

AFA CYBERCAMPS

CyberPatriot – AFA's National Youth Cyber Education Program

The AFA CyberCamp curriculum is designed to instruct students, both novice and advanced, about cyber ethics, online safety, and the fundamental principles of cybersecurity.

How does an AFA CyberCamp work?

Through the AFA CyberCamp program, schools and educational organizations can purchase a curriculum kit consisting of five, four-hour instruction modules, as well as accompanying instructor guide, student workbooks, demonstration software, and competition software that will teach students important skills in cybersecurity. Local organizations and volunteer instructors can execute the 20-hour curriculum set as a weeklong summer program supplemented by guest speakers and additional group activities.

The camp's 20-hour curriculum is designed for completion over five days (must be Monday-Friday), with the final day serving as a "miniature cyber competition day."

Topics covered during a camp includes:

Standard Camp:

- **Introduction:** Cybersecurity career opportunities, cyber ethics, online safety, how computers work, and cyber threats, cybersecurity principles, virtual machines
- **Windows 10:** Basic Windows security policies and tools, account management, file protections, auditing and monitoring, and introduction to Linux.
- **Linux/Ubuntu 16:** Ubuntu 16 terminology and concepts, basic graphical user interface security, basic command line security, and intermediate Ubuntu security.

Advanced Camp:

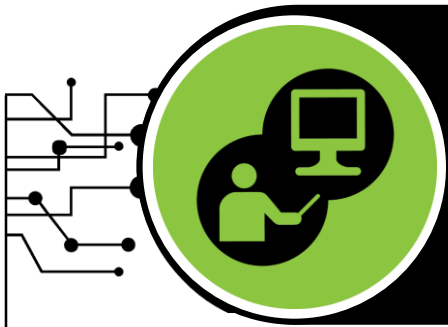
- **Windows 10 Module:** Windows Graphical Utilities, Windows Command Line, optional Sysinternals Suite
- **Ubuntu 16 Module:** Init Systems, Advanced Command Line, Processes and Scheduled Tasks, optional Security Policies and PAM, optional Networking
- **Cisco:** NetAcad Networking

Who can host a camp?

Public/private middle schools and high schools, home schools, universities and other higher education or career technical education institutes, Civil Air Patrol squadrons, Naval Sea Cadet units, scouting units, boys and girls clubs, and other non-profit organizations. AFA CyberCamps cannot be conducted as a for-profit activity. All applying entities are subject to approval by the CyberPatriot National Commissioner.

Host organizations are responsible for providing instructors. Standard camp instructors should have experience working with computers, basic knowledge of cybersecurity, and some familiarity with virtual machines. Advanced camp instructors should be advanced subject matter experts and it is highly desired that instructors have advanced knowledge of networking and intermediate Windows 10 and Ubuntu 16 subject matter. We recommend two or more instructors for advanced camps.





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What technical resources are required?

The AFA CyberCamp curriculum and activities are largely computer based. To maximize student engagement, the hosting school or organization should provide one computer for every 1-3 participating campers. The camp instructor(s) will need a projector and presentation computer with Microsoft PowerPoint.

The campers' computers, as well as the presentation computer, must have internet access and must be capable of running VMWare Player, WinMD5, and 7-Zip, all of which are free software programs. Full technical specifications are available on the CyberPatriot website.

What is the cost of an AFA CyberCamp?

Standard Camp: \$1,150 – Includes access to two demonstration images and two competition images as well as digital copies of the Instructor Guide and Student Workbook

Advanced Camp: \$1,450 – Includes access to two demonstration images and two advanced competition images, Cisco Network Academy curriculum as well as digital copies of the Instructor Guide and Student Workbook

For an additional cost, host organizations can request hard-copy workbooks as well as t-shirts and sunglasses.

Presented by:

