

# Cyber Chip

---

## Introduction

Today's youth are spending more time than ever using digital media for education, research, socializing, and fun. To help families and volunteers keep youth safe while online, the Boy Scouts of America introduces the Cyber Chip. In developing this exciting new tool, the BSA teamed up with content expert NetSmartz®, part of the National Center for Missing and Exploited Children® and training expert for many law enforcement agencies.

## Where to go

This information for earning the Cyber Chip can be found at <http://www.scouting.org/cyberchip.aspx> for ease of access we have the links on our website as well at <http://www.troop125ny.org/CyberChip>. This document contains the list of requirements along with some helpful information

## Parents

An introduction video for parents can be found here <http://www.scouting.org/cyberchip.aspx>



## Requirements for 6-8<sup>th</sup> Graders

- 1) Read, commit to, and sign the Internet Safety Pledge on your Level II Cyber Chip (green card). You can purchase your Cyber Chip card from your local Scout Shop or online at [www.scoutstuff.org](http://www.scoutstuff.org).

This will be provided for you upon completion of all the other requirements

- 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.

The contract should contain specific details and consequences for breaking the rules. For example –“No playing video games after 7:00 o’clock on a school night, first infraction will be loss of privileges for a day after that a week. It should be signed by both a parent and the scout.

- 3) Watch the video “Friend or Fake?” and 2 more videos of your choosing to see how friends can help each other stay safer online.

The “Friend of Fake?” can be found at <http://www.nsteens.org/Videos/FriendOrFake> with link to the other videos at the bottom of that page

- 4) Teach your Troop or another Patrol about Internet safety rules and appropriate online behavior using Mini Activities of your choosing. You will play the part of the teacher. Your Patrol members will be your students. Be sure to refer to the EDGE method for teaching techniques. Each member of the Patrol must have a role and present part of the lesson. You are encouraged to use any additional material and information you have researched.

Resources to help teach can be also found on our website at [http://troop125ny.org/CyberChip/Start with the Student\\_Project\\_kit.pdf](http://troop125ny.org/CyberChip/Start%20with%20the%20Student_Project_kit.pdf) or the [BSA\\_Mini\\_Activities.pdf](#) documents found there

- 5) Talk to your unit leader about the acceptable standards and practices for using allowed electronic devices, such as phones and games, at your meetings and other Scouting events.

Any of our leaders are available for this.

## Requirements for 9<sup>th</sup> – 12<sup>th</sup> Graders

1. Read, commit to, and sign the Internet Safety Pledge on your Level II Cyber Chip (green card)..  
**This will be provided for you upon completion of all the other requirements**

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.

**The contract should contain specific details and consequences for breaking the rules. For example –“No playing video games after 7:00 o’clock on a school night, first infraction will be loss of privileges for a day after that a week. It should be signed by both a parent and the scout.**

3. Discuss with your parents the benefits and potential dangers teenagers might experience when using social media. Give examples of each.

4. Watch 3 Real-Life Stories videos to see how real teens have handled online issues.

<http://www.nsteens.org/videos.aspx?Brand=Real-Life-Stories>

5. Teach Internet safety rules and appropriate online behavior to younger Scouts using the NetSmartz Student Project Kit. Be sure to refer to the EDGE method for teaching techniques. Each member of the Patrol must have a role and lead part of the project. You are encouraged to use any additional material and information you have researched.

**Resources to help teach can be also found on our website at [http://troop125ny.org/CyberChip/Start with the Student\\_Project\\_kit.pdf](http://troop125ny.org/CyberChip/Start%20with%20the%20Student%20Project%20kit.pdf) or the [BSA\\_Mini\\_Activities.pdf](#) documents found there**

6. Talk to your unit leader about the acceptable standards and practices for using allowed electronic devices, such as phones and games, at your meetings and other Scouting events.

**Any of our leaders are available for this.**