

Students, TO USE THIS DOCUMENT, you MUST make a copy for yourself:

- **Google users must be logged into their Google email account, go to File>Make a Copy, and save it to YOUR Drive or download it as a Microsoft Word document.**

Name:

Date:

Teacher name:

CYBER SMART QUEST #3: Online Danger!

As you go through the Quest, check off each step as you complete it.

| Check off | Description |
|-----------|---|
| | Introduction page: Read the Intro and Learning Objectives. |
| | Introduction page: Played the Safe Web Surfing video and thought about the three different internet dangers discussed in the video. |
| | Vocabulary page: Read through the vocabulary and played the Quizlet Key Vocabulary Game. |
| | Identifying Internet Dangers page: Read through the instructions and completed the Identify Internet Danger App. |
| | Identifying Internet Dangers page: Added a copy of the Identify Internet Danger Training certificate to my Player Conduct and Safety Portfolio. |
| | Finding Dangers with AI page: Read the instructions, played the video AI: What is Machine Learning?, and thought about how AI might be able to help with communications in a video game. |
| | Finding Dangers with AI page: Completed the AI for Oceans simulation. |
| | Finding Dangers with AI page: Completed the AI Moderator Trainee App. |
| | Finding Dangers with AI page: Added a copy of the AI Master Trainer certificate to my Player Conduct and Safety Portfolio. |
| | Completing page: Acknowledge that I have met all of the activities and objectives on this page. |
| | Completing page: Checked with my teacher and submitted my work. |
| | Completing page: Checked this Quest off on my 21T4S roadmap. |



Except as noted, content on this site is licensed under a Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International License. Commercial use requests should contact: executivedirector@remc.org.