



Instructions for the Cyber Chip Document for 6-8 Graders

This document has everything you need to complete the Cyber Chip requirement. Download this document and use it as a reference. Fill out the workbook(below) as you complete the requirements. It is broken down into the following steps.

A list of the 6 steps to complete the Cyber Chip Requirements for 6-8 graders.

1. You will need “BSA Cyber Chip green card” for requirement #1. Ask a leader for one. You will need a leader signature and you will need to read the pledge to the troop and then you sign it.
2. The next 2 pages is the “Boy Scout Cyber Chip Workbook”. Complete the workbook as you work on each requirement.
3. For requirement #2 there is a sample “Parent-teen Digital Technology Contract”. Fill it out and discuss it with your parents – **must be signed by a parent**
4. For requirement #3 you will need to watch 3 videos. The links are in the workbook.
5. For requirement #4 you need to teach the EDGE method. There are 4 samples in this document. You can choose one of them to complete this requirement. You will have to perform this in front of the troop or patrol. They are:
 1. #4-1 Find a Scam
 2. #4-2 Take a Stand
 3. #4-3 Simon Says
 4. #4-4 Headline Stories
6. For requirement #5 you will need to read the attached page “The Scout Law and Cybersafety/Cyberbullying”. Discuss this with a leader and your parents - **must be signed by a parent**



Scouts BSA Cyber Chip Workbook



This Workbook can help you organize your thoughts as you prepare to meet with your counselor. You still must satisfy your counselor that you can demonstrate each skill and have learned the information. You should use the work space provided for each requirement to keep track of which requirements have been completed, and to make notes for discussing the item with your counselor, not for providing full and complete answers. If a requirement says that you must take an action using words such as "discuss", "show", "tell", "explain", "demonstrate", "identify", etc, that is what you must do.

Merit Badge Counselors may not require the use of this or any similar workbooks.

No one may add or subtract from the official requirements found in Scouts BSA Requirements (Pub. 33216 – SKU 653801).

The requirements were last issued or revised in 2020 • This workbook was updated in February 2020.

Scout's Name: _____ Unit: _____
 Counselor's Name: _____ Counselor's Phone No.: _____

<http://www.USScouts.Org> • <http://www.MeritBadge.Org>

Please submit errors, omissions, comments or suggestions about this **workbook** to: Workbooks@USScouts.Org
 Comments or suggestions for changes to the **requirements** for the **award** should be sent to: Advancement.Team@Scouting.Org

A. Cyber Chip Requirements for Grades 6-8

1. Read and sign the Level II Internet Safety Pledge on the BSA Cyber Chip card. (BSA Cyber Chip green card; can be ordered at www.scoutshop.org.)

Internet Safety Pledge	
1.	I will think before I post
2.	I will respect other people online
3.	I will respect digital media ownership
4.	I won't meet face-to-face with anyone I meet in the digital world unless I have my parent's permission
5.	I will protect myself online.

2. Write and sign a personalized contract with your parent or guardian that outlines rules for using the computer and mobile devices, including what you can download, what you can post, and consequences for inappropriate use.

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What I can post

Consequences for inappropriate use

3. Watch the video "Friend or Fake" (www.nsteens.org/Videos/FriendOrFake), along with two additional videos of your choosing (www.nsteens.org/Videos/FriendOrFake) **{from the list below}**, to see how friends can help each other to stay safe online.
- **Post to be Private** (youtu.be/mBsoODqfQgA)
 - **Split Decisions** (youtu.be/HLUv8Dht_R4)
 - **Two Kinds of Stupid** (youtu.be/T6ulH2bWCnY)

	Video Name	Date Watched
<input type="checkbox"/>	Friend or Fake?	
<input type="checkbox"/>		
<input type="checkbox"/>		

4. As an individual or with your patrol, use the EDGE method to teach internet safety rules, behavior, and "netiquette" to your troop or another patrol. You are encouraged to use any additional material and information you have researched. Each member of the patrol must have a role and present part of the lesson.

5. Discuss with your unit leader the acceptable standards and practices for using allowed electronic devices, such as phones and games, at your meetings and other Scouting events.

Requirement # 2

A Parent-teen Digital Technology Contract

Note: Parents will differ on how they want to handle computer & phone issues. Please edit!

My parents may allow me to use a digital technology if I agree to rules for using it. I understand that I must abide by these rules or the device will be taken away from me for as long as my parents choose.

The rules include, but are not limited to, the following.

- I must agree to give the device immediately to my parents when they ask for it. I must fully cooperate in showing them the contents of my device, including my passwords, accounts, cell phone contacts, pictures, videos, text messages, email, or anything else stored in the device.
- I will not use technology devices after a time in the evening designated by my parents. For the purpose of this contract that time will be called "bedtime." On school nights that time is _____. On non-school nights that time is _____. This will be revised from time to time, either earlier or later, depending on my age and how well I respect the rules of this agreement.
- At bedtime, or whenever my parent asks for it, I will turn in my device(s) to one of my parents and get it back the next day. (Alternate language: I understand that if my parents learn I am using my device after the time designated above, they will take it from me for a period of time. After that, for some additional period of time, I will have to hand in my device at every bedtime.)
- I will abide by my school's rules regarding use of cell phones, Internet and digital technology.
- When driving, I will not make phone calls, or operate my cell phone or tablet in any manner, including checking for texts, reading texts, or creating text messages. If my phone rings while I am driving, I will not answer it. I will wait and return calls and texts either when I have reached my destination or can pull over safely.
- Any abusive use of this technology will mean I will lose it for a period of time. Abuse includes sending or storing inappropriate content (nudity or partial nudity, drug or alcohol references, harassing or bullying messages, spreading rumors, sending or receiving calls or texts from strangers, etc.)
- House rules [Modify as you desire]:
 - Do not use your phone or other digital device during family meals.
 - When you talk to adults, focus all of your attention on them: do not check text messages or search for videos.
 - Bedrooms and bathrooms are off-limits for technology. Computers and smartphones must be used in our central spaces such as the kitchen or den.
- I will not give out personal information such as my address, telephone number, parents' work address/telephone number, or the name and location of my school without my parents' permission.
- I will never agree to get together with someone I "meet" online without first checking with my parents. If my parents agree to the meeting, I will be sure that it is in a public place and bring my mother or father along.
- I will go online or play video games when my parents say it's OK and limit my online time so that it doesn't interfere with chores, homework or other activities.
- I will not respond to any messages that are mean or in any way make me feel uncomfortable. It is not my fault if I get a message like that. If I do I will tell my parents right away.
- I will talk with my parents so that we can set up rules for going online. We will decide upon the time of day that I can be online, the length of time I can be online, and appropriate areas for me to visit. I will not access other areas or break these rules without their permission.
- I will not give out my Internet password to anyone (even my best friends) other than my parents.
- I will check with my parents before downloading or installing software or apps or doing anything that could possibly hurt our devices or jeopardize my family's privacy.
- I will be a good online citizen and not do anything that hurts other people or is against the law.

A Parent-teen Digital Technology Contract

- I will help my parents understand how to have fun and learn things online and teach them things about the Internet, computers and other technology.

Note: The following item is sensitive and parents will have to use their judgment about including this item, or how to word it. However, some version of this notice is highly recommended for teenagers.

- I understand that if I create, send, or receive text messages of any young person, including myself, in which the young person is depicted nude, semi-nude, or engaging in sexual behavior, that I am violating child pornography laws and could be charged with breaking child pornography laws. I understand that this kind of behavior has caused young people to be charged with crimes and to be permanently listed on sex-offender registries.

Signature

Date

Parent/Guardian Signature(s)

Date

Find the Scam

**Use this activity to demonstrate how online scams are difficult to recognize.
You will need three small rubber balls and three colored plastic cups.**

Ask the children to close their eyes. While they aren't looking, place the rubber balls inside the three cups on a table. You should not be able to see through the cups. Now ask everyone to gather around the table and ask for a volunteer.



Say to the volunteer: *You know this game. I've hidden a ball in one of these cups. These cups represent online contests that you want to enter, but one of these contests is a scam. I'm not going to show you where the ball is right now because online you never know. Find the cup with the ball; find the scam.* Now rearrange the cups being careful not to show the three hidden balls. Ask the volunteer to choose.

Pick up the chosen cup and show the ball: *You've been scammed!*

Now ask for another volunteer and do the same: *You've been scammed, too!*


Now show that all three cups have a ball inside: *Just like I tricked you into thinking that two of these cups did not have a ball in it, online scammers can trick you into believing they are offering legitimate contests. You can guard against online scams by asking a trusted adult before giving away personal information like your name, address, and phone number online. Remember, don't give your personal information to any website you aren't 100% sure of.*



Take a Stand

Use this activity to encourage children to take a stand against cyberbullying. You will need a roll of masking tape.

Use masking tape to mark a line down the center of the room. Explain to the children that one side means “Yes” and the other side means “No.”

 Now ask them: *If someone sends you an embarrassing picture of a classmate on your cell phone, would you send it to someone else? Move to this side if your answer is “yes,” and to this side if your answer is “no.”*

Let everyone answer, then ask someone who said “no” to convince those on the other side to switch sides and take a stand against cyberbullying. Continue with the remaining questions. If no one is on the other side, stand there yourself and ask them to convince you:

- *If someone posted a rumor about a classmate online, would you tell your best friend to check it out? (No)*
- *If someone set up a fake social networking profile for a classmate, would you report it? (Yes)*
- *If you knew someone’s IM password, would you log onto their account? (No)*
- *If someone posted rude comments on your social networking page, would you tell an adult? (Yes)*
- *If someone is being rude to you while gaming online, would you be rude to them? (No)*

Explain to the children that being mean or rude to others online is considered cyberbullying. Not only will they be hurting someone’s feelings, but they can also get in trouble at school or even be charged with a crime.



Simon Says

Use this activity to teach children how to recognize the warning signs that an online friend is a predator.

Ask the children to stand in a circle.



Now tell them: *You're online and you just made a new friend named Simon. Simon says, "Tell me about that new movie you saw." Is that OK to talk about? Raise your hand if you say "yes." Keep your hand down if you say "no."*

Wait for everyone to answer, and then call on someone who said "yes" to explain why they answered that way. Some requests from Simon are OK to talk about online, but some hint that he is an online predator. Ask the rest of these questions. After everyone answers, you can raise your hand if the best answer is "yes," or keep it down if the best answer is "no." Then call on someone who answered correctly to tell you why that answer is right.

- *Simon says, "Tell me your cell phone number so we can talk all the time." (No)*
- *Simon says, "Tell me what you thought of that book I was telling you about." (Yes)*
- *Simon says, "Tell me your e-mail address so I can send you something." (No)*
- *Simon says, "Tell me your address so I can send you a gift." (No)*
- *Simon says, "Tell me about your favorite online game." (Yes)*
- *Simon says, "Tell me why you can't trust your parents, but you can trust me." (No)*

Ask everyone to sit down and remind them that some things are OK to talk about with online friends like hobbies and games, but when someone starts asking for personal information, sending you gifts, or trying to turn you against family or friends, they might be a predator. If an online friend is making you uncomfortable or talking about inappropriate things, you should tell a trusted adult right away.



Headline Stories

Use this activity to demonstrate how posting something inappropriate online can have negative consequences.

Ask two children to come to the front of the room. Tell one of the following stories for each child:

- *(Child's name) was upset with school administrators for rescheduling a school event he helped plan. He/she vented on his blog about what idiots they were. When the principal saw the blog, he barred him/her from serving as class secretary.*
- *(Child's name) joined a group of teammates in setting up a fake social networking page in their coach's name. They posted mean comments about their coach and his family. When the site was discovered, the athletes were kicked off the team. (Volunteer's name) even lost his/her athletic scholarship to college.*



Now ask: *Do you think what happened to these two was fair? What if I told you that these are true stories that have actually happened to real people?* Remind the children that once you post something online, you lose control of it. Even if you meant for only a few people to see, anyone can copy it and post it elsewhere, so be careful what you post.



Requirement #5

The Scout Law and Cybersafety/Cyberbullying

Today we are online more than ever before. We use technology to save us time with research, connect with others, navigate, and have fun. Here are some ideas of how the digital world and the Scouting community can live side by side.

Trustworthy. Be truthful with others online, and be very careful of the information you share. Do the right thing when sharing other people's words or pictures. Make sure you have the owner's permission before using them.

Loyal. Share information about others only if you have their permission to share it. Uphold appropriate agreements you make with friends when you play games with them.

Helpful. Alert others to scams, cheats, and suspicious sites. Point them to reliable and accurate sources of information. Encourage people to report bad behavior online.

Friendly. Reach out to support others who are doing good things, like posting quality creative works. Support those who are bullied.

Courteous. Be polite and respectful. When you use other people's work, be sure to ask permission when necessary, follow fair use standards, and give credit to the people who created and own the work.

Kind. Treat people with respect when you are on social networks, playing games, talking or texting on a cellphone, or in other digital activities.

Obedient. When using digital devices, follow the rules set by your parents/guardians, teachers, and Scout leaders. Abide by the rules established by sites, services, devices, and games.

Cheerful. Use games, messaging tools, and social forums to build your relationships with others while having fun.

Thrifty. Be a smart consumer. Know your voice, text, and data plans and use them wisely. Be sure to study digital devices and services you want. Before buying them, make sure you're not overspending on functions and features you won't need. Be careful not to run up charges on apps and sites.

Brave. Stand up for what is right. Do not participate in mocking and bullying others, even if your friends are doing it. Report suspected abuse to a trusted adult, like your parent or leader; call 911 or call the Cyber Tip line at 1-800-843-5678. If the incident involves any part of the Scouting program, call your council Scout executive immediately or email youth.protection@scouting.org.

Clean. Use clean language and discuss only appropriate topics when using digital devices to communicate with others.

Reverent. Respect the feelings of other people. Do not use digital devices to spread irreverent ideas.

Remember that life is a balance. In Scouting, we focus on a balanced life through our aims: character, physical fitness, and citizenship. Technology is a tool to help us. It is not there to take the place of family, friends, the Scout Law, and staying physically fit. Stay ScoutSTRONG!



No phones on camp outs unless the leader deems necessary

Youth

Parent

Leader

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