

20	50	50	20
100	100	100	100
80	80	80	80
FREE!	FREE!	70	70
40	40	120	120
20	40	50	70
80	100	80	100
150	50	50	20

You gave out your address and personal information. Someone found out and used your credit card number. Miss 3 recesses	You found a great research site. Eat lunch with the teacher today.
You gave out your address and personal information. Someone found out and used your credit card number. Miss 3 recesses	You found a great research site. Eat lunch with the teacher today.
You gave out your address and personal information. Someone found out and used your credit card number. Miss 3 recesses	You found a great research site. Eat lunch with the teacher today.
You gave your address. You are now getting 10 pieces of junk mail a week. Pick up all junk and trash in the room this week.	You found a game site that downloaded with no problems! Enjoy 10 minutes of free time at the end of the day.
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You found a great research site. Eat lunch with the teacher today	You found a site that downloaded a virus to your computer. Spend recess cleaning and reorganizing the "files" in your desk.
You found a way to develop your film for a lower price! Enjoy the candy you were able to buy with the extra cash!	You found a site that downloaded a virus to your computer. Spend recess cleaning and reorganizing the "files" in your desk.

Activity Resources

You found a way to develop your film for a lower price! Enjoy the candy you were able to buy with the extra cash!	You found a site that downloaded a virus to your computer. Spend recess cleaning and reorganizing the “files” in your desk.
You found a way to develop your film for a lower price! Enjoy the candy you were able to buy with the extra cash!	You accidentally purchased some things when you thought you were only looking. Sorry. Pay \$10
You found a way to send Greeting cards for free! You’ve earned an extra \$5 for your pay this week!	You accidentally purchased some things when you thought you were only looking. Sorry. Pay \$10
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You found a way to send Greeting cards for free! You’ve earned an extra \$5 for your pay this week!	You found a great site to help with homework. Congratulations, you have an extra 10 minutes to free read.
You found a site that teaches how to design web pages! A summer job like that is worth an extra \$20 dollars in your account!	You found a great site to help with homework. Congratulations, you have an extra 10 minutes to free read.
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“Unknown Files” Assimilation:

Materials: Thirty (or at least ten to get the point across using part of the class to demonstrate the assimilation) envelopes with enticing information/pictures on the outside that may encourage a student to choose it and look inside. Inside each envelope is a note stating what is then required: good or bad. Ex: You get to sit by your friend for a day...You must miss your recess today...You get a free homework pass...You must wash each student's desk in the room.... Have a list describing what's inside each envelope so that if someone asks for a hint or clue, you can give them one...a reward for “researching”.

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| 1. With the whole group, introduce the thirty various envelopes after spreading them across a table at the front of the room. Point out the unique characteristics of each and what's offered inside. (10 min.) |
| 2. Allow students to come up one at a time and select an envelope...and then follow the instructions inside. As students begin to ask questions about various envelopes, offer hints or "research news" about their proposed pick. (30 min.) |
| 3. Have students work in pairs as they write an entry in their Detective Notebooks about the activity and its connection to opening unknown "envelopes" online. Allow volunteers to share with the whole group. (20 min.) |

Safe & Danger Game

Materials: Six sets of the playing cards, a master grid for a “clue-giver” to use when setting up the grid, an envelope of “clues” so the clue giver can hand the purchaser a clue when necessary.

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| 1. Introduce the game of "Safe & Danger" and demonstrate for the whole group. Students try to turn over "safe" cards by guessing/buying clues and earning points. Be sure students understand that it costs points to get a clue as to which cards may be safe...they may "buy" clues or not. When buying a clue, first draw a "cost" card and then a clue card. Students start with 50 point. Each "danger" card costs the player half of his/her points...a "safe" card earns 50 points. Play in approx. six small groups. (35 min.) |
| 2. Come back together as a whole group and allow students to share what strategies worked best (or worst) for them. (10 min.) |
| 3. Write out a list of connections between playing the "Safe & Danger" game with the cards and the...safe and danger game when using the Internet. Have students write out the list in their notebooks. (15 min.) |

SAFE!	SAFE!	SAFE!	SAFE!	SAFE!	SAFE!
SAFE!	SAFE!	SAFE!	SAFE!	SAFE!	SAFE!
SAFE!	SAFE!	SAFE!	SAFE!	SAFE!	SAFE!
SAFE!	SAFE!	SAFE!	SAFE!	SAFE!	SAFE!
DANGER ***** *****	DANGER ***** *****	DANGER ***** *****	DANGER ***** *****	DANGER ***** *****	DANGER ***** *****
DANGER ***** *****	DANGER ***** *****	DANGER ***** *****	DANGER ***** *****	DANGER ***** *****	DANGER ***** *****
SAFE!	SAFE!	SAFE!	SAFE!	SAFE!	SAFE!
SAFE!	SAFE!	SAFE!	SAFE!	SAFE!	SAFE!



Virus/Worm Informational Handout

- ** Both get into your computer and destroy files/programs inside.
- **Some other computer user in the world creates both.
- **Things can be done to help you avoid getting a virus/worm infection!

Virus:

---A computer program file capable of attaching to disks or other files and replicating (reproducing) itself repeatedly. The user must allow the bug into his/her computer but usually doesn't know that he/she has done it!

Worms:

---Reproducing programs that run independently and travel across network connections. The main difference between viruses and worms is the method in which they reproduce and spread. A virus is dependent upon a host file and the transfer of files between machines to spread. A worm can wiggle completely independently and spread of its own will through network connections!



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Virus & Worm Protection!

**Know the source of your software.

**Install an antivirus program.

**Back up...Back up...Back up.

**Have an emergency anti-virus boot disk.

**Accept no unsolicited files from my e-mail.

**Open no unsolicited website unless you research/get clues first.

**Research current virus/worm epidemics.

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