

4565: Computing Foundations for a Digital Age

Unit 2

Cybersecurity Project Worksheet

Name: _____

Date: _____

Option: ☐ Poster ☐ Board Game

Project Overview Objective: Research a cybersecurity topic and create an engaging poster or board game that teaches others about best practices for staying safe online using key vocabulary.

Day 4: Research & Topic Selection

Chosen Topic (check one or write your own):

- ☐ Two-Factor Authentication
- ☐ VPN
- ☐ Password Security
- ☐ Phishing Scams
- ☐ Protecting Personal Data
- ☐ Emerging Threats (e.g., AI, deepfakes, ransomware)

Three Key Facts or Examples

1.

2.

3.

Best Practices or Safety Tips

1.

2.

Day 5: Design & Development

If creating a Poster:

Title: _____

What is the threat? _____

Why it matters: _____

How to stay safe (tips/examples): _____

Visual ideas: _____

If creating a Board Game:

Game Title: _____

Board layout style: (e.g., race, trivia, random draw) _____

Example Challenge – Threat Card

Threat: _____

Correct Action: _____

***Incorporate vocabulary** (highlight or underline on final design):

Example: “Use VPN to hide location from hackers.”

Day 6: Presentation & Reflection

Presentation Notes:

- ☐ What is your topic?
- ☐ How does your poster or game teach others to stay safe?
- ☐ Why is this important in today’s digital world?

Peer Feedback:

One thing I liked about your project:

Something I learned from it:

One suggestion to improve it:

Exit Reflection:

What surprised me about this topic?

One thing I will do differently online now:

Teacher Note

Adapted from MediaSmarts' Board Game Analysis & Design Worksheets.

Encourages students to explore cybersecurity risks, vocabulary, and safe practices through creative expression and peer collaboration.