

1st step in the Digital Word

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Instruction manual

Game No 3:
"Game Goose"



INTRODUCTION

Game No 3: "Game Goose"

PURPOSE OF THE GAME

IT risks and challenges are big and this game aims at providing knowledge about the risks and the healthy and safety behaviours in an easy and fun way.

Risks and prevention

Players, with the help of the Trainer, have to follow the route of the board by rolling the dice and when they reach a special tile, the debate start.



Game Rules

Players and Game Duration:

2-4 players per game set;
Game duration: 45 minutes.

What you need to get started:

- 1) Board;**
- 2) Die;**
- 3) Tokens;**
- 4) Instructions booklet.**

Before starting:

Download the board from 'primopassonedigitale.eu' and make sure you have all the materials you need to start playing!

How to play:

Follow the instructions below and enjoy learning about safety online!

Follow all the steps, at the end of the game you will be able to avoid the risks online!

Instructions

1

Roll the dice



2

Move your token to the corresponding tile and then read the following information.

3

- 3) You shared your SIM ID number online and a hacker cloned your SIM.
- 5) You shared your instagram profile password on whatsapp to send it to your mother and someone is posting content on your behalf.
- 6) You shared your vacation plan on social networks and the thieves took the opportunity to rob your house.
- 8) Since you no longer needed to be subscribed to a website, you have canceled your subscription.
- 10) You have shared inappropriate content online and deleted it, but many people have already taken the screenshot.
- 19) You used a different password for each of your profiles, despite having a password stolen from you, all the others are safe!
- 21) You downloaded a file from the internet and your computer is infected with a virus
- 23) You're raising money for a project and posted your bank card details online, but all the money was stolen.
- 26) you have activated two-factor authentication, your profile is safe!
- 28) you click the link in an email/sms in which they offer a prize/holiday/present..., asking for your sensitive data and you accept
- 32) Your apps password is your birthday and it has been stolen.
- 34) You have copied all your files to an external hard drive, in case your notebook is stolen or broken. Backup
- 35) You bought some clothes on an unknown site, they charged you, but your package never arrived.
- 40) You received a blackmail email and contacted the postal police, who identified the criminal

RESULTS

By playing, participants will improve:

1 Cognitive skills

The participants train acquire **knowledges about IT security and risks**. In addition, since the game is about real situations, they have the opportunity to share their own knowledges and learn from each other.

2 Social skills

Since they have to work together to create the various components, the participants will develop more **empathy** and their **social skills**, becoming familiar with their peers and, consequently, strengthening their social bond.

3 Basic IT skills

By participating in the board game, they will learn how the **most important rules of net-tiquete work** and know how to stay safe online.