and attention from students, Due to its reliance on the elements of suspense and entertainment, the student acquires information through an entertaining framework, which prevents the feeling of boredom.

The proposed games focus on teaching students the basics of simple programming languages such as C, C#, or any other programming languages that are easy for beginners to learn. The concept of the games is to provide entertaining content that ensures the highest level of concentration, allowing students to gain knowledge.

Programming Codes
(Craft your garden with programming magic)

Digital Fortress
(Forge an unbreakable password)

Web Guardian
(Safeguard your data across social media realms)


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Fourth) Training Kits

Providing training kits for students, teachers, and parents on 9 vital topics that are most urgent in the field of cyber security. Each kit contains exercises and training materials for students and a training kit for the teacher/trainer, as well as presentation slides that will be used by the teacher/trainer .during the workshop

These kits are:

Cloud computing security protocols.

Phishing attacks.

What is IMAP4 protocol?

Content Security Policy (CSP).

Cybersecurity risks.

Copyright.

Online forgery and fraud.

Web robots.

Securing electronic devices.

Fifth) Guidance Guides

Teacher's Guide

Trainer's Guide for Training Games

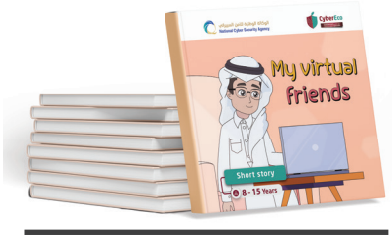
Parents' Guide

Digital Safety Guide

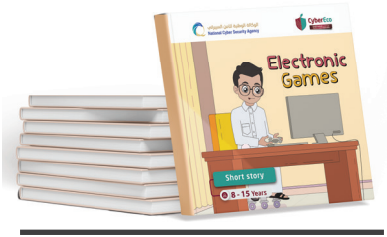

The Tales
of
Storyteller

Sixth) Children's Illustrated Stories

A collection of illustrated stories for children in the field of digital safety, including the following titles:

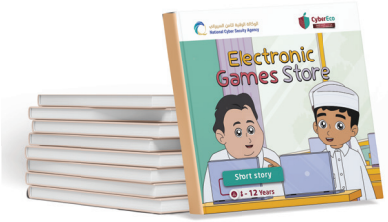


My Virtual Friends.



Electronic Games.

How Do I Protect My Computer?



Electronic Games Store.

The Storyteller's Tales.

The Bots and the El khawarizme Team.


القدس الأبية عاصمة فلسطين الأبدية

Seventh) Graduation Projects

During the workshops, Students in every academic stage for each school. will be divided into small work groups to study ambitious ideas in various fields of cyber security and digital safety, which can be transformed into graduation projects for the visit program that can be implemented in the future. A cyber security trainer will supervise each group and support them technically until the project is completed. A judging committee will be formed to evaluate the graduation projects, to study the submitted projects, and to select the best of them for each age stage, whether at the level of a single school or at the level of the targeted schools in general; to honor the best projects during the closing ceremony of the field visit program.

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