

Cyber CHIP

Kids spend more than 7.5 hours a day using some kind of electronic device, according to a 2010 Kaiser Family Foundation study.

In other words, if they're awake and not at school, they're probably online.

Whatever their reason for logging on — school project, merit badge research, socializing, games — safety is never guaranteed.

That's why the Boy Scouts of America's new Cyber Chip is a big step in the right direction in the effort to keep kids safe online.

In developing this new Youth Protection tool, the BSA teamed up with content expert NetSmartz, part of the National Center for Missing and Exploited Children, as well as training experts for different law enforcement agencies.

The Cyber Chip joins the Totin' Chip and Whittling Chip as important safety tools you carry with them.

Have your Scouts earn their Cyber Chip ASAP. Here's how:

The Cyber Chip

1. Visit the www.scouting.org/cyberchip to find requirements organized by grade (1-3, 4-5, 6-8, and 9-12)
2. Visit the www.netsmartz.org/scouting designed specifically for the BSA
3. Order the cards and patches from ScoutStuff or at your local Scout Shop:
 - Cyber Chip pocket card (grades 1-5)
 - Cyber Chip pocket card (grades 6-12)
 - Cyber Chip patch (grades 1-5)
 - Cyber Chip patch (grades 6-12)
 - Power Pack Pals (bullying), No. 33979
 - Power Pack Pals (bullying; Spanish), No. 33980
 - Power Pack Pals (Internet safety), No. 33981
 - Power Pack Pals (Internet safety; Spanish), No. 34464
4. Tailor the requirements to your own unit rules. Complete the Cyber Chip as a unit at a regular meeting, then hand out the cards and patches on the spot.
5. Review the resources available on the website, including teaching materials, an implementation guide, and more.
6. All Cyber Chips expire annually. Each Scout will need to "recharge" the chip by going back to the NetSmartz Recharge area.
7. Download a print-ready PDF (www.scouting.org/filestore/youthprotection/pdf/100-053.pdf) summarizing the Cyber Chip.



Cyber Chip Requirements 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 “Friend or Fake,” 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 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. Discuss with your parents the benefits and potential dangers teenagers might experience when using social media. Give examples of each.
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 Student Project 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.

Please 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.