Support STEM/TECH K-12 Classrooms Nationwide!

The CIAS K-12 Cybersecurity Program supports cybersecurity education in grades K-12. Financial gifts and sponsorships allow for the sustainment of the program and distribution of program materials. Our goal is to provide every teacher a classroom set of Cyber Threat games at no cost to them.

Program Sponsors can also contribute to the development and updating of our digital games, and overall program expansion. Organizations can find a variety of branding/advertising opportunities to show their support for the program. Details are below.

$350K PRESENTING SPONSOR

Exclusive annual sponsorship that supports full CIAS K-12 Program development of electronic games, distribution of games, development of K-5 activities, and more. Sponsor recognizition includes:

+ Fully customized Cyber Threat Defender booster
  pack, with 12 customized playable cards.
+ Introduction video, logo and ads included in CTD: Digital
+ Sponsor Booster Card added to CTD: Digital
+ Branded Classroom Boxes
+ Signage at CIAS K-12 events
+ Sponsor driven content on CIAS social media channels
+ Recognition on CIAS website
+ Logo on CIAS e-newsletters

$15K CUSTOM LEVEL

+ 50 Classroom Sets* of any K-12 Cyber Threat Game
  (up to 1,250 Card Decks)
+ Themed Booster & 1 Custom, Playable Card
+ Digital Ad featured on CTD: Digital game screen
+ 50 Branded Classroom Boxes
+ 50 Rulebooks
+ Logo on CIAS website & social media channels
+ Logo on CIAS e-newsletters

$10K CYBER LEVEL

+ 40 Classroom Sets* of any K-12 Cyber Threat Game
  (up to 1,000 Card Decks)
+ Themed Booster & 1 Custom, Playable Card
+ Digital Ad featured on CTD: Digital game screen
+ 40 Classroom Boxes
+ 40 Rulebooks
+ Logo on CIAS website
+ Recognition on CIAS website & social media channels

$7,500 DIAMOND LEVEL

+ 30 Classroom Sets* of any K-12 Cyber Threat Game
  (up to 750 Card Decks)
+ 30 Classroom Boxes
+ 30 Rulebooks
+ Recognition on CIAS website & social media channels

$5,000 PLATINUM LEVEL

+ 20 Classroom Sets* of any K-12 Cyber Threat Game
  (up to 500 Card Decks)
+ 20 Classroom Boxes
+ 20 Rulebooks
+ Recognition on CIAS website & social media channels

$2,500 GOLD LEVEL

+ 10 Classroom Sets* of any K-12 Cyber
  Threat Game (up to 250 Card Decks)
+ 10 Classroom Boxes
+ 10 Rulebooks
+ Recognition on CIAS website & social media channels

$1,000 SILVER LEVEL

+ 5 Classroom Sets* of any K-12 Cyber Threat Game
  (up to 125 Card Decks)
+ 5 Classroom Boxes
+ 5 Rulebooks
+ Recognition on CIAS website & social media channels

$500 SILVER LEVEL

+ 2 Classroom Sets* of any K-12 Cyber Threat Game
  (up to 50 Card Decks)
+ 2 Classroom Boxes
+ 2 Rulebooks
+ Recognition on social media channels

*NOTE: Classroom Sets may be Cyber Threat Defender,
Cyber Threat Protector or Cyber threat Guardian.*

CIAS   f /cias.utsa   t /ciascybersec   CultureofCybersecurity.com

For more information, contact Larry Sjelin at
Larry.Sjelin@utsa.edu or 210.458.2159.

K-12 RESOURCES

Aided by the **CyBear™ Family**, the Culture of Cybersecurity website, CultureofCybersecurity.com, provides families and educators with a variety of activities, games and tools needed to build a cyber-secure future.

Cyber Threat Defender (CTD) is a collectible card game for **grades 6-12+** that teaches essential cybersecurity terminology, concepts and strategies. Focused on defense, players build a secure network and defend against a wide range of cyber threats. Also available electronically.

Cyber Threat Protector (CTP) builds upon the lessons of CTG. Targeting **grades 3-5**, CTP strengthens cybersecurity concepts and strategies to defend against cyber threats and building a safe network.

Cyber Threat Guardian (CTG) is a fun and engaging card game for students in **grades K-2**. Players learn about cyber safety, defending themselves from cyber attacks and begin to build their technical/cyber vocabulary.

Project Cipher, for **grades 3+**, is a free, electronic game that introduces cryptography concepts for encoding and decoding messages.

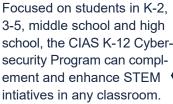# ABOUT THE CIAS K-12 CYBER PROGRAM

The CIAS® K-12 Cybersecurity Program provides an innovative approach to improving cyber hygiene and expanding student interest in STEM education, specifically cybersecurity.

This initiative exposes K-12 students to cyber-security education and possible career paths in this discipline. Specifically, it increases access to innovative games, classroom activities, stories and tools needed to promote a culture of cybersecurity and create a pipeline for a future cybersecurity workforce.

GAMES
Since 2016, the Cyber Threat Defender (CTD), Cyber Threat Protector and Cyber Threat

Guardian cybersecurity card games have reached audiences in 18 countries and supported an estimated 300,000 students nationwide. Additionally, 8,500+ downloads of CTD demonstrates interest at the community level.

STUDENTS
Focused on students in K-2, 3-5, middle school and high school, the CIAS K-12 Cyber-security Program can compl-ement and enhance STEM intiatives in any classroom.

K-12 GOALS & OBJECTIVES

Increase access for under-represented students to innovative cybersecurity games and curriculum.

Build awareness of cyber security principles and the range of security issues.

Engage students with the cyber security challenges they will face in protecting systems and networks.

Develop a culture of cybersecurity for all ages at home, school and work.

Build capacity of schools to offer high-impact and innovative STEM courses focused on cybersecurity.

Improve knowledge of cybersecurity terms, methods, technologies, threats and defenses.

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