Programming Prerequisites

Cyber Chip Requirements for 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 for 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. (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.