Module 16– Objectives and Key Instruction Points

Objectives:
This module is intended to orient competitor to the Cyber Defense Competition. Students should be provided with an explanation of the objectives of the competition. The environment of the CDC is somewhat unusual. The environment is both in the physical and virtual space. Competitors are co-located on ISU campus as opposed to being scattered geographically. Students will have been introduced to the playground prior to this module. A refresher on the playground's relationship to the virtual competition environment may be helpful. This module will be an important education vehicle for introducing rules, roles and scoring. All of these items are documented, but dedicating time to inform them of these items may reduce ignorance or confusion about these items.
The guiding question is "What concepts and skills do students need to be competent competitors at a CDC?"

Video Segment 1 –
1. CDC objectives
2. CDC environment
3. Roles
4. Rules
5. Competitor Objectives/Scoring
6. Challenge scenario

Activities

Name	Objectives	Content ideas
Activity1	Gain familiarity with scenario	Have the students review the current CDC scenario. Have them be on the lookout for changes in rules and scoring between the presentation and the scenario.
Activity 2	Formulating a broad approach to preparing for and competing in the CDC	Form teams of students who intend to compete together in the upcoming CDC. Have those teams inventory the challenges they see in meeting the Scenario preparation challenges. Have those teams start thinking about the operational dynamics during the attack phase.

Activity design

Handouts

Revision: 20131113

Title:
Objectives:
Length: X pages
Notes: