



# Educational Ideas Game

4 - 6  
Years

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## Game Idea

An educational awareness game designed for young students aged four to six, utilizing a combination of colors, drawings, and coloring.

The game aims to introduce young students to general symbols and concepts related to cybersecurity and digital safety through simple steps that are easily comprehensible at this young age in an enjoyable manner.

The game also aims to create a long-term positive awareness impact, solidifying principles of digital safety through entertaining social activities between teachers and students within the classroom, during break periods, or with their parents at home.

The game further aims to integrate knowledge with entertainment in the awareness process, creating the most potent effect possible while maintaining a balance between the academic and training aspects within an enjoyable and interactive recreational activity.



## Objectives

- Educate young students on new and simplified cyber terms and concepts.
- Develop linguistic and cognitive skills in the cyber field for students.
- Reinforce foundational knowledge in the information field by blending entertainment and learning.
- Provide students with a sense of fun, enjoyment, and accomplishment through diverse interactive activities.

## Game components

- **30 quiz cards** covering **5 main cyber and technology topics**, with 6 cards colored in one color for each topic.
- **6** coloring pens.

## Gameplay mechanisms

The game relies on individual performance with a minimum of two students. To enhance fun and create a competitive atmosphere among students, questions can be distributed to them in sequential rounds based on cyber topics. The winner is the student who answers the highest number of questions compared to their peers.

