What you can do...

- **Become a Coach:** Technical knowledge is less important than a desire to offer an exciting opportunity for your students
- **Mentor/Team Assistant:** Use your technical and cybersecurity experience to assist a coach in your area
- **Administrators/Educators:** Bring CyberPatriot to your school and watch interest in STEM soar!
- **Students:** Recruit a coach and organize a team
- **Parents:** Encourage your student to participate and your school to support
- **Civic/Business Groups:** Sponsor teams in your area with entry fees, equipment, or expertise

The national youth cyber defense competition is an online, tournament-structured event in which teams of 2-6 students are scored on how well they identify and remediate cyber vulnerabilities and build secure virtual networks.

Students compete in three divisions:

- **Open Division:** Open to all high schools, scouting units, boys and girls clubs, home school programs, and other approved youth organizations
- **All Service High School Division:** JROTC programs/Civil Air Patrol/Naval Sea Cadet Corps
- **Middle School Division:** Open to teams of middle school students

**Entry Fee:** $205 per HS team/$165 per MS team

Each spring, winners at the National Finals Competition are awarded scholarships, and all registered competitors are eligible to apply for internship opportunities. The competition is not only fun and exciting; it also creates a career path for today’s students, fostering continued education from high school through college and into the beginning of their careers.
AFA CyberCamps

Held during the summer months, AFA CyberCamps emphasize fun, hands-on learning of cybersecurity principles that are relevant and applicable to everyday life. Through this 20-hour, 5-day camp, students learn the importance of cyber safety and how to protect their personal devices and information from outside threats. Camps are designed for high school or middle school students.

**Standard Camp:**
- **Introduction:** Cybersecurity career opportunities, cyber ethics, online safety, how computers work, cyber threats, cybersecurity principles, and 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

**Elementary School Cyber Education Initiative**

Using game-like computer training software, the Elementary School Cyber Education Initiative is designed to:
- Excite K-6 students about education in cybersecurity and other STEM disciplines
- Help students understand the widespread importance of cybersecurity in their everyday lives and equip them with skills to better protect themselves on the Internet
- Encourage students to apply cyber ethics principles in their online interactions
- ESCEI available through FREE online download

**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.

**JeffOS (Grades 3-6)**

Join Jeff, your helpful sidekick, as he guides you through his operating system and covers everything from basic computer skills to dealing with complex issues like phishing and malware.

**Packet Protector (Grades 3-6)**

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.

**Cyber Education Literature Series**

The Cyber Education Literature Series introduces cybersecurity principles to our youngest audience in storybook format. The first book in the series, Sarah the Cyber Hero, is available for purchase through BookBaby.com, as well as Amazon and Barnes & Noble.

Sarah the Cyber Hero features a female protagonist living in a town full of superheroes. She must earn her superhero cape using the cyber skills she has learned in her school’s cyber education program to protect the town from a malware virus downloaded to a computer.

**Activity Book**

This activity book is where cybersecurity and creativity come together! Young children will love the adventure of coloring the characters of the action-filled story while using their own cyber skills! The premise of a young girl that saves the day in the most unexpected way will inspire students to be heroes in their own cyber story, learning cyber vocabulary and cyber tips to keep them safe online.

**CyberGenerations**

The Senior Citizens Guide to Cyber Safety

CyberGenerations is designed to not only cover a variety of basic cybersecurity topics important for senior citizens, but to provide self-help resources if an individual has been a victim of a cyber-attack. Topics include:
- **Password Hygiene:** The importance of password management and create of strong, unique passwords
- **Malware/Ransomware:** Proactive and reactive defense against unwanted software
- **Marketing & Fraud Scams:** How to recognize false customer service calls and scam/phishing emails
- **Social Media Awareness:** Understanding personally identifiable information and privacy settings
- **Self-Help Resources:** Direct contact information for government and local resources

Visit [www.uscyberpatriot.org](http://www.uscyberpatriot.org) for more information.