



Scouts BSA Cyber Chip Workbook



This Workbook can help you organize your thoughts as you prepare to meet with your counselor. You still must satisfy your counselor that you can demonstrate each skill and have learned the information. You should use the work space provided for each requirement to keep track of which requirements have been completed, and to make notes for discussing the item with your counselor, not for providing full and complete answers. If a requirement says that you must take an action using words such as "discuss", "show", "tell", "explain", "demonstrate", "identify", etc, that is what you must do.

Merit Badge Counselors may not require the use of this or any similar workbooks.

No one may add or subtract from the official requirements found in Scous BSAt Requirements (Pub. 33216).

The requirements were last issued or revised in 2019 • This workbook was updated in March 2019.

Scout's Name: _____ Unit: _____

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

<http://www.USScouts.Org> • <http://www.MeritBadge.Org>

Please submit errors, omissions, comments or suggestions about this **workbook** to: Workbooks@USScouts.Org

Comments or suggestions for changes to the **requirements** for the **award** should be sent to: Advancement.Team@Scouting.Org

A. Cyber Chip Requirements for Grades 6-8

1. Read and sign the Level II Internet Safety Pledge from NetSmartz. (BSA Cyber Chip green card) – Available from BSA

Internet Safety Pledge

1. I will think before I post
2. I will respect other people online
3. I will respect digital media ownership
4. I won't meet face-to-face with anyone I meet in the digital world unless I have my parent's permission
5. I will protect myself online.

2. Write and sign a personalized contract with your parent or guardian that outlines rules for using the computer and mobile devices, including what you can download, what you can post, and consequences for inappropriate use.

General comments	
What I can download	

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What I can post

Consequences for inappropriate use

- 3. Watch the video "Friend or Fake?", along with two additional videos of your choosing, to see how friends can help each other to stay safe online. (www.NetSmartz.org/scouting)

	Video Name	Date Watched
<input type="checkbox"/>	Friend or Fake?	
<input type="checkbox"/>		
<input type="checkbox"/>		

- 4. As an individual or with your patrol, use the EDGE method and mini lessons to teach Internet safety rules, behavior, and "netiquette" to your troop or another patrol. You are encouraged to use any additional material and information you have researched. Each member of the patrol must have a role and present part of the lesson. (www.NetSmartz.org/scouting)

- 5. Discuss with your unit leader the acceptable standards and practices for using allowed electronic devices, such as phones and games, at your meetings and other Scouting events.

B. Cyber Chip Requirements for Grades 9-12

- 1. Read and sign the Level II Internet Safety Pledge from NetSmartz. (BSA Cyber Chip green card) – Available from BSA

Internet Safety Pledge
1. I will think before I post
2. I will respect other people online
3. I will respect digital media ownership
4. I won't meet face-to-face with anyone I meet in the digital world unless I have my parent's permission
5. I will protect myself online.

- 2. Write and sign a personalized contract with your parent or guardian that outlines rules for using the computer and mobile devices, including what you can download, what you can post, and consequences for inappropriate use.

General comments	<hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>
What I can download	<hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>
What I can post	<hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>
Consequences for inappropriate use	<hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>

- 6. Discuss with your unit leader the acceptable standards and practices for using allowed electronic devices such as phones and games at your meetings and other Scouting events.

Note: All Cyber Chips will expire annually. Each Scout will need to “recharge” the chip by going back to the NetSmartz Recharge area. This space will hold new information, news, and a place for the Scout to recommit to net safety and netiquette. Then, with the unit leader, the Scout can add the new date to the Cyber Chip card or certificate.

When working on merit badges, Scouts and Scouters should be aware of some vital information in the current edition of the *Guide to Advancement* (BSA publication 33088). Important excerpts from that publication can be downloaded from <http://usscouts.org/advance/docs/GTA-Excerpts-meritbadges.pdf>.

You can download a complete copy of the *Guide to Advancement* from <http://www.scouting.org/filestore/pdf/33088.pdf>.