



Cyber Chip Guide

Cyber Chip is not a merit badge but is skill award like

Totin' Chip <https://www.scouting.org/awards/awards-central/totin-chip/>

Paul Bunyan Woodsman <https://www.scouting.org/awards/awards-central/paul-bunyan/>

Firem'n Chit <https://www.scouting.org/awards/awards-central/firemn-chit/>

Earning the Cyber Chip Award is required for Scout and Star ranks and for completion of Digital Technology and Programming Merit Badges.

Scout rank requirement # 6 and

Star rank requirement # 6:

With your parent or guardian, complete the exercises in the pamphlet *How to Protect Your Children From Child Abuse: A Parent's Guide* and earn the Cyber Chip Award for your grade.

Links to the Parent's Guide pamphlets are posted on the page at <https://www.scouting.org/training/youth-protection/parents-guides/>

Digital Technology Merit Badge requirement # 1:

Show your counselor your current, up-to-date Cyber Chip.

Programming Merit Badge requirement # 1:

Safety. Do the following: a. Show your counselor your current, up-to-date Cyber Chip.

BSA launched the age-appropriate Cyber Chip program in 2012 in collaboration with BSA Program Innovation, Youth Protection, and content expert NetSmartz, part of the

National Center for Missing and Exploited Children and training expert for many law enforcement agencies.

Learn about Cyber Chip at

<https://www.scouting.org/training/youth-protection/cyber-chip/>

<http://www.scouting.org/filestore/youthprotection/pdf/100-053.pdf>

After you have completed all of the requirements, please report to your troop Advancement Chair so that they can purchase your Cyber Chip card and patch from your local Scout Shop or online at www.scoutstuff.org

Recharging Your Cyber Chip

Note: All Cyber Chips will expire annually. Each Scout must go to **Netsmartz** and complete 2 new resources 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.

Cyber Chip Requirements for Grades 6-8

<https://www.scouting.org/training/youth-protection/cyber-chip/grades-6-8/>

1. Read and sign the Level II Internet Safety Pledge from NetSmartz (BSA Cyber Chip green card) above.
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 "[Friend or Fake](#) (4:12)," along with two additional videos of your choosing from the list below, to see how friends can help each other to stay safe online.
 1. [Post to be private](#) (1:13)
 2. [Split Decisions](#) (4:29)
 3. [Two Kinds of Stupid](#) (3:03)
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.
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

<https://www.scouting.org/training/youth-protection/cyber-chip/grades-9-12/>

1. Read and sign the Level II Internet Safety Pledge from NetSmartz (BSA Cyber Chip green card) above.
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. Discuss with your parents the benefits and potential dangers teenagers might experience when using social media. Give examples of each.
4. Watch three of the following “Real-Life Story” videos to learn the impact on teens.
 1. [Friend or Fake](#) (4:12)
 2. [Post to be private](#) (1:13)
 3. [Split Decisions](#) (4:29)
 4. [Two Kinds of Stupid](#) (3:03)
5. As an individual or patrol, use the EDGE method and the Student Project Kit at <https://www.missingkids.org/content/dam/netsmartz/downloadable/studentprojectkit/Student Project Kit V1.5.pdf> 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.
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.

References:

Review **EDGE** method:

Explain how it is done.

Demonstrate the steps.

Guide learners as they practice.

Enable them to succeed on their own.

<https://blog.scoutingmagazine.org/2018/05/05/living-on-the-edge-this-is-the-correct-way-to-teach-someone-a-skill/>

Alludes to 13th edition of *Boy Scout Handbook*, page 38

<https://scoutingmagazine.org/2016/12/use-edge-method-outdoors/>

Outdoor Ethics Guide

<https://www.scouting.org/outdoor-programs/outdoor-ethics-guide/>
THE TEACHING EDGE METHOD

Trainer's EDGE course syllabus, pages 11-13, 50
<http://www.scouting.org/filestore/pdf/26-242.pdf>

"Netiquette" topics might include:

Posting information, news, photos
 Maintaining privacy
 Appropriate use of social media
 Chatting with strangers
 Texting with driving
 Appropriate and inappropriate use of camera

Internet Safety Pledge
For Boy Scouts, Venturers, Varsity Scouts, Sea Scouts
 For Grades 6-8, 9-12

Level II Internet Safety Pledge from NetSmartz. (BSA Cyber Chip green card)

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.

This is to certify that the bearer

 Name of Scout, Venturer, Varsity Scout, Sea Scout

has read the internet safety rules at
<https://www.scouting.org/training/youth-protection/cyber-chip/>.
 He / She knows how to be responsible online
 and what to do if he / she discovers unsafe internet practices.
 He /She accepts this responsibility and is hereby
 granted cyber rights.

 Signatures: Parent, Date

 Unit Leader, Date

Source: <http://www.scouting.org/filestore/youthprotection/pdf/100-053.pdf>

Sample Personalized Contract for Using a Computer and Mobile Devices

What can I search for:

What I can download:

What I can post:

Consequences for inappropriate use:

Signatures: Youth, Date

Parent, Date

Scout rank requirement # 6 and Star rank requirement # 6:

With your parent or guardian, complete the exercises in the pamphlet *How to Protect Your Children From Child Abuse: A Parent's Guide* and earn the Cyber Chip Award for your grade.

Links to the *Parent's Guide* pamphlets are posted on the page at <https://www.scouting.org/training/youth-protection/parents-guides/>

Scout name _____ has completed the exercises in the in the pamphlet *How to Protect Your Children From Child Abuse: A Parent's Guide*.

Signatures: Youth, Date

Parent, Date

Cyber Chip Sample Contract for Using a Computer and Mobile Devices

What can I search for:	What I should not search for:
School and merit badge homework Research for reports Recipes Scout topics G movies How to fix broken items Learning a new skill (coding, fixing a cord) On-line classes	Pornography Pictures of violence, naked people PG, PG-13, R movies Definitions of curse words Sex education information Information on bombs, guns, hate groups
What I can download:	What I should not download:
Information for school or Scout projects, with sources of documents reported to avoid plagiarism	Photos taken in restrooms or shower houses
What I can post:	What I should not post:
Sincere compliments (not sarcasm) Announcements about fun events of general interest	Embarrassing photos Gossip Violence Personal information Contact information Hurtful comments about other people (appearance, dress, weight, health conditions, grades, athletic performance) Bragging Travel plans Harassment phone calls
Consequences for inappropriate use:	Consequences for inappropriate use:
Over-use (gaming, social media)—time limits per day or week Give up devices for x days or weeks Trade device privileges for grades Loss of driving privileges Grounded	Criminal charges for pornography Identity theft Scam phone calls

Signatures: Youth, Date

Parent, Date

The Scout Law and Cybersafety and Cyberbullying

Copied from: https://filestore.scouting.org/filestore/youthprotection/pdf/100-055_WB.pdf

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: _____ Date: _____

<https://schools.cms.k12.nc.us/randolphMS/Pages/Anti-bullying-and-Internet-Safety.aspx>
<https://www.justice.gov/coronavirus/keeping-children-safe-online>

HELP KEEP CHILDREN SAFE ONLINE

During COVID-19, the internet has been an essential tool for educators and families. Digital technology is helping students continue their studies and stay connected with teachers and classmates. At the same time, increased online presence, if unmonitored, may expose children to potentially adverse effects, including predatory individuals and cyberbullying. Parents, guardians, and caregivers are encouraged to take the following measures to help increase children's online safety:

- **DISCUSS INTERNET SAFETY AND DEVELOP AN ONLINE SAFETY PLAN** with children for engaging in online activity. Establish clear guidelines, teach children to spot red flags, and encourage children to ask questions and have open communication with you.
- **SUPERVISE YOUNG CHILDREN'S USE OF THE INTERNET**, including periodically checking their profiles and posts. Keep electronic devices in open, common areas of the home and consider setting time limits for their use.
- **REVIEW GAMES, APPS, AND SOCIAL MEDIA SITES** before they are downloaded or used by children. Pay particular attention to apps and sites that feature end-to-end encryption, direct messaging, video chats, file uploads, and user anonymity, which are frequently relied upon by online child predators.
- **ADJUST PRIVACY SETTINGS AND USE PARENTAL CONTROLS** for online games, apps, social medial sites, and electronic devices.
- **TELL CHILDREN TO AVOID SHARING PERSONAL INFORMATION, PHOTOS, AND VIDEOS ONLINE** in public forums or with people they do not know in real life. Explain to children that images posted online will be permanently on the internet.
- **TEACH CHILDREN ABOUT BODY SAFETY AND BOUNDARIES**, including the importance of saying 'no' to inappropriate requests both in the physical world and the virtual world.
- **BE ALERT TO POTENTIAL SIGNS OF ABUSE**, including changes in children's use of electronic devices, attempts to conceal online activity, withdrawn behavior, angry outbursts, anxiety, and depression.
- **ENCOURAGE CHILDREN TO TELL A PARENT, GUARDIAN, OR OTHER TRUSTED ADULT** if anyone asks them to engage in inappropriate behavior.
- **IMMEDIATELY REPORT SUSPECTED ONLINE ENTICEMENT OR EXPLOITATION OF A CHILD** by alerting local law enforcement, contacting the FBI at tips.fbi.gov, or filing a report with the National Center for Missing & Exploited Children (NCMEC) at **1-800-843-5678** or report.cybertip.org.
- **FOR MORE INFORMATION, HELPFUL TOOLS AND ADDITIONAL RESOURCES PLEASE VISIT** the Justice Department's website at <https://www.justice.gov/coronavirus/keeping-children-safe-online> and the FBI's Safe Online Surfing at <https://sos.fbi.gov/en/>.

