



Internet Scout Patch

Workbook



This workbook can help you but you still need to read the program guide.

The work space provided for each requirement should be used by the Scout to make notes for discussing the item with his mentor, not for providing the full and complete answers. Each Scout must do each requirement.

These requirements and program resources may be found in [The Internet Scout Patch Program Guide](#).

The requirements were last issued or revised in 2011 • This workbook was updated in May 2014.

Scout's Name: _____ Unit: _____

Mentor's Name: _____ Mentor's Phone No.: _____

<http://usscouts.org/InternetScoutPatch.asp>

Please submit errors, omissions, comments, questions, or suggestions about this workbook the requirements for the Internet Scout Patch, or the Program Guide to: InternetPatch@USScouts.Org

Prerequisite: Before you begin work on the Internet Scout Patch, complete the requirements for the **BSA Cyber Chip** appropriate for your grade level. The requirements are available at

<http://usscouts.org/advance/cyberchip.asp>

A workbook for the BSA Cyber Chip, can be downloaded by clicking on one of the following links:

<http://usscouts.org/advance/docs/Cub-Scout-Cyber-Chip.pdf>

<http://usscouts.org/advance/docs/Boy-Scout-Cyber-Chip.pdf>

1. Resources for Online Privacy and Safety

a. Knowledge.

1.) With your mentor view videos from <http://www.netismartzkids.org/videos/index.htm> (for younger children) or the presentations on Internet Safety available from <http://www.netismartz.org/Presentations/>.

View videos from <http://www.netismartzkids.org/videos/index.htm>

OR

View presentations on Internet Safety available from <http://www.netismartz.org/Presentations/>

b. Use.

1.) Discuss with your mentor what to do when:

a.) A person you only know from the Internet invites you to meet with them in real life.

b) You see or hear content that makes you uncomfortable.

c) People ask for your picture, where you go to school, where you live, where your parents work, your phone number, your email address, and other personal information.

d) You encounter a cyber-bully.

c. **Safety.**

1.) Discuss with your mentor what steps you can take to be safer on the Internet and how to protect your privacy.

- 2) Make an agreement with your parent(s) about when and how you use the Internet. Make sure you include when you will tell your parent(s) about a problem.

d. **Share. (*Venturers only*)**

- 1.) Teach younger Scouts how to protect their privacy online.

2. Your Computer and Community Computers

a. Knowledge.

1.) Find out where you can get public access to a computer in your community.

2) Describe how you use your computer and which programs connect to the Internet including social media, games, browsers, file sharing, etc.

3) Discuss what options you have for repairing your computer, if something should go wrong. (Optional)

4) Discuss updating software on a computer and why it is important.

5) Discuss anti-virus and security software on a computer, updating anti-virus software, and why these are important.

b. **Use.**

- 1.) Show or describe to your mentor how to update your computer's operating system.

- 2) Show or describe to your mentor what anti-virus and security software is installed on your computer, how to scan for malicious programs, and how to update that software.

c. **Safety.**

- 1.) Make a checklist of things you need to do to prepare your computer to use the Internet safely.

- 2) Discuss with your mentor what you can do to protect your computer from malicious programs, attackers, and crashes (program or operating system failures resulting in a "blue screen of death" or computer instability).

d. **Share. (Venturers only)**

- 1.) Teach younger Scouts how to protect and update their computers

3. Accessing the Internet – Your Connection

a. Knowledge.

- 1.) Talk to your mentor about the various ways you can connect to the Internet including connections from cable, satellite, and telecommunications companies; cell phone connection services and public wireless services.

- 2) Talk to your mentor about how to reduce the risks of using wireless connections by using encrypted connections to your wireless router.

- 3) (Optional) Also discuss proxies and VPN services.

b. **Use.**

- 1.) Show or describe to your mentor how to connect to the Internet at home, at as chool, or at a local public wireless site.

c. **Safety.**

- 1.) Show or describe to your mentor how to encrypt your wireless connection.

d. **Share. (Venturers only)**

- 1.) Teach younger Scouts how to access a wireless connection and how to set up encryption on a wireless router.

4. Downloading and Software

a. Knowledge.

1.) Explain the difference between Freeware, Shareware, Demos, and Commercial Software.

2) Explain what a software license is and why you need to have one.

3) Find out what types of software your Scouting unit uses.

4) Talk with your mentor about the software that is installed on your home computer.

b. Use.

1.) Describe or show how to download a software program that you can use for Scouting or for your Scouting Unit. For example you may want to describe or show how to download a Troop record-keeping program, a program to keep track of your fitness, or a program that helps you with an advancement requirement.

c. **Safety.**

- 1.) Explain to your mentor what can go wrong with your computer when you download software and how to safely download software.

- 2) If you have a home computer, discuss with your parents what software you are allowed to download on your home computer.

- 3) Discuss with your mentor what to do if malicious software becomes installed on your computer.

d. **Share. (Venturers only)**

- 1.) Teach younger Scouts how to avoid downloading malicious software and the rules of the road for respecting the property of others.

5. **Email**

a. **Knowledge.**

1.) Explain to your mentor what email is and how you use it.

b. **Use.**

1.) Describe or show how to send an email. (You may describe or use a desktop or web email service for this requirement.)

c. **Safety.**

1.) Discuss with your mentor what information you should not give out in an email.

2) Discuss with your mentor the dangers of phishing emails, attachments that may have malicious software, and the dangers of links that may lead to malicious or inappropriate websites.

d. **Share. (Venturers only)**

1.) Teach younger Scouts the signs of an email hoax and how to check it.

2) Teach younger Scouts the signs of a phishing email and the dangers of attachments and links.

6. Images, Video, Texting, Messaging, and Chat

a. Knowledge.

- 1.) Do you have a portable device or cell/smart phone that has the capability to take images and/or videos? Explain to your mentor how many images and videos can be stored on your device and how they are stored.

- 2) Explain to your mentor what texting, messaging and chat are and how they work.

b. Use.

- 1.) Describe or show how to send a message using texting, online messaging, or chat.

c. Safety.

- 1.) Discuss with your mentor what makes an image or video “inappropriate” and what kinds of images or videos could lead to trouble at school and/or violations of law.

- 2) Discuss with your mentor why it is important to get permission before taking pictures, especially in public locations like museums or zoos.

- 3) Discuss with your mentor the laws in your area about using computing devices while driving and what the dangers are.

- 4) Discuss with your mentor the warning flags for avoiding trouble with predators while using texting, online messaging, and chat.

d. **Share. (Venturers only)**

- 1.) Teach younger Scouts how to avoid becoming a victim to online predators.

7. Web Browsing and Web Browser Plug-Ins

a. Knowledge.

1.) Explain what a web browser is and how it works.

2) Explain what a web browser plug-in is.

3) Explain what a link is and how it works.

4) Explain when it is okay to click a link and when you should not click on a link.

b. Use.

- 1.) Show or describe to your mentor how to use a web browser to visit a Scouting web site such as <http://www.scout.org>, <http://www.waggsworld.org>, <http://www.scouting.org>, <http://www.girlscouts.org>, <http://www.usscouts.org>, or the website maintained by your Council or Scout Unit (most of these can be found using our ScoutSiteSearch at <http://usscouts.org/databases/searchscoutsites.asp>).

- 2) Show or describe to your mentor how to find information that will help you in school such as tutorials, educational presentations, films, webcasts, podcasts, videos or other educational content.

c. Safety.

- 1.) Show or discuss steps you can take to make your browser safer, such as using settings protect your computer and you, using features like "InPrivate Browsing" or "Private Browsing", and carefully choosing which web sites to visit.

d. Share. (Venturers only)

- 1.) Teach younger Scouts how to use the settings on their browsers to make their browsing sessions more private and more secure.

8. Searching the Web

a. Knowledge.

1.) Explain what a search engine is and how it works.

2) Tell your mentor the names of three popular search engines.

b. Use.

1.) Show or describe how use a search engine to find information about Scouting

c. **Safety.**

- 1.) Discuss with your mentor how to screen search results to avoid going to potentially malicious websites. You can't always avoid this, but you can describe the steps you can take to reduce your risk.

d. **Share. (Venturers only)**

- 1.) Teach younger Scouts how to optimize their search or limit their search to either a single domain or only government websites.

9. Using the Web for Scouting

a. Knowledge.

- 1.) Tell your mentor the web addresses for your Scout unit's website, the website for your local Scouting organization (local council website), and the address for the National Scouting organization to which you belong (example – website for BSA or GSUSA)

b. Use.

- 1.) With your mentor, view one of the websites you told your mentor about in the knowledge requirement

- 2.) Show or describe to your mentor how to find the requirements for an advancement, badge, or award on the web at usscouts.org or meritbadge.com.

- 3) Show or describe how to use Scout Site Search to find your Scout unit on the web or others in your town or Council.

c. **Safety.**

- 1.) Discuss with your mentor why Scouting websites should not publish personal information about Scouts that can be viewed by the public.

d. **Share. (Venturers only)**

- 1.) Teach younger Scouts how to find advancement requirements, Scouting how-to information, and information to help meet rank requirements on the web.

10. **Social Media and Social Networking**

a. **Knowledge.**

- 1.) Discuss with your mentor the different types of social media sites and tell what each one does; including blogs, micro-blogs (like Twitter), social networking web sites, messaging, location services (like FourSquare), forums, video-sharing (like YouTube), image sharing, and any other social media websites that you know about or use.

b. **Use.**

- 1.) Describe or demonstrate to your mentor how you can use social media websites to share information like photographs, personal news, events, and give your opinions on things of interest to you. (If your Scout unit has a social media group page, use that for your discussion.)

c. **Safety.**

- 1.) Describe or demonstrate to your mentor how to adjust the settings of your favorite social media website to protect your privacy.

- 2) Describe or demonstrate to your mentor how to respond to unsolicited buddy or friend requests from strangers.

- 3) Discuss with your mentor how your privacy may be affected by games, website applications, causes, postings, and other activities on social media websites.

d. **Share. (Venturers only)**

- 1.) Teach younger Scouts how to use privacy settings in a social media application like facebook or MySpace to protect their information.

11. Smart Phones and Geo-Location Services

a. Knowledge.

1.) What is a geo-location service?

2) If you have a smart phone, does it use GPS or transmission tower triangulation to locate your position? Which is more accurate?

b. Use.

1.) Describe or show your mentor how to use a geo-location service on a smart phone, tablet type computer, or other hand-held device?

c. **Safety.**

- 1.) Describe or show your mentor how to use a geo-location service on a smart phone, tablet type computer, or other hand-held device?

d. **Share. (Venturers only)**

- 1.) Teach younger Scouts how to use GPS or a geo-location service to find a nearby hospital, police station, restaurant, or service station.

12. **Identity Theft**

a. **Knowledge.**

1.) Discuss identity theft with your mentor. What is identity theft and how does it happen?

b. **Use.**

1.) Show or describe to your mentor things that you do when using the Internet that reduce your risk of identity theft.

c. **Safety.**

1.) Read the safety tips on identity theft on the Federal Trade Commission website and on the U.S. Government's OnGuard website and discuss them with your mentor.

d. **Share. (Venturers only)**

1.) Teach younger Scouts how to avoid identity theft when using the Internet.
