

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, CyBear activities 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, CyBear activities and more. Sponsor recognition 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 & One 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.*



CultureofCybersecurity.com

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K-12 RESOURCES



Aided by the **CyBear™ family**, the CIAS K-12 Cybersecurity Program provides families and educators with a variety of activities, games and tools needed to build a cyber-secure future. To learn more, visit CultureofCybersecurity.com.



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 cybersecurity 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 20 countries and supports 160,000+ students each year. Additionally, 9,300+ 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 Cybersecurity Program can complement and enhance STEM initiatives 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.

