CyberEco

معـًا لدعـم السلامة الرّقمیّة
Together to support **digital safety**

CYBER
BLOCK
PASSWORD

Age +10

الوكالة الوطنية للأمن السيبراني
National Cyber Security Agency

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This content is produced by the team of
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Who are we?

The National Cyber Security Agency
Is a national institution dedicated to the development and protection of the cyber space in the State of Qatar, enhancing the efficiency and effectiveness of the digital environment to support the progress of the state and society and contribute to the achievement of Qatar's 2030 vision.

Introduction

Training games serve as a highly effective tool for imparting fundamental knowledge about digital security and the principles of online safety to children and adolescents.

Their effectiveness stems from their ability to engage and captivate students attention, as they rely on elements of excitement and entertainment.

Within this engaging framework, students seamlessly acquire information, thereby preventing any feelings of monotony or boredom.

Game Idea

The main idea behind **"Cyber Block"** is to present the fundamental concepts and knowledge of cybersecurity and related topics in a simplified and fun way that helps **players learn in an innovative and non-traditional manner.**

Game Description

An engaging and competitive game that **takes children on a journey exploring** various topics related to cybersecurity in a simplified and entertaining way. It provides them with basic knowledge and **helps them learn in an innovative and unconventional manner.**

Game Goals

1 Enhancing the linguistic and cognitive skills for students.

2 Learn various new cybersecurity terms.

3 Simplifying and delivering information in an entertaining manner.

4 Convey important cybersecurity information in an engaging manner that helps instill these concepts in the young players' memories.

5 Writing the terms in both Arabic and English will directly contribute to improving linguistic skills and reading abilities.

6 Providing children with enthusiasm, entertainment, and a sense of achievement by collecting as many rewards as possible and defeating other players.

Game Components:

1 A large board divided into 24 stations, with two colors:

Red color
(Cybersecurity-risky stations): These stations contain negative cybersecurity terms that represent specific cyber threats, such as hacking, viruses, cyber-attacks, cybercrime, phishing, etc.

Green color
(Cybersecurity-safe stations): These stations contain positive cybersecurity terms such as safety, readiness, network security, information security, etc.

2 A set of figurines with numbers for starting the game. Each figurine has only one number.

3 A set of cards specific to each station to explain the term and clarify its positive or negative impact to the players.

4 A set of medium-sized plastic tokens distributed to players at the beginning of the game (each player chooses a unique token to move with).

5 A set of large green cards representing various rewards, such as:

> You can play the next round.
> Congratulations! You won the Team Leader card.
> You won the Cybersecurity card (The card cancels the penalty for the player)
> You won the golden card.
> You received the silver card. (The Silver card (allows the team to choose a player from the opposing team to punish at any time).
> You won the Key symbol card.

Congratulations! You won the Team Leader card.

> Congratulations, you won the Bronze card (The Bronze card prevents a player from the opposing team from playing an entire round at any time).

> You received the Wi-Fi symbol card.

> You or your team can discard the Eye symbol.

> You or your team can discard the Trojan horse symbol.

> You earned 2 Coins from the opposing team.

> Choose a penalty for the opposing team.

You won the golden card

6 A set of large red cards representing various penalties, such as:

- ◉ Skip the next turn.
- ◉ Leave the team.
- ◉ Give up 2 Coins to the opposing team.
- ◉ You / Your team lost the Team Leader card.
- ◉ You won the Spy card.
- ◉ You / Your team lost the Golden card.
- ◉ You / Your team lost the Silver card.
- ◉ You / Your team lost the Bronze card.
- ◉ You / Your team lost the Cybersecurity Card.
- ◉ You / Your team lost the Wi-Fi symbol.
- ◉ You won the Eye symbol.
- ◉ You won the Trojan horse symbol.

You / Your team lost Team Leader card

7. A set of large colored side symbols distributed by the referee to the players, including:

You won the Trojan horse symbol

You won the Eye symbol
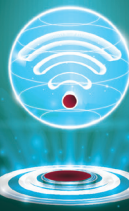
You received the Wi-Fi symbol card

You won the Key symbol card

Trojan Horse symbol (makes its owner/the team lose 10 coins).

Eye symbol (makes its owner/the team lose 5 coins).

Wi-Fi symbol (worth 10 coins).

Key symbol (worth 5 coins).

8. A set of coins for rewards, penalties, and calculating the final score for each team.

Gameplay Mechanism:

1 The group of players is divided into two teams, with one player acting as the referee to distribute rewards and penalties to the players of both teams.

2 Each player receives a small token to move on the board.

3 The player chooses a random number from the figurines with numbers and moves according to the number that appears to them.

4 If the player lands on a safe station, they will receive the corresponding information card and read the information to their teammates for discussion. Then the player chooses from a set of green cards, which are various rewards, such as:

- You can play the next turn.
- Congratulations! You have become the team leader.
- You won the Gold card.
- You won 2 Coins from the opposing team.
- You won the Key symbol.

5 If the player lands on a dangerous red station, they will receive the corresponding station's explanatory card. They will read the information on the card to their teammates for discussion. Then the player chooses from another set of red cards, which are various penalties, such as:

- Skip the next turn.
- Leave the team.
- Give up 2 Coins to the opposing team.
- You won the Eye token.
- You won the Spy card.
- Your team lost the Golden card.

6 The turns continue between the players, and in the end, the points are counted for each team, as following:

- Key symbol (worth 5 coins).
- Wi-Fi symbol (worth 10 coins).
- Eye symbol (makes its owner/the team lose 5 coins).
- Trojan Horse symbol (makes its owner/the team lose 10 coins).
- Team Leader card (doubles the player's points, so if the leader has 5 coins, for example, their points count as 10 coins).
- Golden card (worth 15 coins).
- Spy card (causes the owner/ the team to lose 10 coins).

7 The winning team is the one with the highest number of points.

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