



SuperCyberKids Learning Framework

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Annex 2

1.1 List of Cybersecurity Education Initiatives

1. A smart kid’s guide to the online world of wonders
2. ACN Strategy
3. Apprendre in jouant
4. Are you sure? #290CyberSecurity
5. Band Runner
6. Be Internet Awesome
7. BEE SECURE
8. Better internet for kids (BIK+)
9. Betternet.be
10. Bulgarian Safer Internet Centre
11. Cittadinanza Digitale -<https://cittadinodigitale.azzurro.it>
12. Cyber Chronix
13. Cyber Family Guide (Cybermalveillance.gouv.fr)
14. Cyber Safety
15. Cyber Safety- action "training in schools 2022- 2023"
16. Cyber Security Challenge PT- “Capture The Flag” (CTF) competition
17. Cyber Security for Schools
18. CyberChallenge.IT
19. CyberEnJeux
20. Cybermarvel" (ESafety Education, Australian Govt)
21. CyberSafe Kids
22. CyberSafeKids
23. Cybersecurity lab
24. CyberSprinters
25. Cybertrials
26. Cyberwise
27. Dark Fairytales
28. Defend the Crown
29. DigComp 2.2
30. DIGITAL EXPLORERS cartoon series
31. Educational e-learning portal
32. Enisa - CYBERHEAD - Cybersecurity Higher Education Database
33. European Education Area
34. FarexBene
35. FBI Safe online Surfing (SOS) <https://sos.fbi.gov/en/>
36. Festival bezpečneho Internetu
37. Generazioni Connesse
38. hackchallenges
39. HackShield - <https://be.joinhackshield.com/nl>
40. INTERLAND
41. is4K - Internet Segura FOR Kids
42. Keeping Kids safe online
43. KnowBe4 (<https://www.knowbe4.com/cybersecurity-activity-kit>)
44. Learning Corner

45. Ludoteca Registro.it
46. MADE BY KIDS
47. OLYCIBER
48. OSe it-szkola
49. Parole O_Stili
50. Privacy Pirates
51. Proofpoint
52. Safe Online Surfing
53. Safer Internet Centre Italy
54. Safer Internet Centres Europe
55. Safer Internet Day (Belgium)
56. Safer Internet Hungary
57. Saferinternet.at
58. Schools Capture the Flag
59. Smile&Learn
60. Surfnetkids.com The case of cyber criminal
61. The Danish National Strategy for Cyber and Information Security
62. The national cyber security strategy of the republic of Croatia
63. The national cybersecurity strategy of Czech Republic
64. Una vita da social
65. Youth Toolkit

1.2 SURVEY FORM [Preliminary analysis for the definition of a reference learning framework]

05/07/23, 12:58

SCK-WP2-Preliminary-analysis-for-the-definition-of-a-reference-learning-framework

SCK-WP2-Preliminary-analysis-for-the-definition-of-a-reference-learning-framework

The definition of the SCKLF will be based on T2.1 results and in alignment with **Youth4Cyber** and relevant **EU reference frameworks already under development**. This preliminary analysis will be defined interpreting current research evidence including:

- International reports and recommendations,
- Recent EU Projects,
- EU policies and tools,
- other.

DEADLINE: Wednesday 26th April 2023

* Obligatoria

Coder details

1. Name and Surname *

2. Email *

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3. Your organization *

SECTION 1. A description of the Cybersecurity Education (CE) initiative/project/programme

4. CONTEXT. Name or title of the CE initiative *

5. CONTEXT. Country (or countries) of origin

6. CONTEXT. Language/s of proposed cybersecurity content (not of general info on website interface)

7. CONTEXT. Range of the initiative

- Local
- Regional
- National
- International

8. CONTEXT. Entity (or entities) promoting/organizing the initiative

- Formal education
- Outside formal education
- Both

9. TARGET. Target of the initiative

- School
- Non-school
- Both

10. TARGET. Stated target age range (e.g. 6-8, 8-10, 10-13; teenagers; adults)

11. TARGET. Stated size of target reached (*please note that, when it is necessary, it is worth going into detail and also quantifying according to the different categories of resources*)

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11. TARGET. Stated size of target reached (*please note that, when it is necessary, it is worth going into detail and also quantifying according to the different categories of resources*)

12. INITIATIVE. Any specific mission focus (e.g. cyberbullying only, etc) or educational approach/content (digital game/gamified approach, quizzes, storytelling, info-sheets, etc)

13. INITIATIVE. Applicability to the school context

- Yes, they say so
- Yes, I believe so
- No

14. INITIATIVE. Ease of school integration

- Total (for initiative that is school-based or has school experience)
- Partial, I believe so (e.g. graduated in levels, etc.)
- Nil

15. INITIATIVE. Stated institutional links with any formal educational institution/agency (e.g. Ministry of Education, Government Educational Agency, Regional Educational Authority, ...)

- Yes
- No

16. INITIATIVE. Implementation timing/duration - i.e. how many (class) hours of activity, to be enacted over what period of time

17. INITIATIVE. Date-of-issue/release/publication/inception - i.e. cases where material is fresh-out-of-the-oven and/or constantly updated vs a game/package that's ≥ 5 years old

<5 years old

≥ 5 years old

SECTION 2. A description of the competency domain within CE

18. A knowledge / competency domain within CE (provide a list of single words, each one separated by ";" For each suggested term - where possible - add some specific items inside brackets)

19. Has reference been made to a (skills) taxonomy of any kind (e.g. Bloom)?

SECTION 3. A description of the learning path/curriculum/syllabus of the CE initiative

20. List of declared Learning Modules / Learning Objectives

21. List of declared Learning Activities / Learning Tasks

22. List of declared Learning Assessments

SECTION 4. OTHER

23. Any other observation on coding process or source

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