

Day 5 Lesson Plan: Design & Development

Objective

Students will begin designing their cybersecurity poster or board game, incorporating key vocabulary, facts, and safety strategies to teach others about their topic.

Activities

Design Work Session

- Students begin creating their project, using their research to guide content and visual elements. Teachers circulate to check for accurate understanding of vocabulary and clear communication of the cybersecurity topic.

Poster Projects: Focus on clarity, visuals, key facts, and safety tips.

Board Games: Focus on mechanics (e.g., trivia, race, scenarios), rule clarity, and integration of vocabulary (e.g., using "Threat Cards" or "Bonus Safety Tiles").

Peer Checkpoint

- Midway through class, students partner with another group for a brief peer review.

Questions to guide review:

- ☐ Does this project clearly teach something about cybersecurity?
- ☐ Is the vocabulary used correctly and clearly?
- ☐ Is the visual or game design engaging?

Wrap-Up & Goal Setting

- With a few minutes left, have students complete a short goal-setting prompt:

- ☐ "Tomorrow, I want to finish..."
- ☐ "One thing I need help with is..."