



SUPER CYBER
KIDS



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SuperCyberKids Workshop

30.10.2025, Rome
ESHA Biennial, Luca Laszlo



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What do we really mean by cybersecurity education?

Cybersecurity education is often framed just in technical terms ignoring the social, ethical, and educational dimensions

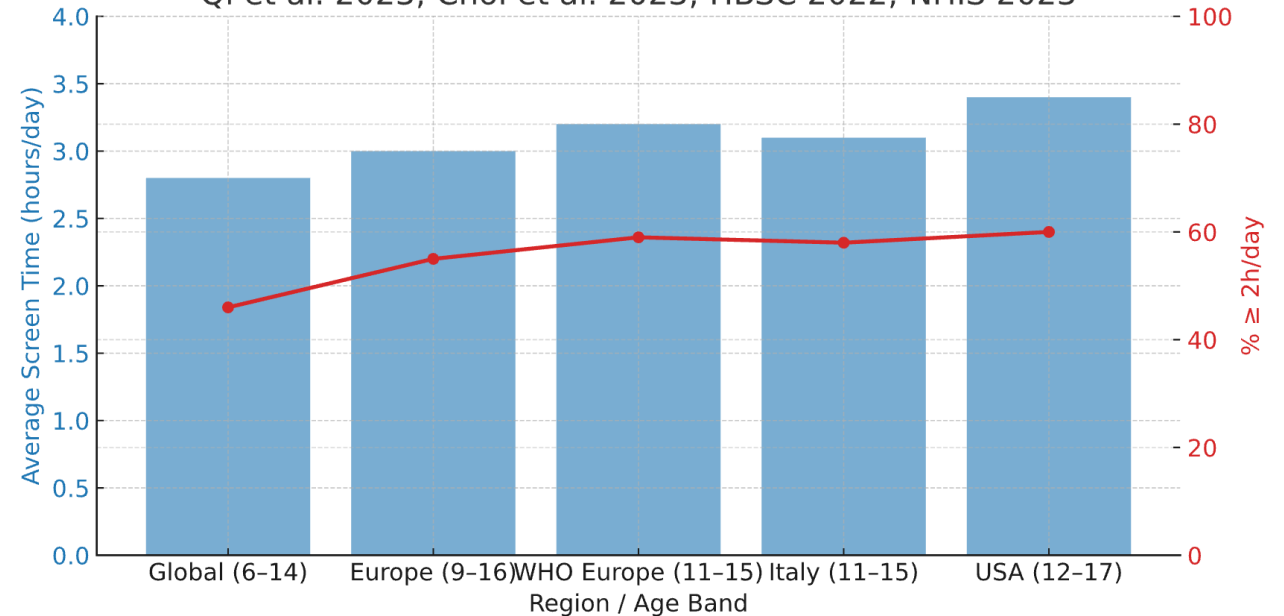




The Digital Lives of Children

- Average daily screen time (ages 8–13) $\approx$ 2.8–3.4 hours/day
- $\approx$ 50–60% of children spend more than 2 hours per day online
- Significant increase after 2020 (pandemic effect)

Estimated Daily Screen Time (Ages 8–13, global comparison, scientific sources)
Qi et al. 2023; Choi et al. 2023; HBSC 2022; NHIS 2023



- **Qi, Y., Yan, X., & Yin, L. (2023).** *Screen time among school-aged children aged 6–14 years: A systematic review.* **Global Health Research and Policy**, 8(1), 25. <https://doi.org/10.1186/s41256-023-00297-z>
- **Choi, Y. J., Park, S., Kim, J., & Lee, S. (2023).** *Screen time in children and youth during the COVID-19 pandemic: A scoping review.* **Journal of Adolescent Health**, 72(5), 789–802. <https://doi.org/10.1016/j.jadohealth.2023.01.009>
- **World Health Organization (WHO) Regional Office for Europe. (2022).** *Spotlight on adolescent health and well-being: Findings from the 2021–2022 Health Behaviour in School-aged Children (HBSC) survey.* Copenhagen: WHO Regional Office for Europe. Retrieved from <https://www.who.int/europe/publications>
- **National Center for Health Statistics (NCHS). (2023).** *National Health Interview Survey – Teen Screen Time Data Brief (2021–2023).* U.S. Department of Health and Human Services. Retrieved from <https://www.cdc.gov/nchs>



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From Awareness to Empowerment: The SuperCyberKids Project

- SuperCyberKids engages children (8–13) in playful, narrative-based learning.
- Combines serious games, storytelling, and design thinking to build:
 - Digital awareness
 - Responsible online behavior
 - Collaborative problem-solving
- Focuses on understanding digital identity, data, and security — not fear.

www.supercyberkids.eu/



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“Cybersecurity education is about raising digital citizens, not just digital technicians.

It is, above all, education about ourselves.”



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Scan the QR code

Or open menti.com and enter
the code **7931 3142**

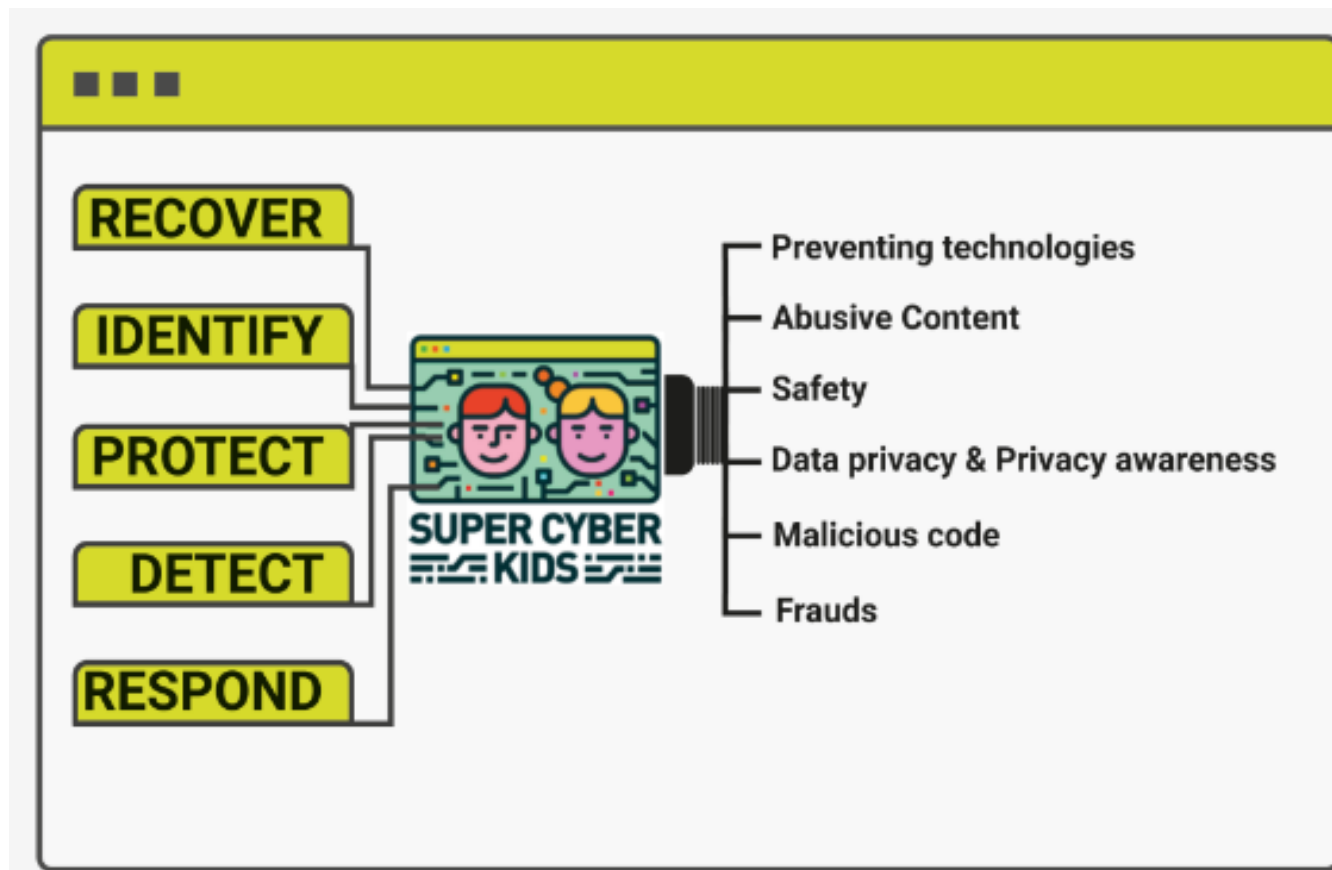


The SCKL-Framework

- Over 500 relevant skills were extracted from the literature and the Delphi study
- Validation via 2-Round Delphi Study with up to 20 professionals
- Matrix-based Approach
- Literature review with six leading databases (Prisma)

Dimension

Topics



Home page – The 18 modules



Click on any module and view the learning resources it contains.

Example of a SuperCyberKids module


Basics of cyber security
×

Welcome to the module: Basics of cyber security.
Open and complete the tasks below to complete the module.

- You can access the [Spoofy game here](#).
- You can download the Nabbovaldo game from the [Google Play Store for Android here](#).
- You can download the Nabbovaldo game from the [App Store for iOS here](#).
- Download the [Nabbovaldo Teacher's Guide here](#).
- Download the [Nabbovaldo Gamer's Guide here](#).
- You can download the game Nabbovaldo for [Windows here](#).
- You can download the game Nabbovaldo for Mac OS from the [App Store here](#).


Lesson plan - Basics of cyber security
↑

Target age range: 8-13.

This lesson plan helps teachers planning a lesson about how to deal with basics of cyber security, using the Spoofy game as main tool.


+10 Basics of cyber security - Lesson plan 1
✓
OPEN


+20 Basics of cyber security - Lesson plan 2
✓
OPEN


+10 Basics of cyber security - Lesson plan 1
✓
OPEN


+20 Basics of cyber security - Lesson plan 2
✓
OPEN


+30 Basics of cyber security - Lesson plan 3
✓
OPEN


+40 Basics of cyber security - Lesson plan 4
OPEN


+5 YouTube video - Ethical Hacking
OPEN


+5 YouTube video - Big Data and Privacy
OPEN


+5 YouTube video - The Dark Web
OPEN


Feedback form
OPEN



Search function



Platform items

Community Items

My playlists

My Profile

En

It

De

Et



Roberta



To facilitate exploration of the ontology, a prototype online tool has been produced that allows step-by-step navigation of the elements and relations the ontology expresses. [Click here](#) to access the online prototype tool.

+ Add Item

Age

Language

Domain

Competences

Type of material

Smart search

All



All



All



All



All



Enter your search string

Search



Platform items



What is personal data?

Level: Advance



Anti-virus and other security applications

Level: Advance



Firewalls and Browsers

Level: Advance



Ways you can be attacked

Level: Intermediate



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Knowledge test about Cybersecurity



Platform items

Community items

My Playlists

Profile

En It De Et



janedoe_

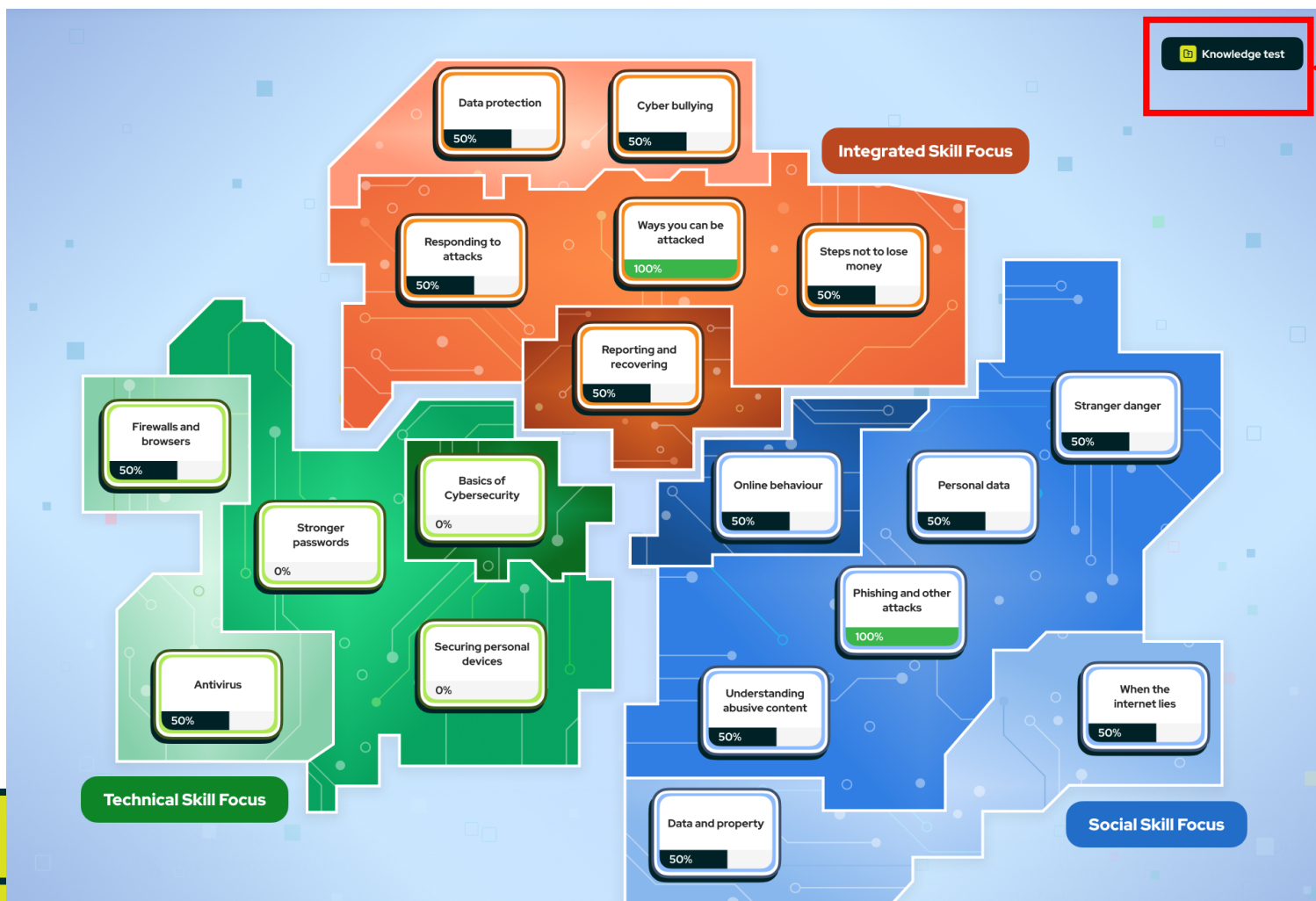
1358



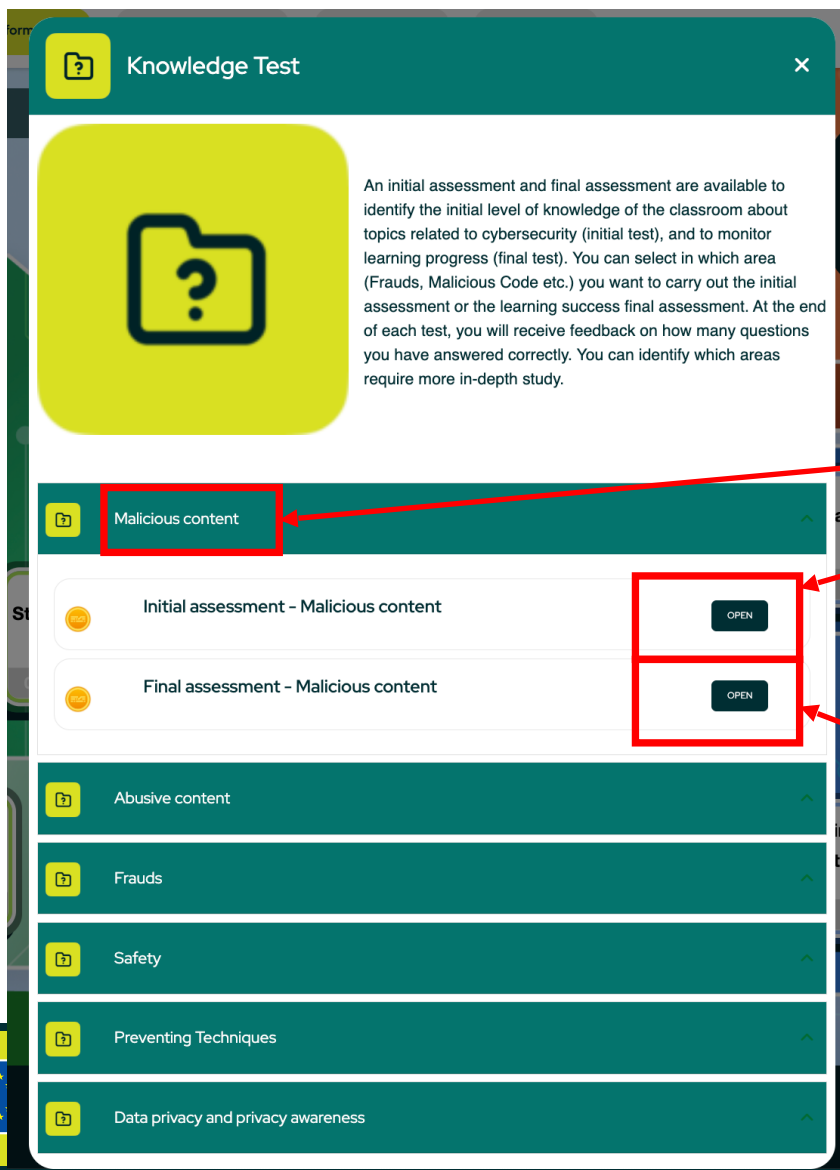
Knowledge test

Knowledge Test about
Cybersecurity

Use the test to identify the initial level of knowledge of the whole class about topics related to cybersecurity (initial test), and to monitor learning progress (final test).



Knowledge test about Cybersecurity



The Knowledge test is divided into 6 parts, one for each domain of competencies on cybersecurity identified by SuperCyberKids.

Select the domain in which you want to test the class's knowledge and then launch the test.

Click here to open the Final Assessment: you can run this test at the end of classroom activities to check students' learning progress.

Results of the Knowledge test about Cybersecurity



Assessment - Abusive content



Good attempt

2/10 correct answers

You answered correctly **2** questions out of **10**.

We recommend that you explore the learning resources related to **Abusive Content**.



Go and explore the SuperCyberKids platform!



Invitation code: **2047Sup3r!**



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CyberSecurity Games for children

■ Spoofy

- Serious videogame about cybersecurity, currently available in Estonia, English, Polish, Russian, Ukrainian, running from a browser
- A project by CGI
- Can be used at home or in a classroom
- Aimed at children in kindergarten and lower primary school
- 4 worlds
- Supplementary materials for teachers and parents

■ Nabbovaldo

- serious videogame about cybersecurity, currently available in English and Italian
- project by Ludoteca del Registro .it (IIT-CNR)
- Aimed at children aged 11-14 years
- Single Player
- Adventure made up of 4 chapters and an epilogue
- It includes Minigames, Dialogues, and a special encyclopedia focused on cybersecurity, called Nabbopedia
- Game score expressed in “like”
- Available in the Apple Appstore and Google Play Store for phone, tablet and desktop



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Problem: people share too much personal
info online

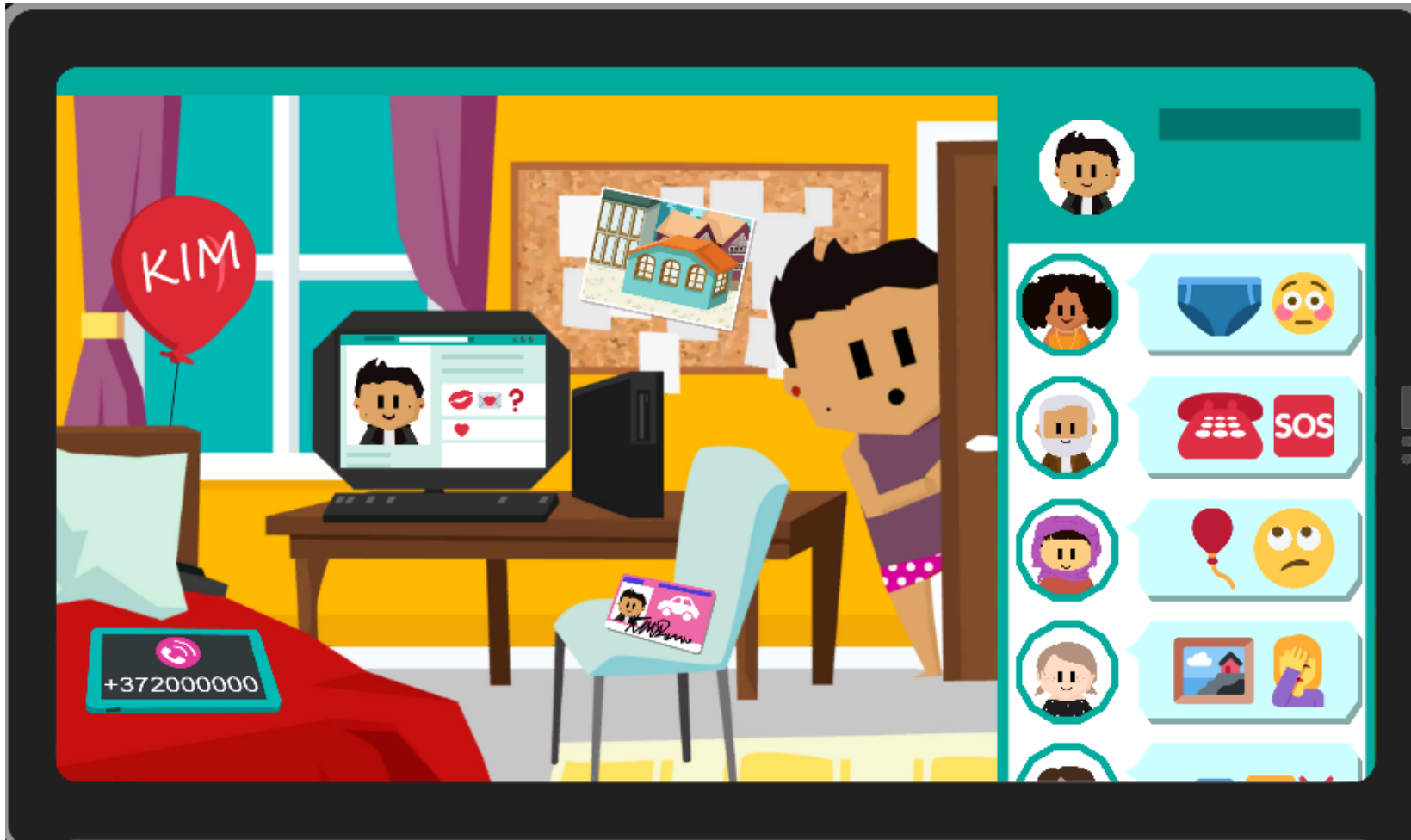
Including children



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What is wrong with this picture?



Pilot Phase (till November 2025)



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Policy recommendations – Key messages

- Children are growing up online from an early age, but schools are not yet systematically preparing them to navigate digital risks.
- Cybersecurity is a life skill for all, not just a technical subject for a few.
- Schools and teachers are on the frontline in developing these skills but lack the necessary tools, training, and resources.
- Game-based learning is an effective and inclusive way to teach children about digital safety.
- Systemic action is needed: without EU, national, and local policy coordination, progress will remain fragmented and unequal.
- Risk cannot be eliminated — but it can be mitigated. By equipping children with competencies, we reduce their exposure to harm and empower them to respond effectively when incidents occur.

1. Should AI tools be embraced in classrooms to build digital competence, or restricted to protect learning integrity and privacy?
2. With many schools already banning mobile phones, should this be seen as protecting students, or as a missed opportunity to teach responsible digital use?
3. Who should take the lead in teaching cybersecurity — schools, parents, or tech companies?



Workshop evaluation



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