

# Teacher Syllabus and Notes

## Day 5

### Cyber Rights and Vocabulary

Estimated Time: 2 hours, 20 minutes

### AGENDA

- Classroom management (5 minutes)
  - Last day wrap-up and thank-you for your teaching assistant if you had one. Send a thank-you card around the room inconspicuously.
- Group presentations and debate (45 minutes)
  - Allow for 10 minutes of prep. Teams will present their research in debate style. Groups that are not debating will be judges. The teacher will be the final judge, focusing on the strength of the evidence presented. Allow 10 minutes of discussion after debates have ended.
- Review and discuss the [Internet Safety Cyber Warriors Pledge](#) (5 minutes).
  - This is intended for younger children, but it is still a good thing to review as a class.
- Review various [computer science fields](#) (5 minutes).
- Break (5 minutes)
- Deconstruct a computer (45 minutes)
  - Work in groups. Identify and define as many parts of a computer as you can (see the computer parts resource for a list and images). Locate them inside the demo computers.
- Alternative: If you do not have computers to take apart, have students sign up and explore the [NSA Day of Cyber](#) (45 minutes).
  - If you have a limited number of computers to take apart, students can do this concurrently with the computer deconstruction, while small groups take turns taking apart computers.
- Cyber security vocabulary wall review (10 minutes)
  - Ask if they have any questions about the words on the wall.
- Jeopardy vocab game (20 minutes)
  - Create your Jeopardy [game here](#).
- Bonus video: [Get up and dance!](#) TGIF!
- Bonus work
  - [Crypto Links](#)
  - Vocabulary game: [CyberProtex — Social Engineering Terms Matching Game](#)
  - [Stay Safe Online](#)
  - AAUW and Symantec's [Cyber Scribbles](#) book. You can print out copies for the students to work on in class or at home.