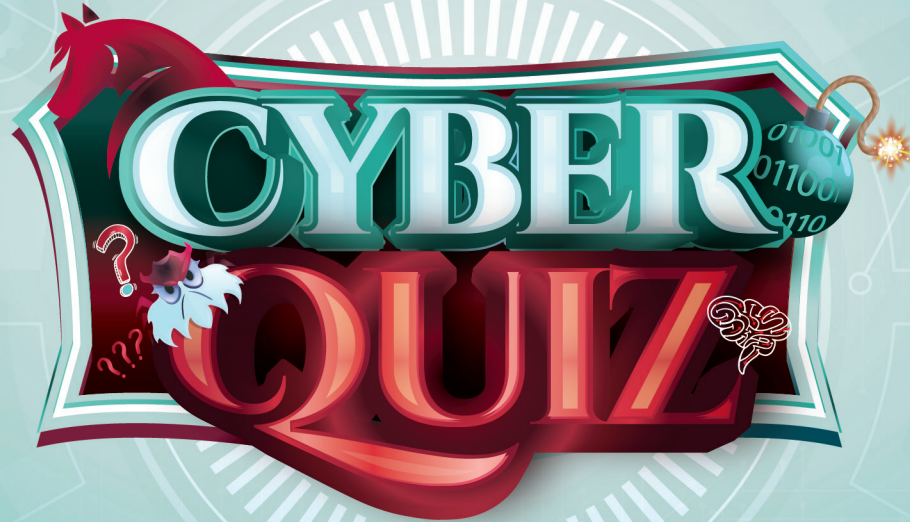




**CyberEco**

مفًا لدعم السلامة الرقمية  
Together to support digital safety



Age +7 ⓘ



الوكالة الوطنية للأمن السيبراني  
National Cyber Security Agency

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Doha, Qatar

This content is produced by the team of  
**National Cybersecurity Excellence Management, National Cyber Security Agency.**

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## Who are we?

### **The National Cyber Security**

is a national institution dedicated to the development and protection of the cyber space in the State of Qatar, enhancing the efficiency and effectiveness of the digital environment to support the progress of the state and society and contribute to the achievement of Qatar's 2030 vision.



## Introduction

Training games serve as a highly effective tool for imparting fundamental knowledge about digital security and the principles of online safety to children and adolescents. Their effectiveness stems from their ability to engage and captivate students attention, as they rely on elements of excitement and entertainment.

Within this engaging framework, students seamlessly acquire information, thereby preventing any feelings of monotony or boredom.

## Game Idea

The main idea behind **"Cyber Quiz"** is to present the fundamental concepts and knowledge of cybersecurity and related topics in a simplified and fun way that helps players learn in an innovative and non-traditional manner.



## Game Description

The game **takes children on an exciting competitive journey** by directing questions and answering them in simplified and smooth cyber-themed topics within a specified timeframe. All of this is presented in an attractive competitive format that ensures both entertainment and **learning in an innovative and unprecedented competitive manner.**

## Game Goals:

**5** Strengthening students' cyber security knowledge through fun and competition elements.

**6** Writing the terms in both Arabic and English will directly contribute to improving linguistic skills and reading abilities.

**7** Providing children with enthusiasm, entertainment, and a sense of achievement by collecting as many rewards as possible and defeating other players.

**1** Teaching students new and simplified cyber terms.

**2** Recognizing the benefits or risks of new cyber terms.

**3** Simplifying and delivering information in an entertaining manner.

**4** Enhancing the linguistic and cognitive skills for students.

## Game Components:

**1**

**25 medium-sized plastic figurines / symbols for numbers 1-25.**

**2**

**100 Coins (medium-sized) distributed to players for correct answers to questions.**





3

25 cards related to cyber topics, each card covering a specific cyber topic and containing clear information about the topic or term. (Each card is numbered from 1 to 25 with the card's title).





4

100 question cards; for each topic, there are four cards with questions related to the specific cyber term featured on the card. Players must answer these questions to earn points (one card per question).



**5**

**A flyer** containing the model answers for the cyber topic questions.

**6**

**A timer** to measure the time for answering each question (A small hourglass).

**7**

**Game Manual.**

## Game Mechanics:

**1**

The game is based on **individual performance**, with each player competing against others to win and earn the most coins (points).

**2**

**One of the players acts as the referee** to distribute questions to the other players and evaluate their answers.

**3**

The first player **chooses a numbered figurine randomly without seeing the number**, and based on the revealed number, the corresponding cyber topic card is selected to answer one question related to it.

**4**

The player draws the cyber topic card based on the number, reads the information aloud, and **discusses it with their fellow players and the referee**.

**5**

The referee then poses one question from this card to the player **and starts the timer for them to answer**.



**6**

If the player correctly answers the question before the timer runs out, they earn 1 point (coin).

**7**

If the player does not answer the question within the allocated time, they receive nothing.

**8**

If the player provides an incorrect answer, they do not earn any points.

**9**

Turns rotate between the players, and each player aims to collect as many points (coins) as possible during the game.

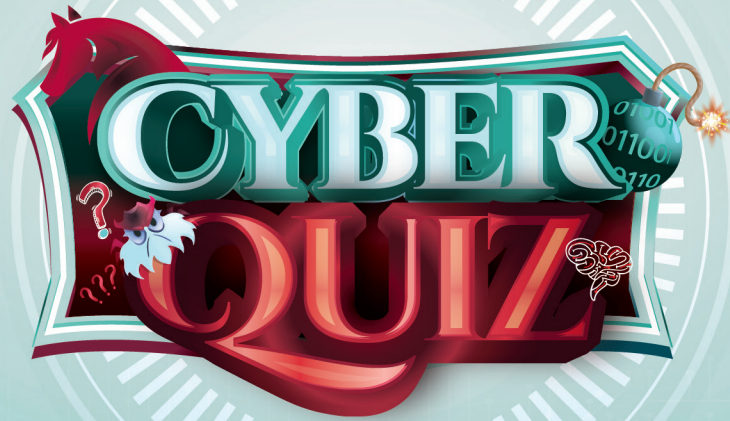
**10**

The player with the most points (coins) at the end of the game is the winner.



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