

# FAB

# Catch the Phish

## **Phishing Awareness Game**

#### The Problem:

With children receiving smartphones as early as ages 9 to 12, they're entering the digital world at a vulnerable stage—engaging with texts, emails, and social media platforms that can expose them to phishing threats. Early cybersecurity education is essential to help them navigate these risks safely and confidently.

### **Building Cyber Skills Through Play:**

The Phishing Game, is a fun and interactive way to teach online safety. Aligned with the Oklahoma Cyber Innovation Institute's mission, the game builds early cybersecurity awareness by helping children recognize phishing scams through hands

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Greetings, For questions
visit the official Minecraft
support page.
https://help.minecraft.net

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https://minecraft-ya
aay-reward-claim.com

-on play. By spotting fake messages among real ones, kids sharpen their critical thinking and digital decision-making skills.

### From Arcade to Classroom: Cyber Safety in Every Space

Recognizing the need for both engaging and practical learning environments, the Phishing Game is offered in two tailored editions to meet different educational needs:

**Arcade Edition:** To make cybersecurity learning exciting and memorable, we teamed up with Fab Lab Tulsa to create an arcade-style experience for the Phishing Game. This collaboration brings together hands-on creativity and interactive digital play—transforming cybersecurity education into a fun, game-like adventure for kids.

Desktop Edition: Offers a flexible, accessible way to take the game into the classroom. Designed for educators, this version runs on school computers and features interactive challenges that teach students how to spot phishing attempts and think critically about digital safety. With built-in analytics, teachers can track student progress and reinforce key cybersecurity concepts in real time.

