## CYBER BOARD GAME

This game helps participants understand the dangers lurking in them while using the internet and using ICT tools. It is also intended to raise awareness of acceptable responses that can be given in critical online situations. It is recommended for school (upper) groups to play with the guiding help of a teacher or other adult.

Supplies: game board, dice, pawns, action cards

Referee: not playing, its task is to evaluate the "ACTION CARDS"

Players: a minimum of 2-4 people, but several players can form teams.

Aim: at the end of the game, the winner is the first to enter the "FINISH" field.

How to play: The one who rolls the most points with the dice starts. The first player advances the square corresponding to the number on the dice.

If you enter an empty square, the next player comes. The order is decided in advance by the players.

If you step to the "ACTION CARD" field, you will pull up the top card from the shuffled card pack, read it, and answer, describe or draw etc. according to the task. The referee evaluates your response and tells you if you have to move and in which direction. Some cards indicate the action to be taken, in other cases the table attached to this description provides information on what to do. That table can only be seen by the referee.

If someone enters the "DOUBLE SPEED" field, they will have to double the number of dice they roll by the end of the lap (step twice as many fields as the dice number).

The game is won by the first person to enter the "FINISH" field, but can only enter it if he/she can enter it exactly. If the player throws more, he/she must start a new round. In the new lap, everyone will automatically ride at double speed, but the "DOUBLE SPEED" earned in the previous lap will expire. However, if you enter "DOUBLE SPEED" in the new lap, it will double your speed again until the end of the lap.

Before starting the new round, the player gets one last chance to reach the finish line: he/she stops on the "PAUSE" field (even if he/she was supposed to move on due to the number of dice) and can still enter the finish line by throwing 1 in the next round. For any other number, you must proceed to the new round.

Multiple pawns are allowed in the same field.

If the "ACTION CARD" runs out, they can be reused when shuffled.

Have fun and instructive passtime while playing!

1.											
How do you express your moods on social media and the internet?											
1.	GO BACK 1 STEP!	2.	STAY WHERE YOU ARE!	3.	GO FORWARD 1 STEP!						
2.											
If a friend sends you a photo of them having a great time, how do you share it on social											
media?											
1.	STAY WHERE YOU ARE!	2.	GO BACK 1 STEP!	3.	GO FORWARD 1 STEP!						
3.											
A friend sends you a racy (impolite) photo of a classmate - would you spread the image?											
1.	GO FORWARD 1 STEP!	2.	GO BACK 1 STEP!	3.	GO FORWARD 1 STEP!						
4.				•							
If a friend asked you to share your Facebook password, how would you respond?											
1.	GO FORWARD 1 STEP!	2.	GO BACK 1 STEP!	3.	GO BACK 1 STEP!						
5.				1							
If your parents tell you that you are dependent on your mobile phone, what would you											
tell them?											
1.	GO FORWARD 1 STEP!	2.	GO BACK 1 STEP!	3.	STAY WHERE YOU ARE!						
6.											
How do you ensure your privacy when surfing the internet or social networking?											
1.	STAY WHERE YOU ARE!	2.	GO FORWARD 1 STEP!	3.	GO FORWARD 1 STEP!						
7.											
	is your aim for when yo	ou shov	w your image on the in	terne	t or social media?						
1.	GO FORWARD 1 STEP!	2.	STAY WHERE YOU ARE!	3.	GO BACK 1 STEP!						
8.				<u> </u>							
What do you want to show about yourself on social media and on the internet?											
1.	STAY WHERE YOU ARE!	2.	GO FORWARD 1 STEP!	3.	GO BACK 1 STEP!						
9.											
	types of messages do y	ou con	nmunicate on social me	edia a	nd the internet?						
1.	GO BACK 1 STEP!	2.	STAY WHERE YOU ARE!	3.	GO FORWARD 1 STEP!						
10.		۷.		<b>J.</b>							
_	do you do if a stranger	contac	ts you online or on soc	ial m	Scibe						
1.	GO FORWARD 1 STEP!	2.	GO BACK 1 STEP!	3.	STAY WHERE YOU ARE!						
	GOTORWARD 131EI:	۷.	GO BACK I STELL:	Э.	STAT WHERE TOO ARE:						
11.	:		.	<b>.</b>							
	eceive an e-mail from y	our bai	nk to submit your creai	t card	i number as a routine						
	K. What will you do?  GO BACK 1 STEP!		CO FORWARD 4 CTER		CTAV WIJERE VOLLAREI						
1.	GO BACK I STEP!	2.	GO FORWARD 1 STEP	3.	STAY WHERE YOU ARE!						
12.											
	friend broke up with his			ch oth	ner's passwords. Your						
friend is very anxious now. What advice will you give?											
1.	GO BACK 1 STEP!	2.	GO FORWARD 1 STEP	3.	STAY WHERE YOU ARE!						
13.											
Your parents are worried because you spend too much time on internet. They restricted											
your	online time to 1 hour pe	er day.	<u>-</u>	T							
1.	GO FORWARD 1 STEP	2.	GO BACK 1 STEP!	3.	GO BACK 1 STEP!						

14.

You are always tired and sleepy in school, because you play online video games until late night. Your teacher wants to talk to you about it. What will you do?

1. GO BACK 1 STEP! 2. GO FORWARD 1 STEP 3. GO BACK 1 STEP!

**15.** 

You have been chatting with someone whom you have not met yet. Now that person invites you for a meeting in a park in the evening. What will you do?

1. GO BACK 1 STEP! 2. STAY WHERE YOU ARE! 3. GO FORWARD 1 STEP

16.

Don't read this to others.

Say only that they have to find out what you are showing them. Show them without words this: FIREWALL

If someone finds the word out, you AND that player will move one step forward.

If no one finds out for longer than 1 minute, no one moves.

**17.** 

Take a pencil and draw a simple meme about the PHISHING!

Then ask your playmates to show "like" if they find it nice.

If someone shows like with the thumb, you AND those players will move one step forward.

If no one shows like, no one moves.

18.

You want to buy something on Internet for a very good price. Advertisment says that it is a unique chance, and a counter shows that you have only 5 minutes to finish the purchase. What will you do?

GO BACK 1 STEP! GO FORWARD 1 STEP STAY WHERE YOU ARE!

19.

Don't show this card to your playmates!

Take a pencil and make a simple drawing about the word MINECRAFT!

The first one to guess it AND you will move 1 step forward.

20.

Don't show this card to your playmates!

Take a pencil and make a simple drawing about the word FAKE NEWS!

The first one to guess it AND you will move 1 step forward.

21.

Don't show this card to your playmates!

Describe the expression CYBERSECURITY without saying the expression itself!

The first one to guess it AND you will move 1 step forward.

22.

Don't show this card to your playmates!

Describe the expression INSTAGRAM without saying the expression itself!

The first one to guess it AND you will move 1 step forward.

23.

Don't show this card to your playmates!

Describe the expression GOOGLE without saying the expression itself!

The first one to guess it AND you will move 1 step forward.

24.													
Don't show this card to your playmates!													
Take a pencil and make a simple drawing about the word SPAM!													
The first one to guess it AND you will move 1 step forward.													
25.													
What is a strong password like?													
1.	STAY W	HERE YOU	J ARE!	2.	GO FC	DRWARD 1 STEP	3.	GO BA	ACK 1 STEP!				
26.													
When did you read a book last time?													
1.	GO FO	RWARD 1	STEP	2.	STAY	WHERE YOU ARE!	3. GO BA		ACK 1 STEP!				
27.													
When did you play any kind of sports or went for an excursion with your friends last													
time?													
1.	GO FO	RWARD 1	STEP	2.	STAY	WHERE YOU ARE!	3.	GO BA	ACK 1 STEP!				
28.													
What would you do if you saw that you have forgotten to take your cellphone with you													
to the school?													
1.	GO FORWARD 1 STEP		2.	GO BA	ACK 1 STEP!	3.	STAY	WHERE YOU ARE!					
29.													
Do you support that students can use their smartphones in the school? Write one good													
reason on a paper according to your opinion! Then ask your playmates to say their													
argu	ments	about th	is questi	ons.									
If an	y argu	ment ma	tches you	ırs, yo	ou and	they move 1 step	forw	ard.					
30.													
Which is your favourite smartphone application? Tell 3 useful functions that makes it the													
best	!												
3 useful		GO FORWARD 1		1-2 useful		STAY WHERE YOU	No useful		GO BACK 1 STEP!				
functions:		STEP		functions:		ARE!	functions:						
31.													
Whi	ch is yo	ur favou	rite video	gam	e? Tell	3 useful things th	at yo	u have	learned from it!				
3 use	-		1-2 useful				seful	GO BACK 1 STEP!					
thing	things: STEP		TEP t		gs:	ARE!	things:						
32. Can you name this IT device?													
Floppy / FDD /Floppy   GO FORWARD 1 STEP   No / Not correct   STAY WHERE YOU ARE!								YOU ARE!					
Disk Drive					name								