

Run Your Own CRIS Event

2020

# Run Your Own Cyber Event

As more and more young people engage with technology from an early age it is important as practitioners that we understand the different types of activities that young people may participate in when using the latest devices and platforms. As young people adapt to the new digital world they may be unaware of the risks that are associated with this and the majority of parents/guardians have some misconceptions around the risks.

This pack will give you activities that you can use to help young people and parents/guardians to identify the risks and strategies to reduce the chance of them become a victim of online crime. It will also include an event planner, checklist and jargon buster.

**Event Programme**

Your event should last 1 hour and include:

* Introduction
* Icebreaker
* Activity 1
* Activity 2
* Reflection and conclusion

**Introduction**

This should be a very brief introduction of the person who is running the event with their name and role. They should then explain the focus for the event and the running order and timing.

**Ice Breakers**

It is recommended to use one or two icebreakers as when are trying to encourage people to discuss and reflect on aspects of their online lives. Examples of icebrakers can be found and the end of this pack

**Activity 1**

You can chose any one of the activities that are in this pack or you can make your own activity. These activated should be used support people identify risks associated with being online to enable they to reflect on their current practise. Examples of activities can be found at the back of this pack.

**Activity 2**

Ideally your second activity will have a link to the first activity and again you can chose any of the activities that are in this pack or you can make your own activity. These activates should be used support people identify risks associated with being online to enable they to reflect on their current practise. Examples of activities can be found at the back of this pack.

**Reflection and conclusion**

Reflect on the 2 activities making sure the risks and strategies are clear – you could ask then to identify 1 thing that they will change about their online habits? Conclusion – thank them for coming and ask them to write on a post it one thing they learned and anything missing?

# Planning your Event

|  |  |  |
| --- | --- | --- |
| Name of Event | | |
| What | When | Who |
| Please note the what area of CRIS you will focus on : | | |
| Plan meeting : At this meeting you should discuss what the focus will be on and the length of the event. You should also issue roles and responsibilities to people who will be supporting the event | 6 weeks before event take place |  |
| Book Venus & any technology if required ( game consoles for library ) | 5 weeks before |  |
| Start comms to advertise the event | 4 weeks before |  |
| Visit the venue to plan the room set up on the day | 3 weeks before |  |
| Purchase materials if required for day of the meeting i.e. paper & pens  Ensure you have printed the correct amount of any resource required | 2 weeks before |  |
| Complete plan for the day | 1 week before |  |
| Print copies of agenda.  You have collected and tested any technology required i.e. data projectors and laptops | 5 days before | Support Workers |
| Ensure the appropriate people have the resources required for the day | Day before |  |
| On the Day of the event you should refer to the plan for the day | | |
| **After the Meeting** | | |
| What | When | Who |
| The venue is cleared and all technology has been removed safely | End of meeting |  |
| All browed technology is returned | Day after event |  |

Name of event

Date of event

Location of event

Plan for Day

|  |  |  |
| --- | --- | --- |
| **Time** | **Venue and Details** | **Who** |
|  | Set up hall and workshops |  |
|  | If you are using any technology please ensure it is all working before people start to arrive |  |
|  | Welcome |  |
|  | Ice breaker  It is suggested that you carry out 2 icebreaker activities |  |
|  | Activity 1 |  |
|  | Activity 2 |  |
|  | Reflection and conclusion it reflect on the 2 activities making sure the risks and strategies are clear |  |
|  | Close  Evaluations to be done on way out |  |

# Task List

|  |  |  |
| --- | --- | --- |
| Task | Who | Complete |
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# Jargon Buster

|  |  |
| --- | --- |
| **Term** | **Meaning** |
| antivirus | Software that is designed to detect, stop and remove viruses and other kinds of malicious software. |
| app | Short for *Application*, typically refers to a software program for a smartphone or tablet |
| brute force attack | Using a computational power to automatically enter a huge number of combination of values, usually in order to discover passwords and gain access |
| cloud | Where shared compute and storage resources are accessed as a service (usually online), instead of hosted locally on physical services. Resources can include infrastructure, platform or software services. |
| Cyber | Anything connected or accessed by using internet can be classed as Cyber related |
| digital footprint | A 'footprint' of digital information that a user's online activity leaves behind. |
| denial of service (DoS) | When legitimate users are denied access to computer services (or resources), usually by overloading the service with requests. |
| encryption | A mathematical function that protects information by making it unreadable by everyone except those with the key to decode it |
| firewall | Hardware or software which uses a defined rule set to constrain network traffic to prevent unauthorised access to or from a network |
| Grooming | Grooming is a process used by a person with a sexual interest in a young people . It is often very carefully planned and it can take place over weeks, months or even years. |
| Hacking | is name given to gaining access to a computer sytems without permission |
| Internet | is an Interconnected network that span the globe |
| Internet of things (IoT) | Refers to the ability of everyday objects (rather than computers and devices) to connect to the Internet. Examples include kettles, fridges and televisions |
| network | Two or more computers linked in order to share resources. |
| patching | Applying updates to firmware or software to improve security and/or enhance functionality. |
| phishing | Untargeted, mass emails sent to many people asking for sensitive information (such as bank details) or encouraging them to visit a fake website |
| public wifi | can be found in popular public places like airports, coffee shops, malls, restaurants, and hotels — and it allows you to access the Internet for free |
| platform | The basic hardware (device) and software (operating system) on which applications can be run. |
| ransomware | Malicious software that makes data or systems unusable until the victim makes a payment |
| router | A network device which sends data packets from one network to another based on the destination address. May also be called a gateway |
| Sexting | is when someone shares sexual, naked or semi-naked images or videos of themselves or others, or sends sexually explicit messages. They can be sent using mobiles, tablets, smartphones, laptops - any device that allows you to share media and messages |
| smishing | Phishing via SMS: mass text messages sent to users asking for sensitive information (eg bank details) or encouraging them to visit a fake website |
| social engineering | Manipulating people into carrying out specific actions, or divulging information, that's of use to an attacker |
| two-factor authentication (2FA) | The use of two different components to verify a user's claimed identity. Also known as multi-factor authentication. |
| virus | Programs which can self-replicate and are designed to infect legitimate software programs or systems. A form of malware |
| vulnerability | seek to exploit a vulnerability to gain unauthorised access to a system |
| WWW | web pages which are accessed using the internet |
| web page | is a an HTML document that contains information on a specific topic or subject |
| Wifi | Wireless connectivity, often known as Wi-Fi, is the technology that allows a PC, laptop, mobile phone, or tablet device to connect at high speed to the internet without the need for a physical wired connection |

# Social media icebreaker Ball game

You will need the following for each group

* small ball
* timer
* cards printed onto A4 sheets

Show friend video clip before you start the activity

<https://www.youtube.com/watch?v=tkOZmDUboio>

Split participants into groups of 4, in their group get them to stand about half a meter apart. They will play the game shown in the friends video – groups must pass the ball between them and keep it going without dropping with the following rules:

If you keep passing the ball without dropping it you can display the following symbol on your table –

* After 40 seconds you get a fire emoji
* After 1 min 40 seconds you get a fire 100 emoji
* After 2 minutes you get a trophy emoji

If you drop the ball you will place the fire ball emoji to signify you have broken the streak

While the groups are playing this game you can explain that this is similar to snapchat. You can receive snap streaks for the length of time you have kept messaging someone without breaking the streak, when this happens on snapchat you receive emoji’s just like the game above.

After the game has finished get the participants to reflect on how they felt playing the game:

* Did they feel pressure to keep the ball going and not drop it?
* If they did drop it how did that make them feel?

This is similar to how people feel on snapchat.

# **Social media icebreaker Ball game**

You will need to make sure that each group of players have a copy of all the emoji’s below.

You should print them on A4 or A5 so that it is easy for the facilitator to engage with conversations with the groups about the pressure they felt while playing the game

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| --- | --- | --- | --- |
| See the source image |  | C:\Users\u445796\AppData\Local\Microsoft\Windows\INetCache\Content.MSO\C5E577EB.tmp | See the source image |
| After 40 seconds | After 1 min 40 seconds | After 2 minutes | Dropped ball |

# Corners ice breaker

In this icebreaker you are going to get all the participants to stand in the middle of the room. You will then read out the quotes below and the participants will go to the corner of the room with the appropriate image. You should read out at the minimum 4 quotes and ensure that you order the quotes to make sure they move around the room.

**Quotes**

The quotes have been designed to be very similar so that the participants need to think of the correct answer hopeful ensuring not everyone goes to the same corner

**Images**

These images should be printed onto on page of A4 or A3 so that the participants can see the image from across the room**.**

|  |  |  |
| --- | --- | --- |
| **Image** | **Do not read** | **Quotes**  **Only read these out** |
| Browser hijacker | Browser hijacker | **takes over your web browser by changing the default homepage and search engine in your Internet browser without your permission** |
| Drive-by download | Drive-by download | **occur without the knowledge of the user. Simply visiting an infected website** |
|  | Cookie | **allows the website to remember your details and track your visits** |
| Spyware | Spyware | **A pop-up message may prompt you to download a software utility that it says you need, or software may be downloaded automatically without your knowledge** |
| Ransomware | Ransomware | **software that denies you access to your files or computer** |
| Phishing | Phishing | **refers to the process of deceiving recipients into sharing sensitive information with an unknown third par** |
| Spoofing | spoofing | **is when the sender address of an email is forged** |

# Social Media Activity 1

**Materials needed:**

* Pens
* Print out of template

**Directions**

1. Ask the participants to fill in the template below for **the** apps that they use to follow or communicate with people on.
2. Once they have completed the templates ask then to go into groups of 3 or 4 and discuss the following:
   1. What app do you mainly use to follow celebrities/sportspeople?
   2. Do you ever directly message people you haven’t met?
   3. Are there people you follow or communicate with on every app?
3. Pick one app and discuss the different types of people that follow you?
   1. Are they people you have met?
   2. Are they celebrities
   3. Are they sportspeople
   4. Are they politicians
   5. If none of the above who are they?

These questions are to prompt discussion around how the participants use social media apps and they types of people they communicate with.

## Social Media Activity 1 Template

Fill in the template below for each app you use to follow or communicate with people.

Tick the box that describes how you use the app for each of the groupings listed below:

|  |  |  |  |
| --- | --- | --- | --- |
|  | **App Name** | **App Name** | **App Name** |
| *Group* |  |  |  |
| *Friends you have met* | * FOLLOW * FOLLOWS YOU BACK * SEND/SHARE POSTS * MESSAGE | * FOLLOW * FOLLOWS YOU BACK * SEND/SHARE POSTS * MESSAGE | * FOLLOW * FOLLOWS YOU BACK * SEND/SHARE POSTS * MESSAGE |
| *Friends you haven’t met* | * FOLLOW * FOLLOWS YOU BACK * SEND/SHARE POSTS * MESSAGE | * FOLLOW * FOLLOWS YOU BACK * SEND/SHARE POSTS * MESSAGE | * FOLLOW * FOLLOWS YOU BACK * SEND/SHARE POSTS * MESSAGE |
| *Politician* | * FOLLOW * FOLLOWS YOU BACK * SEND/SHARE POSTS * MESSAGE | * FOLLOW * FOLLOWS YOU BACK * SEND/SHARE POSTS * MESSAGE | * FOLLOW * FOLLOWS YOU BACK * SEND/SHARE POSTS * MESSAGE |
| *Sportsperson* | * FOLLOW * FOLLOWS YOU BACK * SEND/SHARE POSTS * MESSAGE | * FOLLOW * FOLLOWS YOU BACK * SEND/SHARE POSTS * MESSAGE | * FOLLOW * FOLLOWS YOU BACK * SEND/SHARE POSTS * MESSAGE |
| *Celebrity* | * FOLLOW * FOLLOWS YOU BACK * SEND/SHARE POSTS * MESSAGE | * FOLLOW * FOLLOWS YOU BACK * SEND/SHARE POSTS * MESSAGE | * FOLLOW * FOLLOWS YOU BACK * SEND/SHARE POSTS * MESSAGE |
| *Sports Team* | * FOLLOW * FOLLOWS YOU BACK * SEND/SHARE POSTS * MESSAGE | * FOLLOW * FOLLOWS YOU BACK * SEND/SHARE POSTS * MESSAGE | * FOLLOW * FOLLOWS YOU BACK * SEND/SHARE POSTS * MESSAGE |
| *School friends/Work friends* | * FOLLOW * FOLLOWS YOU BACK * SEND/SHARE POSTS * MESSAGE | * FOLLOW * FOLLOWS YOU BACK * SEND/SHARE POSTS * MESSAGE | * FOLLOW * FOLLOWS YOU BACK * SEND/SHARE POSTS * MESSAGE |

# Social Media Activity 2

**Materials needed:**

* Pens
* Print out of template

This activity is a progression from social media activity 1.

**Directions**

Ask the participants to think about the discussions they had in activity 1 and fill in the template below.

Using first names only they should list the people who repeatedly appear on their feed/page.

Once they have completed the template get them to go back into their groups and discuss the following:

1. How often do people that you speak to face to face appear on your feed/page?
2. How often do people that you don’t speak to face to face appear on your feed/page?
3. What is greater?

These questions are to prompt a discussion around how they use their social media apps.

## Social Media Activity 2 Template

Think about the discussions you had in activity 1 and fill in the template below. Using first names only list the people who repeatedly appear on your feed/page:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Appears once** | **Appears twice** | **Appears three time** | **Appears four times** | **Appears five times** | **Appears more than five times** |
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# Social Media Activity 3

**Materials needed**

* Images
* Flip chart paper
* Blue tack
* Pens

**Directions**

This activity has been designed to emulate how social media companies use your contacts, images and location to suggest friends on social media.

Using the images provided below ask the participants to use the flip chart paper, blue tac and pens to make a picture map that links the photos.

Ask the following questions to get the participants thinking about how social media suggests friends for them:

1. Should Chirs Evan be suggested as a friend to Reese Witherspoon as she has appeared in Friends TV program and the Graham Norton show in London? Chris is in a picture with Matt leblanc he works is in London and has appeared on a TV program with Graham Norton this is the type of link that social media would use to suggest him as a friend to Reese.
2. Should Anglina Jolie be suggested as a friend for Jennifer Aniston? They both have lived and worked In Los Angeles and are both associated with Brad Pitt.
3. Should social media companies us artificial intelligence to find friends suggestions?
4. Should social media companies be allowed to use your location and contacts to suggest friends?
5. Is it ethical to use data from other apps (dating apps) to suggest friends?

This should help participants to think twice before accepting friend suggestions on social media as it is a computer that is making the match.

***Just for fun ,,,***

If you have access to technology you can then get the young people to use the web site below to find bacon number to their chosen celebrate

<https://oracleofbacon.org/>

# Social Media Activity 3 Images

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| --- | --- |
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| C:\Users\u445796\AppData\Local\Microsoft\Windows\INetCache\Content.MSO\2B10368E.tmp |  |
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# Gaming activity 1

**Materials needed:**

* Games consoles or board games
* Template
* Pens
* Blank comment bubbles
* Comment list

**Directions**

*To undertake this activity you must either have access to a number of different games and gaming consoles or board games. The reason for this is your trying to show how gaming has changed.*

**If using gaming consoles -**

You should try and set up a standalone console (not connected to internet) which you can only play if you have access to the games console, multiplayer game and a free to play game with in app purchase.

Split the participant into groups of 3 or 4 then give each group time to play the game between 5 – 10 minutes per game. After each game ask then to complete the template below.

Once they have used all consoles get then to discuss the risks and complete the risks assessment template below.

**If using board games –**

Give the participants attending the session a hand full of different comments bubbles with a mixture of comments from the comments list. This is the only way they can communicate while playing the board game.

Once they have played the game for a while ask the following questions:

How did the comments make you feel?

Did you respond to the comments? How did that make you feel?

Both activities should prompt discussion with the participant about risks they are exposed to while gaming and should help them to start thinking about strategies they can use.

## Gaming Activity 1 Template

**Key terms**

**Market place :** is an application enabling users to transact directly with each other to buy and sell items. This feature can be built into the game and gamers may not beware that they have left the game and entered a market place.

**Loot box :** are used to give the game player a chance to win an item that could be of use in the game. They are not expensive with prices starting at £1.50 for two loot boxes going up to £30 for 50 boxes. When the player purchases each bundle of loot boxes they’re not paying for the items within the loot box, but rather the chance of getting something worth using in the game

**Online Multiplayer game :**  allows more than one person to play the game at the same time. There is no limit to the amount of players you can have in a multiplayer game that is connected to the internet.

Complete the table below for every game you play

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Gaming Consoles | Game | Max Number of players | Can you chat to other players | Can you collect items in the game | Can you purchase items in the game | What is the cost of buying items in the game | Can you trade other items with other players | Is the game linked to a market place | Does the game have loot boxes | What sites do you use to purchase lot boxes | Rate the game between 1 & 10 |
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## Gaming Activity 1: Risk assessment check list

Using the information above complete the risk assessment checklist. For each game, tick any risk that applies, It is important to remember the more time you spend playing the game this increase the risk associated to the game

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | |  | Name of Game | Name of Game | Name of Game |
|  |  | |  |  |  |
| **Risk** | **Characteristics** | |  |  |  |
| Gambling | If the game use lootboxs, linked to a market place or trade items? | |  |  |  |
| Grooming | Online Multiplayer game, Chat and communicate with other through direct messaging | |  |  |  |
| Money laundering | Buying in game purchase from unofficial site | |  |  |  |
| Bullying | Online Multiplayer game and chat facility | |  |  |  |
| Images (explicate) | Upload image to sites such as twitch or can you share images with others | |  |  |  |

What is the main risk you face while playing your games of choice?

Is there a difference between the ages ranges of people attending and the risk they face while online gaming.

## Gaming Activity 1: Positive Comment Bubbles

You can use these comments or make your own but make sure the comments are appropriate for the age group going to be attending your event.

Lasering!

Sweet

GG

full send/w-keying

Tank

Meat shield

## Gaming Activity 1: Negative Comment Bubbles

You can use these comments or make your own but make sure the comments are appropriate for the age group going to be attending your event.

Spammer!

Default skin

nOOb

PWNED

Owned

Scrubs

## Gaming Activity 1: Comment list

# Cyber Quiz Activity

You can run your own cyber quiz which can either use technology using the links below or you can print the questions onto cards and use the quiz sheets below.

<https://quizlet.com/478741182/cyber-resilience-and-internet-safety-flash-cards/>

Kahoot link

Questions

## Round 1 Acronym

|  |  |
| --- | --- |
| Acronym | Meaning |
| DM | Direct message |
| CRIS | Cyber Resilience Internet Safety |
| IP | Internet protocol |
| HTTP | HyperText Transfer Protocol |
| HTTPS | Hypertext Transfer Protocol Secure |
| WAP | Wireless Application Protocol |
| DDoS | distributed denial-of-service attack |
| USB | Universal Serial Bus |
| DNS | Domain Name System |
| FOMO | Fear of missing out |
| URL | Universal Resource Locator |
| SMH | Shaking my head |
| IG | Instagram |
| TW | Twitter |
| AFAIK | As far as I know |

## Round 2 True/False

|  |  |
| --- | --- |
| Question | True/False |
| Trojan horse are malicious programs that pretend to be legitimate software, but actually carry out hidden, harmful functions. | True |
| You can get spyware on your computer when you visit some websites | True |
| Social networking apps can also be used to spread malware and to steal personal information. | True |
| Ransomware is software that is used by Social networking apps to track your location | False |
| Streaks are used in Instagram to count how many consecutive days two people have been sending message to each other | False |
| As of October 2019, it was found that male users between the ages of 25 and 34 years constituted the biggest group of Facebook user | True |
| Facebook purchased Snapchat for $1 billion on April 9, 2012 | False |
| Instagram has more impact on teenagers body image than porn | True |
| Instagram and WhatsApp do not share data with Facebook | False |
| honeypot is a form of trap Hackers use to trap unsuspecting people into downloading a virus | False |
| The Internet and the world wide web are the same | False |
| Facebook was the first social networking platform | False |
| Google bought YouTube in November 2006 for US $1.65 billion; | True |
| A botnet is a collection of infected computers that are remotely controlled by a hacker. | True |
| Laws making hacking illegal where only create once princess Philip had his e-mail account hacked | True |

## Round 3 Images

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **1** | **2** | **3** | **4** | **5** |
| **See the source image** | **C:\Users\U442664\AppData\Local\Microsoft\Windows\INetCache\Content.MSO\20E50191.tmp** | **Image result for tiktok app icon** | **C:\Users\U442664\AppData\Local\Microsoft\Windows\INetCache\Content.MSO\628F8AC7.tmp** | **C:\Users\U442664\AppData\Local\Microsoft\Windows\INetCache\Content.MSO\E343876D.tmp** |
| **6** | **7** | **8** | **9** | **10** |
| **C:\Users\U442664\AppData\Local\Microsoft\Windows\INetCache\Content.MSO\4692DD09.tmp** | **C:\Users\U442664\AppData\Local\Microsoft\Windows\INetCache\Content.MSO\B730F903.tmp** | **C:\Users\U442664\AppData\Local\Microsoft\Windows\INetCache\Content.MSO\87748CFF.tmp** | **C:\Users\U442664\AppData\Local\Microsoft\Windows\INetCache\Content.MSO\F7E1E65.tmp** | **C:\Users\U442664\AppData\Local\Microsoft\Windows\INetCache\Content.MSO\465FC2BB.tmp** |
| **11** | **12** | **13** | **14** | **15** |
| **C:\Users\U442664\AppData\Local\Microsoft\Windows\INetCache\Content.MSO\45342781.tmp** | **C:\Users\U442664\AppData\Local\Microsoft\Windows\INetCache\Content.MSO\3DC3945D.tmp** | **C:\Users\U442664\AppData\Local\Microsoft\Windows\INetCache\Content.MSO\DEDFC373.tmp** | **C:\Users\U442664\AppData\Local\Microsoft\Windows\INetCache\Content.MSO\A236C0F9.tmp** | **C:\Users\U442664\AppData\Local\Microsoft\Windows\INetCache\Content.MSO\5910466F.tmp** |

## Round 3 Image Answers

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| --- | --- | --- | --- | --- |
| **1 FORTNITE** | **2 TWITTER** | **3 TIK TOK** | **4 SNAPCHAT** | **5 ROBLOX** |
| **See the source image** | **C:\Users\U442664\AppData\Local\Microsoft\Windows\INetCache\Content.MSO\20E50191.tmp** | **Image result for tiktok app icon** | **C:\Users\U442664\AppData\Local\Microsoft\Windows\INetCache\Content.MSO\628F8AC7.tmp** | **C:\Users\U442664\AppData\Local\Microsoft\Windows\INetCache\Content.MSO\E343876D.tmp** |
| **6 FACEBOOK MESSEMGER** | **7 PUBG** | **8 TWITCH** | **9 INSTGRAM** | **10 WHATSAPP** |
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| **11 SKYPE** | **12 GOOGLE MAPS** | **13 FACEBOOK** | **14 YOUTUBE** | **15 MINECRAFT** |
| **C:\Users\U442664\AppData\Local\Microsoft\Windows\INetCache\Content.MSO\45342781.tmp** | **C:\Users\U442664\AppData\Local\Microsoft\Windows\INetCache\Content.MSO\3DC3945D.tmp** | **C:\Users\U442664\AppData\Local\Microsoft\Windows\INetCache\Content.MSO\DEDFC373.tmp** | **C:\Users\U442664\AppData\Local\Microsoft\Windows\INetCache\Content.MSO\A236C0F9.tmp** | **C:\Users\U442664\AppData\Local\Microsoft\Windows\INetCache\Content.MSO\5910466F.tmp** |

## Cyber Quiz answer sheet

|  |  |  |  |
| --- | --- | --- | --- |
|  | Round 1  Acronym | Round 2  True/false | Round 3  Images |
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