

Activities for projects | Set 3: activities for external cooperation and dissemination.
Grade School: 6 to 12 years old

Creamos juegos en línea (e-games) sobre ciberseguridad
Creating e-games about cybersecurity



DESCRIPTION OF THE ACTIVITY

A local or national police officer, an Is4k cyber-cooperant, or any other expert on online security, gives a talk to students about cybersecurity. Students then use different tools to create online games related to what they have learned. Finally, in a video call with their partners, students play the puzzles and explain how they were created.

OBJECTIVES

- To understand Internet risks and how to avoid them
- To create games to prevent and raise awareness about cyberbullying
- To promote group work and participate in collaborative activities with other European schools

KEY COMPETENCES AND CROSSCUTTING THEMES

- Social and civic competences
- Digital Competence
- Linguistic Communication
- Learning how to learn
- Consumer education
- Media Education

CURRICULAR CONTENT

- Efficient and responsible use of ICT to search for information and present final products
- Searching for information on the web

INCLUSIVITY

Students will work in teams. For students who require additional support, a methodology using peers to help them is proposed.

EXPECTED FINAL PRODUCTS / RESULTS

a set of e-games that students create about cybersecurity and cyberbullying

CARRYING OUT THE ACTIVITY

PRIOR PREPARATION

Phase 1. Preparing the workshop or talk.

The teacher invites an expert to give a talk (online or onsite) on cybersecurity or cyberbullying.

The teacher can contact the Police through the [Master Plan for the Coexistence and Security Improvement in Schools and Educational Environments](#), organized by the Spanish Ministry of Interior.



[Master Plan for the Coexistence and Security Improvement in Schools and Educational Environments](#)

Teachers can also visit the [IS4K Cooperant](#) website to specify a day for a Cyber-cooperant to visit the school (free of charge) and give a talk to raise awareness on the safe and responsible use of IT and cybersecurity.



[IS4K Cooperant](#)

Recommendation: If the teachers have received authorization from the students' families to record their children, other project stakeholders can also be invited to attend this talk online (using the TwinSpace online meeting tool). Otherwise, the session can be recorded and shared on the TwinSpace if the person giving the talk has granted their authorization to do so.

Phase 2. Preparing the TwinSpace

Teachers create four pages within the TwinSpace:

One page that contains information about planning the project (subpages can be created for objectives and contents, duration, expected results, etc.)

A second activity page that contains the individual authorization of families in order to record and upload images/videos of participating students

A third page where all the online games created by the participants of the project are posted

A last page for the assessment of the activity



Tutorial: [How to create an activity page](#)

TwinSpace

Phase 3. Invitation for the students to access the TwinSpace

Teachers create an account so all their students can access the TwinSpace.



Tutorial: [How to invite students to TwinSpace](#)

TwinSpace

Phase 4. Preparing online meetings

Teachers of the participating schools schedule an online meeting to share the games that the students have made.



Tutorial: [How to create an online event on TwinSpace](#)

IMPLEMENTATION

Phase 1. Workshop/talk about cybersecurity and cyberbullying (1 session)

An expert on online security visits the school to give the students a talk about cybersecurity and cyberbullying.

If the teacher has received permission from the expert to record the talk, other stakeholders can be invited to this workshop using the TwinSpace's online meeting tool.



Phase 2. Creation of the online games (3 sessions)

Teachers divide students into teams of 3 or 4.

Recommendation: if there are students in the class with some type of difficulty, the teacher puts them in groups with classmates who can help them.

The teacher presents the students with ideas for online games that they can play: hangman, word search, crossword puzzle, memory game, etc. Here are some tools that can be used:



Tool: [LearningApps](#)



Tool: [Jigsaw Planet](#)



Tool: [Genial.ly](#)



Tool: [Wordwall](#)



Tool: [Scratch](#)



Tool: [Kahoot](#)

Students are separated into teams and decide democratically which game they want to develop.

They must also choose a representative who will later describe the game.

Teachers create accounts on the web pages so that students can access them and work on the games.



Phase 3. Playing the games created by our peers (1 session)

Preparation:

Teachers share the games that the students have created on the TwinSpace game page.

TwinSpace

Activity:

Students access the project's TwinSpace and play and learn with the games that their partners have shared.

TwinSpace



Phase 4. Online meeting with the project partners to share the results and play the games (1 session)

Teachers set up a meeting in the TwinSpace and all the partners connect. Representatives of each team describe their games and how they were created.

Then all partners play the games live.





Recommendation: If the teachers have received authorization to record the students, they can record the video conference or take screenshots and share it on a TwinSpace page to document the meeting.

TwinSpace

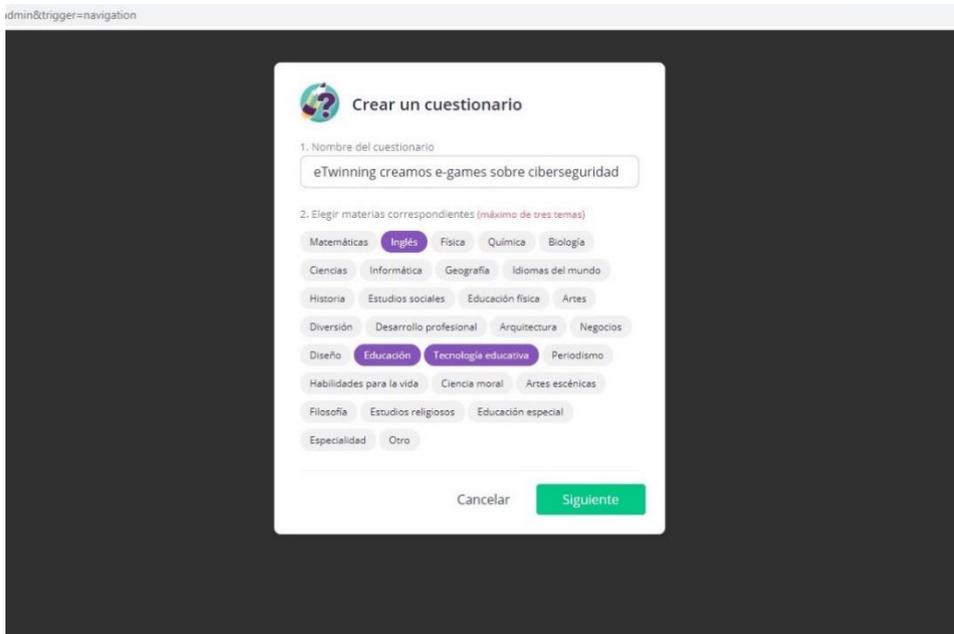
ASSESSMENT

Preparation:

On one of the TwinSpace pages, teachers prepare and share a questionnaire with questions about cybersecurity and about how the project itself was carried out. They can use Quizizz or a similar tool.



On this same page, a teacher opens a debate to find out what students learned during the activity.



Activity:

Students access the TwinSpace, complete the questionnaire and post their comments in the discussion thread.



Teachers use the results to determine how well the students have achieved the objectives and how they did with the project, in general.

Each teacher analyzes and comments on the results of their class (a report from the Quizizz program can be downloaded) and publishes said feedback on the "Assessment" page.

DISSEMINATION

Teachers can publish the activity by sharing the TwinSpace link on the school's blog/website and participating in conferences on Internet safety (usually held at the beginning of February), sharing the students' online games with the rest of the community.

TWinspace TOOLKIT / 2.0 EXTERNAL TOOLS

TwinSpace: pages, material, online meetings and partners



Other Tools:

- Tools to create online games: [LearningApps](#), [Jigsaw Planet](#), [Genial.ly](#), [Wordwall](#), [Scratch](#) or [Kahoot](#).

<<https://learningapps.org/>>

<<https://www.jigsawplanet.com/>>

<<https://www.genial.ly/es>>

<<https://wordwall.net/>>

<<https://scratch.mit.edu/>>

<<https://kahoot.com/>>

- Tools to create online questionnaires: [Quizizz](#)

<<https://quizizz.com/>>