

Are you prepared for the most common types of cyber attack?

Objective: The three location cards represent how you access the school's data and/or services. The cyber attack cards represent the various ways in which attackers attempt to access your school's systems, access data or steal your credentials. For each location card, assess the level of risk you may be susceptible to from the various cyber attacks by selecting a risk rating of low, medium or high.

Takeaway: The game will highlight how your susceptibility to a cyber attack can change depending on the location from which you access your school's data, systems or services. The game will also educate you on the various ways an attacker can seek to gain access to the school's systems or services and the data within. Additional information on both the locations and descriptions of the cyber attack methods can be found on the back of each card.

Instructions

1. First, separate the cards by type. The card types are **Location**, **Device**, **Cyber Attack**, **Mitigating Actions** and **Risk**.
2. Place the **3 Location** cards in a horizontal row with space below them to create additional rows.
3. Pick a card from the **Cyber Attack** card pile, and place it to the left of the **Locations** cards to form a grid (please see the beginner card game example layout card).
4. In groups or pairs discuss the level of **Risk** you may be susceptible to from the chosen **Cyber Attack** in each **Location**.
5. Place either a **Low**, **Medium** or **High Risk** card under each **Location** based on your assessment of the risk.
6. Circle your scores on the **Beginner worksheet**, against the **Location** and **Cyber Attack** method.
7. Repeat steps 3 - 6 for all the **Cyber Attack** cards.
8. Once complete, **add up your scores** for each **Location** and for each **Cyber Attack**. This will provide you with an indication of which **Location(s)** you are most susceptible to an attack from and which **Cyber Attack** methods you are most susceptible to.

Understanding how your device type can influence the methods used in a cyber attack.

Objective: The 3 location cards represent how you access the school's data and/or services. The cyber attack cards represent the various ways in which attackers attempt to access your school's systems, access data or steal your credentials. This game introduces 3 device types that are typically used in a school and follows the same principles as the beginner game. You are still assessing the susceptibility to cyber attack for each location card, however this time you will also be considering if this is influenced or affected by the device type.

Takeaway: The game will highlight how you and your devices susceptibility to a cyber attack can change depending on the location from which you access your school's data, systems or services. The game will also educate you on the various ways an attacker can seek to gain access to the school's systems or services and the data within. Additional information on the locations, devices and descriptions of the cyber attack methods can be found on the back of each card.

Instructions

1. First, separate the cards by type. The card types are **Location**, **Device**, **Cyber Attack**, **Mitigating Actions** and **Risk**.
2. Place the **3 Location** cards in a horizontal row with space below them to create additional rows.
3. Place the **3 Device** cards in a vertical row to the left of the **Location** cards, forming a grid.
4. Pick a card from the **Cyber Attack** card pile, and place in the top left hand corner of the grid (please see the **Intermediate example layout card**).
5. In groups or pairs discuss the level of risk you may be susceptible to from the chosen **Cyber Attack** method on each **Device** in each **Location**.
6. Place either a **Low**, **Medium** or **High Risk** card under each **Location** based on your assessment of the risk.
7. Circle your scores on the **Intermediate worksheet**.
8. Repeat steps 4 - 7 for all the **Cyber Attacks** cards.
9. Once complete, **add up your scores** for each **Cyber Attack** and each **Device**. This will provide you with an indication of which **Location(s)** and **Devices** that you are most susceptible to attack from and which **Cyber Attack** type you are most susceptible to.

Determine suitable steps to reduce your risks from a cyber attack.

Objective: In this game you can discuss the technical, organisational or social measures that could be put in place to protect against or limit the impact of the various cyber attack methods.

Takeaway: The game will highlight your understanding of how to mitigate against cyber attacks. If you are playing in a group, you may discover other technical or organisational measures that are already in place to protect you and your school. Many of the measures used to reduce these cyber attacks are applicable in both your professional and personal lives.

Instructions

1. First, separate the cards by type. The card types are **Location**, **Device**, **Cyber Attack**, **Mitigating Action** and **Risk**.
2. Place all the **Mitigating Action** cards **text down** on a table.
3. If you have played the previous games, find your **3 highest scoring Cyber Attack** methods, **these are your priorities**.
4. If you have not played the previous games pick the **3 Cyber Attacks** you think you would be most susceptible to.
5. Discuss as a group or pairs, how you could **mitigate against** your **3 priority Cyber Attacks**. Consider any **technical**, **social** or **operational** measures that you could take to strengthen the security of your users, data and school network.
6. Record your suggested **Mitigation Actions** on the **Advanced worksheet**.
7. Once you have exhausted your ideas, turn over the **Mitigating Action** card that matches the **Cyber Attack** card you discussed and **compare your notes to the examples on the back of the cards**.
8. Repeat steps 5, 6 and 7 for all of the **Cyber Attack** cards.