

Malware!

TOPIC: BASIC KNOWLEDGE OF COMPUTING SYSTEMS

GRADES: 6-8

LESSON DURATION: TEACHER DISCRETION

SOFT SKILLS: COLLABORATION, COMMUNICATION

Learning Outcomes:

- Students will define malware as software that is intended to cause damage.
- Students will discover current malware and develop ideas on how to prevent/deal with the malware in a collaborative setting.

Activities:

1. The teacher should explain that today the discussion will concern the topic of malware. The class should develop a definition of malware and share what they have heard about malware (mal=bad; ware=articles made for sale; what else do we know that ends in -ware? software/hardware).
2. Students should be assigned to partners/small groups. Each group should be assigned a current nasty malware. Each group should then create a visual presentation on how the malware worked, how it could have been prevented, and how to deal with it if already infected.
3. The students should present their findings to the class and be graded based upon a predetermined rubric of the teachers choosing. (An English teacher will place more emphasis on the presentation whereas a technology teacher would be more interested in the content).
4. Topics for consideration include:
 - *SQL Slammer*
 - *Operation Aurora*
 - *Marcher Banker Trojan*
 - *Zeus*
 - *Stuxnet*
 - *CryptoLocker*
 - *WannaCry*
 - *Mirai*
 - A simple google search will yield results on the latest malware threats.

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