

Day 6 Lesson Plan: Presentation & Reflection

Objective

Students will present their cybersecurity posters or board games and reflect on their learning by providing peer feedback and identifying key takeaways.

Activities

Project Presentations

- Students share their work with the class in a short (1–2 minute) presentation. Each student or group should explain:
 - ☐ Their chosen topic and why it matters
 - ☐ Key facts and safety strategies included
 - ☐ How their project teaches others to stay safe online
- Board game creators may briefly demonstrate gameplay or describe how vocabulary is used in the mechanics.

Peer Feedback

- After each presentation, peers provide feedback using one or more of the following questions:
 - ☐ What did you like most about this project?
 - ☐ What helped you learn?
 - ☐ One suggestion for improvement?
- Teachers may opt to use a quick feedback form or sticky notes.

Exit Reflection

- Students complete a short personal reflection:
 - ☐ What surprised me about this topic?
 - ☐ What's one thing I'll do differently online from now on?
 - ☐ What's one cybersecurity tip I would share with a friend?