



CYBERPATRIOT'S

ELEMENTARY SCHOOL CYBER EDUCATION INITIATIVE



A STEM program of the Air & Space Forces Association

CyberPatriot is AFA's National Youth Cyber Education Program, created to motivate students toward careers in cybersecurity and other STEM disciplines. The program has a variety of offerings for K-12 students, as well as a cyber safety initiative for senior citizens and a community service opportunity for student and adult volunteers.

Elementary School Cyber Education Initiative

CyberPatriot's Elementary School Cyber Education Initiative (ESCEI, pronounces "Ess-key") is designed to help students understand the widespread importance of cybersecurity in their everyday lives and equip them with skills to better protect themselves on the Internet. It also encourages students to apply cyber ethics principles in their online interactions.

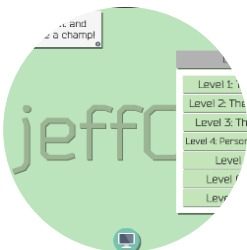
ESCIE Modules

The following ESCIE modules can be downloaded for FREE at www.uscyberpatriot.org.



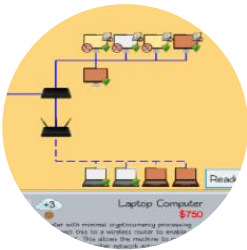
Security Showdown | Grades K-2

Strangers are asking about you, but is it safe to share with them? Learn the basics of sharing personal information with family, friends, and strangers in this simple point-and-click game. Will you share your information correctly and win the security showdown certificate? Featuring charming voxel graphics, simple game mechanics, and voice overs in both English and Spanish, this game is highly accessible and great for young players.



JeffOS | Grades 3-5

Join Jeff, your helpful sidekick, as he guides you through his operating system and covers everything from basic computer skills to complex phishing and malware issues. JeffOS delivers actionable advice for safer computing in the real world and breaks down advanced topics into digestible pieces all while providing players with fun, interesting interaction. Players will walk away from JeffOS with a more developed set of computer skills and a grasp on the importance of cybersecurity.



Packet Protector | Grades 3-5

Build a computer network to mine for cryptocurrency and use this money to expand and secure your network! Watch how your decisions affect the security and effectiveness of a network in this educational simulation. Along the way, you will learn about basic networking components, malware, and security software. You will also discover some of the ways that you can protect your network from cyber threats.





CYBERPATRIOT'S

CYBER EDUCATION LITERATURE SERIES



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Cyber Education Literature Series

CyberPatriot launched its Cyber Education Literatures Series to excite the youngest of computer users about cybersecurity through related characters and fun stories.



Sarah the Cyber Hero

Sarah lives in a town full of superheroes, but she has yet to earn her own superhero cape. The tradition is that when you save the day you earn your cape, but how will Sarah ever get a cape when her older brother, Andy, swoops in every time!

One fateful day, Andy downloads a malware virus on the family computer – one that infects the whole town.

Luckily, a school cyber education program has been teaching Sarah all about cyber safety and how to protect a computer from intruders. Can she use her new cyber skills to stop the dreaded virus from spreading?



Ben the Cyber Defender

Ben is a typical kid with a not-so-typical passion for cybersecurity and helping others. His skills are put to the test when his cousin, Ethan, accidentally releases a virus that is set to ruin devices all over town.

Can Ben stop the cyberattack in time and prove that he is ready to be a true cyber defender?

Purchase your e-books or hard-copies online at:

