Support STEM/TECH K-12 Classrooms Nationwide!

The K-12 Cyber Journey Program supports cybersecurity education in grades K-12. Financial gifts and sponsorships allow for the sustainment of the program and distribution of program materials. Our goal is to provide every teacher a classroom set of Cyber Threat games at no cost to them.

Your sponsorship also contributes to the entire Cyber Journey Program, which includes development and updating of our digital games and CyBear activities. Organizations can find a variety of branding/advertising opportunities to show their support for the program. Details are below.

$150K PRESENTING LEVEL

The presenting level sponsorship includes everything featured at the Titanium Level, along with development of electronic games, distribution of games, development of K-5 activities, CyBear activities and more. The CIAS works with presenting level sponsor on a package that best supports their interest and goals.

The presenting level sponsorship may include, but is not limited to:

+ 300 Classroom Sets* of any K-12 Cyber Threat Game (up to 7,500 Card Decks)
+ Themed Booster with 12 Custom, Playable Cards
+ Digital Ad featured on CTD: Digital game screen
+ 300 Branded Classroom Boxes
+ 300 Rulebooks
+ Introduction video, logo and ads included in CTD: Digital
+ Sponsor Booster Card added to CTD: Digital
+ Sponsor driven content on CIAS social media channels
+ Recognition on CIAS website
+ Logo on CIAS e-newsletters
+ Customized training opportunities on how to play the games

$100K TITANIUM LEVEL

+ 200 Classroom Sets* of any K-12 Cyber Threat Game (up to 5,000 Card Decks)
+ Themed Booster with 12 Custom, Playable Cards
+ Digital Ad featured on CTD: Digital game screen
+ 200 Branded Classroom Boxes and 200 Rulebooks
+ Logo on CIAS website
+ Recognition on CIAS website & social media channels
+ Customized training opportunities on how to play games

$75K DIAMOND LEVEL

+ 150 Classroom Sets* of any K-12 Cyber Threat Game (up to 3,750 Card Decks)
+ 150 Classroom Boxes and 150 Rulebooks
+ Themed Booster with 5 Custom, Playable Cards
+ Recognition on CIAS website & social media channels

$50K PLATINUM LEVEL

+ 100 Classroom Sets* of any K-12 Cyber Threat Game (up to 2,500 Card Decks)
+ 100 Classroom Boxes and 100 Rulebooks
+ Themed Booster with 3 Custom, Playable Cards
+ Recognition on CIAS website & social media channels

$25K GOLD LEVEL

+ 50 Classroom Sets* of any K-12 Cyber Threat Game (up to 1,250 Card Decks)
+ 50 Classroom Boxes
+ 50 Rulebooks
+ Recognition on CIAS website & social media channels

$10K SILVER LEVEL

+ 20 Classroom Sets* of any K-12 Cyber Threat Game (up to 500 Card Decks)
+ 20 Classroom Boxes
+ 20 Rulebooks
+ Recognition on CIAS website & social media channels

$5,000 BRONZE LEVEL

+ 10 Classroom Sets* of any K-12 Cyber Threat Game (up to 250 Card Decks)
+ 10 Classroom Boxes
+ 10 Rulebooks
+ Recognition on social media channels

NOTE: Classroom Sets may be Cyber Threat Defender, Cyber Threat Protector or Cyber threat Guardian.

K-12 RESOURCES

Aided by the **CyBear™ family**, the CIAS K-12 Cybersecurity Program provides families and educators with a variety of activities, games and tools needed to build a cyber-secure future. To learn more, visit CultureofCybersecurity.com.

Cyber Threat Defender™ (CTD) is a collectible card game for **grades 6-12+** that teaches essential cybersecurity terminology, concepts and strategies. Focused on defense, players build a secure network and defend against a wide range of cyber threats. Also available electronically.

Cyber Threat Protector™ (CTP) builds upon the lessons of CTG. Targeting **grades 3-5**, CTP strengthens cybersecurity concepts and strategies to defend against cyber threats and building a safe network.

Cyber Threat Guardian (CTG) is a fun and engaging card game for students in **grades K-2**. Players learn about cyber safety, defending themselves from cyber attacks and begin to build their technical/cyber vocabulary.

Project Cipher, for **grades 3+**, is a free, electronic game that introduces cryptography concepts for encoding and decoding messages.

THE K-12 CYBER JOURNEY PROGRAM

The CIAS® K-12 Cyber Journey Program provides an innovative approach to improving cyber hygiene and expanding student interest in STEM education, specifically cybersecurity.

This initiative exposes K-12 students to cyber-security education and possible career paths in this discipline. Specifically, it increases access to innovative games, classroom activities, stories and tools needed to promote a culture of cybersecurity and create a pipeline for a future cybersecurity workforce.

GAMES
Since 2016, the Cyber Threat Defender (CTD), Cyber Threat Protector and Cyber Threat

Guardian cybersecurity card games have reached international audiences and has impacted an estimated 550,000 students. Additionally, more than 19,800 downloads of CTD demonstrates interest at the community level.

STUDENTS
Focused on students in K-2, 3-5, middle school and high school, the CIAS K-12 Cyber-security Program can compl-ement and enhance STEM intiatives in any classroom.

K-12 GOALS & OBJECTIVES

Increase access for under-represented students to innovative cybersecurity games and curriculum.

Build awareness of cyber security principles and the range of security issues.

Provide low and no-cost educational resources to Title 1 and rural schools, enhancing equity and learning.

Develop a culture of cybersecurity for all ages at home, school and work.

Build capacity of schools to offer high-impact and innovative STEM courses focused on cybersecurity.

Improve knowledge of cybersecurity terms, methods, technologies, threats and defenses.