

Lesson Plan Template

Grade/Level:

Subject: Cybersecurity

Date:

Duration: 1 hour 30 minutes

Objective:

By the end of the lesson the learners will have a firm understanding of cyber security. They will have a basic understanding of the theory behind cyber security as well as the definitions of important terminology and how to use and identify the necessary components of cyber security.

Materials Needed:

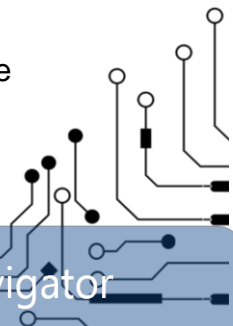
- Minecraft Cyber Security Map
 - Minecraft Cyber Security Lesson Plan
 - Minecraft Cyber Security Map Guide
 - Minecraft Cyber Security PowerPoint
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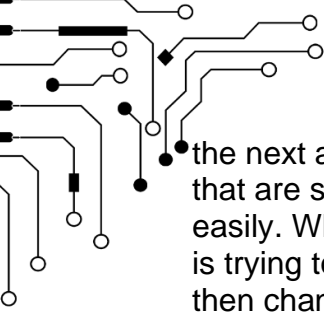
Introduction: (10 minutes)

To introduce the lesson, the Minecraft Cyber Security PowerPoint can be used. It is important that important vocabulary is discussed to allow the learners to have some understanding before beginning the map. The importance of Cyber Security needs to be discussed as well. **Please note that immersive reader in Minecraft Education can be used to assist learners with reading.**

Instruction: (10 minutes)

The Minecraft Cyber Security PowerPoint Presentation can be used. Once the PowerPoint can be explained, the learners can log into their computers and into their Minecraft accounts. They will log into the given map, and they will be transported to the starter room. They will then have to select the Cyber Security button to be transported to the correct activity. For the teacher - The activity will have three main activities with tasks in each activity. The first activity will be theory based, teaching the learners the basics of Cyber Security. It will give the learner an opportunity to speak to an NPC and then to answer a question based on what the NPC says. The second activity will be a maze. The learners must work through the maze to get to





the next activity. While they move through the maze, they must interact with buttons that are scattered throughout the maze, which will help them through the maze more easily. While they move through the maze, they will be approached by an NPC that is trying to obtain personal information. The NPC will approach them five times and then change to a creeper, depicting that although a person may seem to be harmless, they might not be. Once they have completed the maze they can begin with the next activity. In this activity the learner will have to complete three missions (tasks) to finish the map. The learner will have to complete and fix a 'firewall', destroy any remaining bugs or viruses as well as save personal information from a hacker.

Once this is completed the learner will receive a certificate and will be returned to the starter room.

Guided Practice: (15 minutes)

Activity 1: the learners should be shown how to interact with an NPC and how to click a button (Both need to be left clicked). This can be done once or twice before allowing the learners to do it themselves.

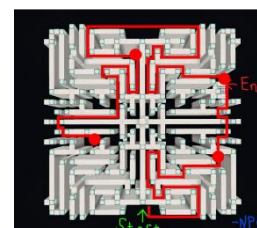
Learners will also need to have assistance with Activity 1, task 3. For this task, the learner must fix a 'firewall'. They will be given a chest which contains building blocks. The wall will be built in a specific pattern which the learner will have to copy to complete the firewall successfully. They can place (Left Click) and break blocks (Right Click). To assist the learners, explain how to fix the wall and what will happen.



This activity will be followed by a short maze activity.

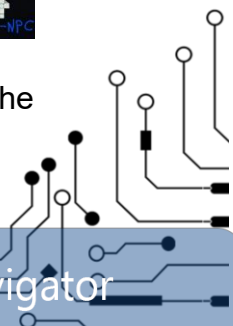
Independent Practice: (45 minutes)

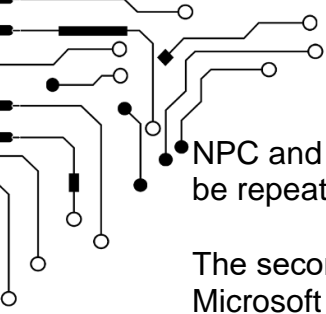
Activity 2: this will be a maze activity. The player will have to move through the maze. As they make their way through the maze, they will encounter various questions where they will have to select a button to choose the right answer. They will also encounter an NPC who will try to convince the learner to give personal information to the NPC. Should the learner agree to give out the personal information they should be teleported back to the last check point in the map.



This activity will be followed by a short maze activity.

Activity3: there will be three missions (tasks) for the learners to finish to complete the activity. The first mission is like activity 1 task 3, where they must fix the 'firewall' following a pattern. However, they will read information from the





NPC and the wall will be attacked. They will have to fix the wall as it breaks. This will be repeated 3 times.

The second mission will be that the learner will have to act as a 'scanner' like Microsoft Defender. They will have to work through an obstacle course and find the remaining viruses and bugs to destroy them.

For the third mission, the players will have to find a 'hacker'. they will have to collect pieces of information and organise it accordingly. This will then lower a bridge for the player to cross. They will combat the hacker and retrieve the information.

Closing: (5 minutes)

To end the lesson, recap the important vocabulary and the important concepts about Cyber Security that were introduced. Allow the students to ask you questions so that you can smooth out any misconception that learners may have.

Please ask the learners to complete the skills assessment at the end of the map.

Homework/Extension Activities:

As an extension activity or a homework activity the players can access more cyber security maps at: <https://education.minecraft.net/en-us/search?search=cyber%20security> or in the subject kit : Computer science - Cyber

