cyber discovery

Programme Overview

Cyber Discovery, HM Government's Cyber Schools Programme, consists of four phases that collectively span hundreds of hours' worth of cyber security related challenges, tasks and games.

Students have the opportunity to progress through the programme as part of a Cyber Discovery club or by themselves. In both cases, the tools and integrated learning materials allow students to progress on their own, in their own time and with very little adult input.

www.joincyberdiscovery.com

HM Government

Join cyber first.

Phase one

cyberstart *assess*

Students in years 10-13 are invited to take an online assessment to gauge their suitability for the programme. CyberStart Assess is a set of online challenges that measure an individual's existing knowledge of and aptitude for computer security. Based on identifiable, measurable key skills and traits, it identifies those who possess the innate qualities of an effective security practitioner. No prior computer knowledge is necessary and students from all educational backgrounds are welcomed.

Phase two

cyberstart *game*

Students begin their cyber security education with CyberStart Game. Using a suite of online challenges and games with hundreds of hours of content, players take on the role of a security agent and tackle realistic tests and threats faced by cyber security practitioners in the field. With a focus on self-learning, security disciplines such as Linux, cryptography and programming are introduced and developed in a fun and engaging environment.

Phase three

cyberstart *essentials*

For those that excel in CyberStart Game, CyberStart Essentials provides additional learning opportunities through 100 extra hours of tailored and engaging content. Delivered online, participants work through a collection of video tutorials, quizzes and guides before completing end of module tests to assess their progress. This phase of the programme focuses on theoretical concepts, expanding players' knowledge beyond the skills established in CyberStart Game.

Phase four

cyberstart *elite*

Top performing students will benefit from additional face-to-face mentoring from industry experts, as part of CyberStart Elite. Further training opportunities are available, including taking part in a live Capture the Flag event, where teams compete to defend systems and prevent cyber-attacks against the clock and in a competitive atmosphere. Theory learnt in CyberStart Essentials, combined with hands-on experience acquired in CyberStart Game, is put into practice as participants perform important technical cyber security tasks.