Announcing the New

cyberCHIP

Today's youth are spending more time than ever using digital media for education, research, socializing, and fun. To help families and volunteers keep youth safe while online, the Boy Scouts of America introduces the Cyber Chip. In developing this exciting new tool, the BSA teamed up with content expert NetSmartz®, part of the National Center for Missing and Exploited Children® and training expert for many law enforcement agencies.

The Cyber Chip can be earned by any youth in the BSA's programs. Material is tailored at each level for age-appropriateness.

- Cub Scouts—Grades 1–3 and 4–5
- Boy Scouts, Varsity Scouts, Venturers, and Sea Scouts—Grades 6–8 and 9–12

Topics include cyberbullying, cell phone use, texting, blogging, gaming, and identity theft.

Cub Scout Cyber Chip patch

Boy Scout/ Varsity Scout/Venturer/ Sea Scout Cyber Chip patch

TO UNIT LEADERS

Cyber Chip resources are available at **www. scouting.org/cyberchip.** The Cyber Chip can be used as a tool to show skill and a commitment to do what's right in the cyber world. Many unit leaders will be requiring the Cyber Chip before allowing any electronic use on outings—this is a decision each unit can make on its own, much like the Totin' Chip is used today.
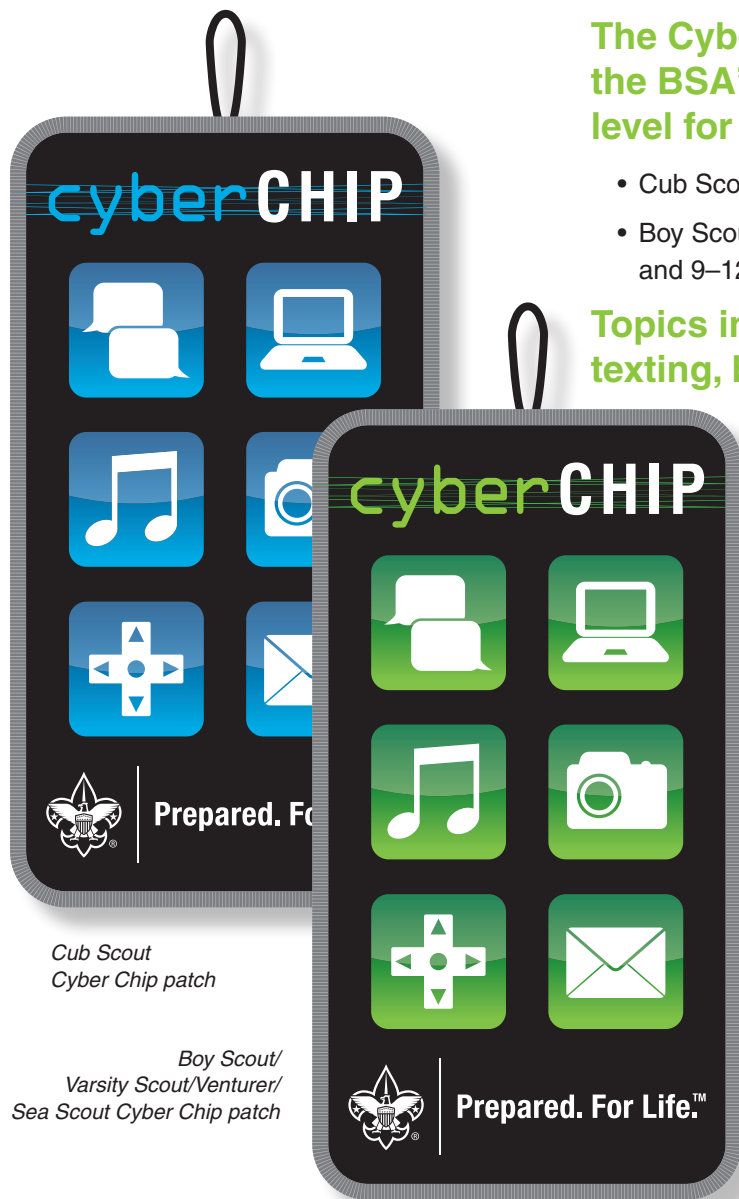
This program is brought to you by a collaborative effort from BSA Program Innovation, BSA Youth Protection, and NetSmartz®.

NetSmartz Workshop
A PROGRAM OF THE
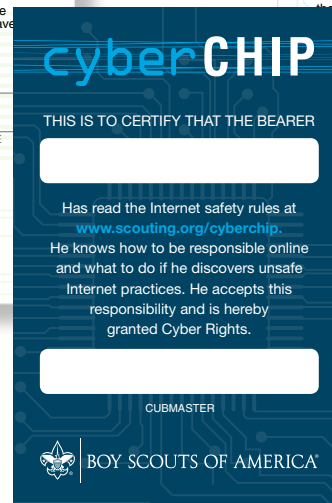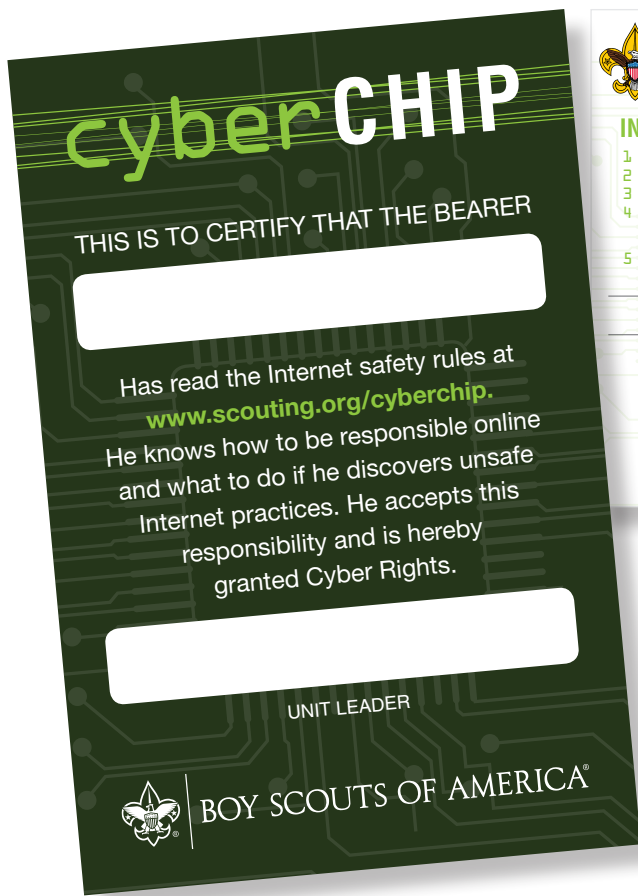NATIONAL CENTER FOR MISSING & EXPLOITED CHILDREN®

BOY SCOUTS OF AMERICA®

Prepared. For Life.™

cyberCHIP

THIS IS TO CERTIFY THAT THE BEARER

Has read the Internet safety rules at
www.scouting.org/cyberchip.
He knows how to be responsible online
and what to do if he discovers unsafe
Internet practices. He accepts this
responsibility and is hereby
granted Cyber Rights.

UNIT LEADER

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INTERNET SAFETY PLEDGE

1. I will think before I post.
2. I will respect other people online.
3. I will respect digital media ownership.
4. I won't meet face-to-face with anyone I meet in the digital world unless I have my parent's permission.
5. I will protect myself online.

SCOUT'S SIGNATURE

DATE   RECHARGE

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INTERNET SAFETY PLEDGE

1. I will tell my trusted adult if anything makes me feel sad, scared, confused, or uncomfortable.
2. I will ask my trusted adult before posting photos or sharing information like my name, address, current location, or phone number.
3. I won't meet face-to-face with anyone I meet in the digital world.
4. I will respect the online property of others.
5. I will always use good "netiquette" and not be rude or mean online.

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CUBMASTER

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The Cyber Chip pocket card and patch can be purchased in Scout Shops or a certificate downloaded free online in June 2012.

Get a jump start and earn it now!

The Cyber Chip is under consideration as a requirement in merit badges and more.

Integration Ideas

Councils and Districts

- Add Cyber Chip information to council or district websites. Create an area focused on cyber safety. Use resources from NetSmartz®.
- Spread the word by communicating at events like camporees and Scoutoramas.
- Do a tech event for adults or youth—then set teams to compete with each other on their knowledge in a fun fashion.

June is National Internet Safety Month

Plan a lock-in or electronics campout. Include fun, food, games, education, stories, videos, and more.

Unit Leaders

- Tailor the requirements to your own unit rules. Complete the requirements for the Cyber Chip as a unit at a regular meeting, then hand out the cards and patches on the spot.
- Review the resources available on the website, including teaching materials, an implementation guide, and more.
- Create a fun challenge for youth to stump the unit leaders.
- Play a "Jeopardy!"-style game in a meeting to use what's been learned.
- Use the Cyber Chip as a foundational step in preparation for leadership positions such as Webmaster.

Parents

- Use the Cyber Chip as a tool to work with your youth to create additional open communications.
- Visit www.scouting.org/cyberchip and NetSmartz® for more content ideas and tip sheets.

WITH YOUTH PROTECTION BEGINS

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The Scout Law and Cybersafety/Cyberbullying

Today we are online more than ever before. We use technology to save us time with research, connect with others, navigate, and have fun. Here are some ideas of how the digital world and the Scouting community can live side by side.

Trustworthy. Be truthful with others online, and be very careful of the information you share. Do the right thing when sharing other people's words or pictures. Make sure you have the owner's permission before using them.

Loyal. Share information about others only if you have their permission to share it. Uphold appropriate agreements you make with friends when you play games with them.

Helpful. Alert others to scams, cheats, and suspicious sites. Point them to reliable and accurate sources of information. Encourage people to report bad behavior online.

Friendly. Reach out to support others who are doing good things, like posting quality creative works. Support those who are bullied.

Courteous. Be polite and respectful. When you use other people's work, be sure to ask permission when necessary, follow fair use standards, and give credit to the people who created and own the work.

Kind. Treat people with respect when you are on social networks, playing games, talking or texting on a cellphone, or in other digital activities.

Obedient. When using digital devices, follow the rules set by your parents/guardians, teachers, and Scout leaders. Abide by the rules established by sites, services, devices, and games.

Cheerful. Use games, messaging tools, and social forums to build your relationships with others while having fun.

Thrifty. Be a smart consumer. Know your voice, text, and data plans and use them wisely. Be sure to study digital devices and services you want. Before buying them, make sure you're not overspending on functions and features you won't need. Be careful not to run up charges on apps and sites.

Brave. Stand up for what is right. Do not participate in mocking and bullying others, even if your friends are doing it. Report suspected abuse to a trusted adult, like your parent or leader; call 911 or call the Cyber Tip line at 1-800-843-5678. If the incident involves any part of the Scouting program, call your council Scout executive immediately or email youth.protection@scouting.org.

Clean. Use clean language and discuss only appropriate topics when using digital devices to communicate with others.

Reverent. Respect the feelings of other people. Do not use digital devices to spread irreverent ideas.

Remember that life is a balance. In Scouting, we focus on a balanced life through our aims: character, physical fitness, and citizenship. Technology is a tool to help us. It is not there to take the place of family, friends, the Scout Law, and staying physically fit. Stay ScoutSTRONG!

Youth _____   Parent _____   Leader _____

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Cyber Chip Requirements

Cyber Chip Requirements for Grades 1-3

1. Read, commit to, and sign the Level I Internet Safety Pledge. (BSA Cyber Chip blue card)
2. Watch the video "Bad Netiquette Stinks." (**www.netsmartz.org/scouting**)
3. Play the Router's Birthday Surprise Interactive Adventure, and print the completion certificate to give to your den leader. (**www.netsmartz.org/scouting**)
4. Show and tell your family, den leader, den, or pack what you have learned.

Cyber Chip Requirements for Grades 4-5

1. Read, commit to, and sign the Level I Internet Safety Pledge. (BSA Cyber Chip blue card)
2. Watch the video "The Password Rap" and another video of your choosing. (**www.netsmartz.org/scouting**)
3. As an individual or with your den, use the Teachable Recipes to demonstrate Internet safety rules to your den leader, den, or pack. (**www.netsmartz.org/scouting**)
4. Discuss with your unit leader the acceptable standards and practices for using allowed electronic devices, such as phones and games, at your meetings and other Scouting events

Cyber Chip Requirements for Grades 6-8

1. Read and sign the Level II Internet Safety Pledge from NetSmartz. (BSA Cyber Chip green card)
2. Write and sign a personalized contract with your parent or guardian that outlines rules for using the computer and mobile devices, including what you can download, what you can post, and consequences for inappropriate use.
3. Watch the video "Tracking Teresa," along with two additional videos of your choosing, to see how friends can help each other to stay safe online. (**www.netsmartz.org/scouting**)
4. As an individual or with your patrol, use the EDGE method and mini lessons to teach Internet safety rules, behavior, and "netiquette" to your troop or another patrol. You are encouraged to use any additional material and information you have researched. Each member of the patrol must have a role and present part of the lesson. (**www.netsmartz.org/scouting**)
5. Discuss with your unit leader the acceptable standards and practices for using allowed electronic devices, such as phones and games, at your meetings and other Scouting events.

Cyber Chip Requirements for Grades 9-12

1. Read and sign the Level II Internet Safety Pledge. (BSA Cyber Chip green card)
2. Write and sign a personalized contract with your parent or guardian that outlines rules for using the computer and mobile devices, including what you can download, what you can post, and consequences for inappropriate use.
3. With your parent's permission, "like" the Boy Scouts of America page on Facebook.
4. Watch three "Real-Life Story" videos to learn the impact on teens. (www.netsmartz.org/scouting)
5. As an individual or patrol, use the EDGE method and the Teen Volunteer Kit to teach Internet safety rules, behavior, and "netiquette" to your troop or another patrol. You are encouraged to use any additional material and information you have researched. Each member of the patrol must have a role and present part of the lesson. (www.netsmartz.org/scouting)
6. Discuss with your unit leader the acceptable standards and practices for using allowed electronic devices such as phones and games at your meetings and other Scouting events.

Note: All Cyber Chips will expire annually. Each Scout will need to "recharge" the chip by going back to the Netsmartz Recharge area. This space will hold new information, news, and a place for the Scout to recommit to net safety and netiquette. Then, with the unit leader, the Scout can add the new date to the Cyber Chip card or certificate.