Hector's World™ – Lesson Plan
Episode 4 – 'The Info Gang'
Years 5-6

OBJECTIVES:

1. Students learn some of the ways in which they can protect their personal details in the online environment.

SUGGESTED LESSON PROGRESSION:

Review the key teaching points from the first two episodes: that not everyone we meet online is automatically trustworthy, and sometimes, for a variety of reasons, websites will try to elicit personal information about us.

Explain to the class that today they will be learning about two tools that people can use to protect their personal information; nicknames and passwords.

Before beginning this lesson, copy and cut up the 'Nicknames and Passwords' sheet (attached), so that there will be one card for each student.

<table>
<tr><td rowspan="5">Teacher's Hints</td><td>Good passwords are referred to as STRONG, and will be at least eight characters long, and a mixture of upper and lower case letters, numerals, and symbols (such as question marks or asterisks). In this game, the red players have been somewhat set up, and were instructed to create bad passwords. The yellow players were given more freedom, and the green players instructed how to create strong passwords.</td></tr>
<tr><td>Common approaches used to steal passwords are trying words that relate to the user (such as family names) or their environment, looking around to see if the password is written down, or even just asking the user or tricking them into revealing their password.</td></tr>
<tr><td>Technical methods involve 'Dictionary attack' where a piece of software is used which tries every word in the dictionary, and 'Brute Force' attacks, which try every possible combination of characters. Strong passwords are the best protection against most of these attacks.</td></tr>
<tr><td>Children and young people need to be taught the value of having a strong password, but most importantly, NOT SHARING their passwords.</td></tr>
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Group the students into three equal groups and explain that you are going to play a game like hangman.

Distribute one type of 'Nickname and Password' card to each group. Each member of each group should have a card. Explain the rules of the game:

Rules:
1. First, read your card and create a nickname and password according to the rules on your card.
2. Get into a group of three, with one person from each of the other two groups.
3. Introduce each other using your nicknames by saying "Hi, I'm [nickname]. What's your name?"

4. Using a piece of scrap paper, play hangman. But in this hangman, you have to try and guess the other players' passwords.
5. The first player to be the hangman is the player from the red group. Next is the yellow player, and last is the green player.
6. It is very important that you do not give any clues whatsoever to the other players.

Regroup the class when everyone has finished (or after you feel sufficient time has been given), into two groups, those whose password was guessed, or those whose password was not guessed.

Survey the groups by a show of hands as to what colour player they were. (You should find that the red players make up most of the group whose passwords were guessed, and the green players will tend to be in the group whose passwords were not guessed).

Discuss why the green players' passwords were harder to guess, and how students could use this learning to create strong passwords to help protect their personal information. Reinforce however, that the 'best' way of protecting your information is not to tell anyone in the first place, and this includes when visiting websites.

View Hector's World™ Episode 4: "The Info Gang".

You are a GREEN player	You are a YELLOW player	You are a RED Player
Think of a nickname for yourself and write it here	Think of a nickname for yourself and write it here	Think of a nickname for yourself and write it here
Now think of a password and write it below. Your password MUST • Take up all of the spaces • Contain numbers • NOT be a real word • Include the question mark _ _ _ ? _ _ _ _	Now think of a password and write it in the spaces below. Write your password below. Your password must not take up any more spaces than are available. _ _ _ _ _ _ _	Think of a password and write it below. Your password MUST be a type of animal that people often have as pets. _ _ _ _ _ _ _
You are a GREEN player	You are a YELLOW player	You are a RED Player
Think of a nickname for yourself and write it here	Think of a nickname for yourself and write it here	Think of a nickname for yourself and write it here
Now think of a password and write it below. Your password MUST • Take up all of the spaces • Contain numbers • NOT be a real word • Include the question mark _ _ _ ? _ _ _ _	Now think of a password and write it in the spaces below. Write your password below. Your password must not take up any more spaces than are available. _ _ _ _ _ _ _	Think of a password and write it below. Your password MUST be a type of animal that people often have as pets. _ _ _ _ _ _ _
You are a GREEN player	You are a YELLOW player	You are a RED Player
Think of a nickname for yourself and write it here	Think of a nickname for yourself and write it here	Think of a nickname for yourself and write it here
Now think of a password and write it below. Your password MUST • Take up all of the spaces • Contain numbers • NOT be a real word • Include the question mark _ _ _ ? _ _ _ _	Now think of a password and write it in the spaces below. Write your password below. Your password must not take up any more spaces than are available. _ _ _ _ _ _ _	Think of a password and write it below. Your password MUST be a type of animal that people often have as pets. _ _ _ _ _ _ _
You are a GREEN player	You are a YELLOW player	You are a RED Player
Think of a nickname for yourself and write it here	Think of a nickname for yourself and write it here	Think of a nickname for yourself and write it here
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