



Welcome to the SuperCyberKids Project

Cybersecurity for children has become a rapidly growing topic due to the increased availability of the internet to children and their consequent exposure to various online risks. Children start going online at an early age and are doing so even more after the sudden rise in remote schooling due to the COVID-19 pandemic.

It is, therefore, crucial to provide teachers and their young pupils with a fun way to gain understanding of cybersecurity and adopt safe online practices. SuperCyberKids partners already offer two digital cybersecurity games free of charge: [Spoofy](#), a multilingual online game, and Nabbovaldo, an Italian-language app available from [Google Play](#) and [Apple stores](#) (more languages coming soon!).

And SuperCyberKids has much, much more in store. This Erasmus+ research project funded by the European Commission is working to provide children aged 8 to 13 and their teachers with a complete educational ecosystem, with a range of training, teaching, and learning content on cybersecurity, using a game-based approach to increase motivation and engagement. This will be delivered through a gamified platform that includes the Spoofy and Nabbovaldo cybersecurity games, with more to come. Overall, the project will produce two main outputs, the educational ecosystem and detailed guidelines for implementing it effectively.

SuperCyberKids involves eight partners from five countries, including two extensive Europe-wide umbrella organizations, one dealing specifically with cybersecurity (ECSO) and the other gathering school heads from across Member States (ESHA). ECSO and ESHA will ensure that stakeholders are constantly involved in project activities, through panel groups and small-scale enactment events. This is in addition to at least fifty school heads plus at least one-hundred teachers who will be directly participating in pilot uses cases.

The partnership will carry out **four pilots** in four different settings (Europe-wide in English and in local languages in Italy, Estonia, and Germany) to test these results. This will lead to developing a **Handbook of Good Practices on Cybersecurity Education in Schools for Children Aged 8-13**. This handbook will include recommendations for researchers, school heads and teachers, parents, and game and instructional designers, as well as **Recommendations** relevant for policymakers, regulatory bodies and institutions in cybersecurity education.

We have already developed the SuperCyberKids Learning Framework (SCKLF) and a competence-based analysis of applied games for digital education. These will soon be available on the project website. Keep an eye on social media for news!

Follow our progress on the project website: <https://www.supercyberkids.eu/> and through the **#SuperCyberKids** hashtag on social media channels.