







|                                                                                                                  |                                                   |
|------------------------------------------------------------------------------------------------------------------|---------------------------------------------------|
|  <b>MATERIA</b>                 | ICT                                               |
|  <b>ARGOMENTO DELLA LEZIONE</b> | Sicurezza informatica                             |
|  <b>LIVELLO</b>                 | 15-18 anni                                        |
|  <b>STRUMENTO</b>               | Legends of Learning                               |
|  <b>ATTIVITÀ</b>                | Creare un gioco didattico con domande di verifica |

 **RISORSE:** Informazioni relative all'argomento trattato. Link utili sono inclusi nella sezione "Risorse" della sequenza pedagogica n°3.



### PASSAGGI – PER INIZIARE

1. Andate sul sito web: [LegendsOfLearning.com](https://LegendsOfLearning.com)

About ■ Teachers ■ Administrators ■ Parents & Families ■ Resources ■ Login [Play Games](#)

### ONLINE EDUCATIONAL GAMES FOR TEACHERS & STUDENTS

Over 2,000 fun, curriculum-aligned, math and science games created to engage students and assist teachers using hybrid learning, blended learning & distance learning models.

[ACCESS GAMES TODAY](#)

[WATCH VIDEO](#)



Legends of Learning is the 2022 SIIA  
CODIE Award Winner for Best Educational  
Game

2. Cliccate su “Log-In” e create un nuovo account o accedete con il vostro account Gmail.



### CREATE ACCOUNT TO BECOME A LEGEND

Enter your personal details and start the journey with us.

Already have a teacher account? [Sign In](#)

First Name  
type your first name...

Last Name  
type your last name...

Email Address  
type your email...

Password

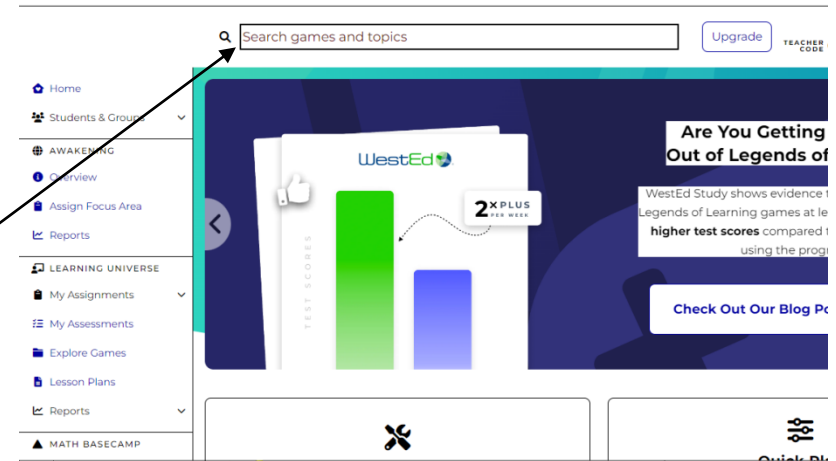
Confirm Password

Remember me



### PREPARARE L'ATTIVITÀ

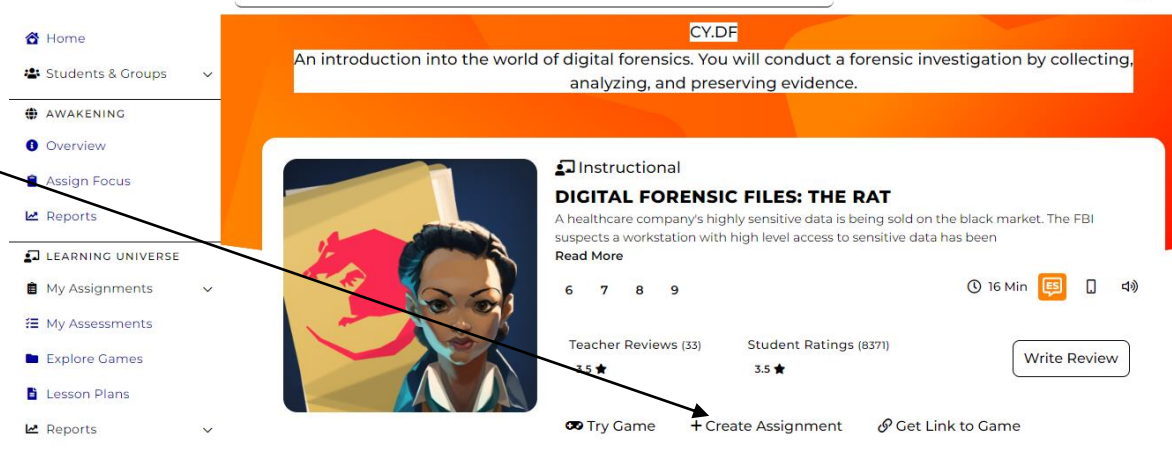
1. Accedete alla vostra dashboard e cercate l'argomento che vi interessa nella barra di ricerca in alto nella pagina.



2. Selezionate il gioco o il video che volete utilizzare.



3. Cliccate su “Create assignment” (“Crea un compito”).



Home  
Students & Groups  
AWAKENING  
Overview  
Assign Focus  
Reports  
LEARNING UNIVERSE  
My Assignments  
My Assessments  
Explore Games  
Lesson Plans  
Reports

CY.DF  
An introduction into the world of digital forensics. You will conduct a forensic investigation by collecting, analyzing, and preserving evidence.

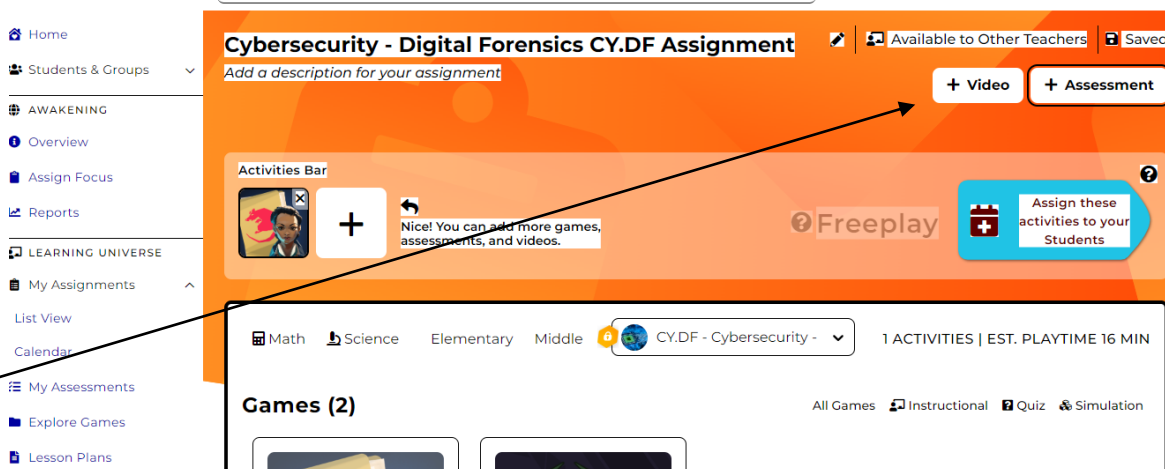
Instructional  
**DIGITAL FORENSIC FILES: THE RAT**  
A healthcare company's highly sensitive data is being sold on the black market. The FBI suspects a workstation with high level access to sensitive data has been  
[Read More](#)

6 7 8 9 16 Min

Teacher Reviews (33) 3.5 ★  
Student Ratings (8371) 3.5 ★  
[Write Review](#)

[Try Game](#) [+ Create Assignment](#) [Get Link to Game](#)

4. Iniziate a creare il vostro compito aggiungendo video o domande di verifica.



Home  
Students & Groups  
AWAKENING  
Overview  
Assign Focus  
Reports  
LEARNING UNIVERSE  
My Assignments  
List View  
Calendar  
My Assessments  
Explore Games  
Lesson Plans

**Cybersecurity - Digital Forensics CY.DF Assignment** Available to Other Teachers Saved  
Add a description for your assignment

+ Video + Assessment

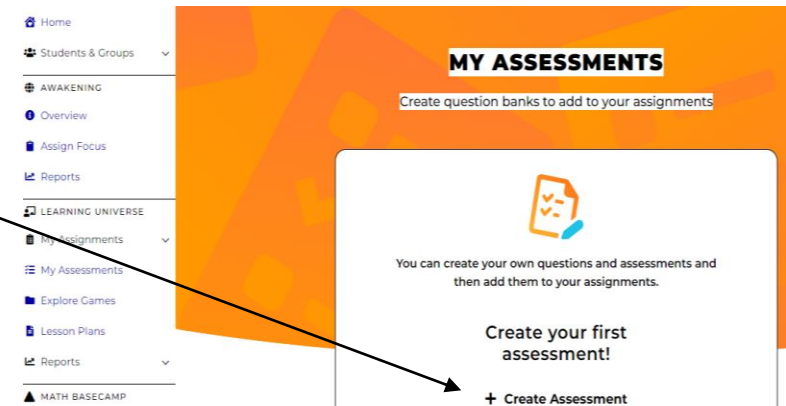
Activities Bar  
Nice! You can add more games, assessments, and videos.

Freeplay Assign these activities to your Students

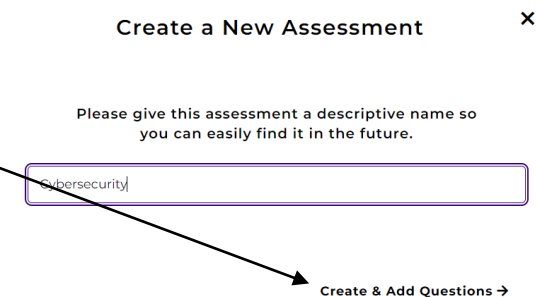
Math Science Elementary Middle CY.DF - Cybersecurity - 1 ACTIVITIES | EST. PLAYTIME 16 MIN

Games (2) All Games Instructional Quiz Simulation

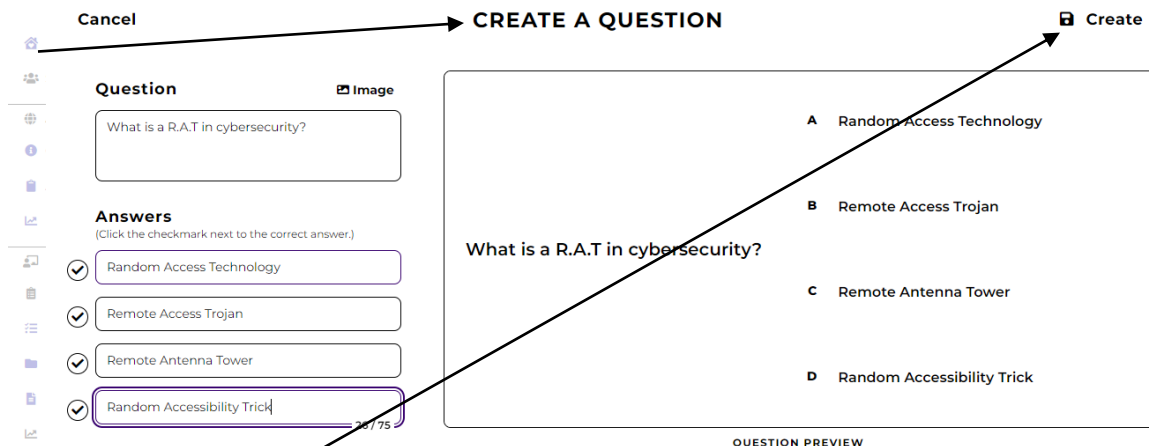
5. Create una prova di verifica e allegatela al gioco/video precedentemente selezionato.



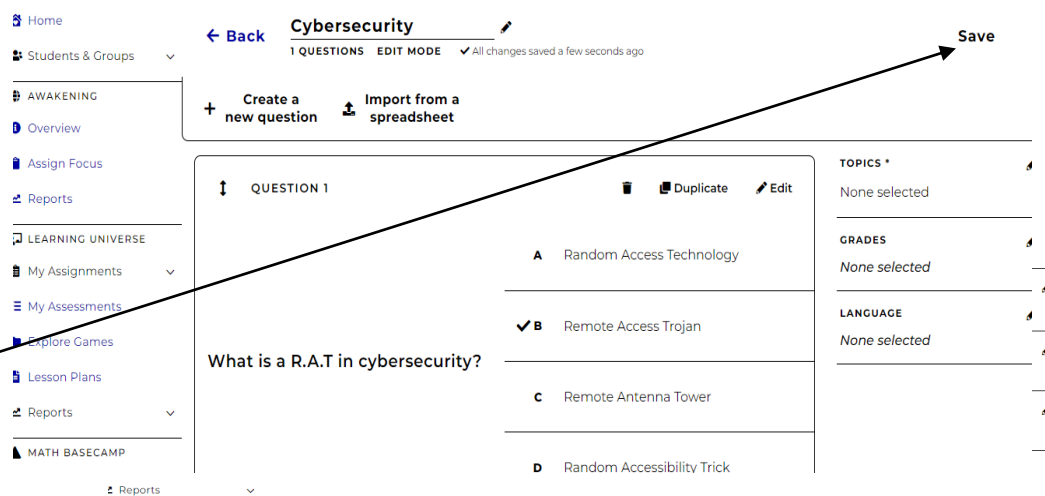
6. Inserite un titolo per la vostra prova e cliccate su “Create and add questions” (“Crea e aggiungi domande”).



7. Cliccate su “Create a question” (“Crea una domanda”) per iniziare a sviluppare la vostra prova di valutazione.



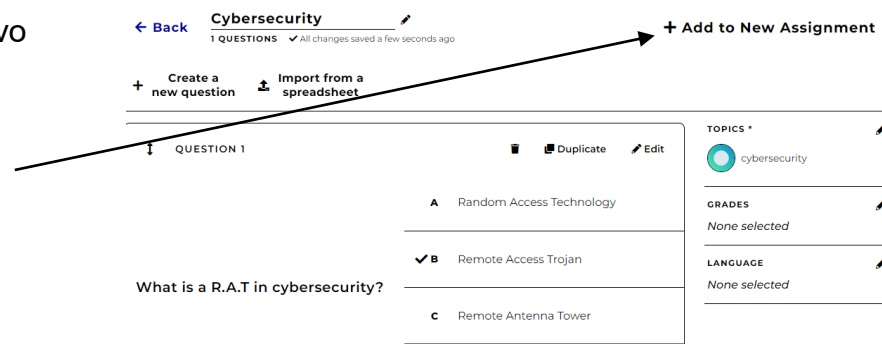
8. Inserite le domande che volete porre agli studenti e cliccate su “Create” (“Crea”) in alto a destra.



9. Una volta terminato il vostro progetto, cliccate su “Save” (“Salva”).

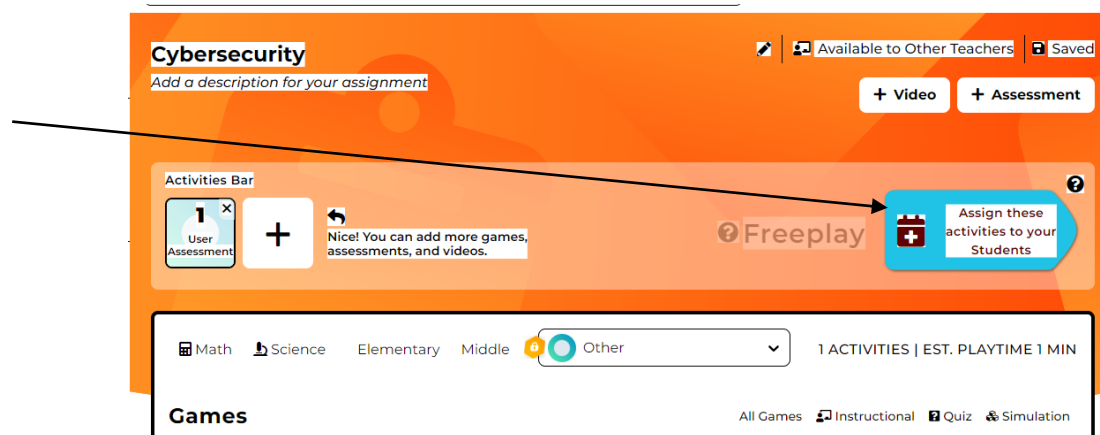


10. Cliccate su “Add to New Assignment” (“Aggiungi a un nuovo compito”) e assegnate la prova di verifica al compito/gioco preparato nei passaggi precedenti.

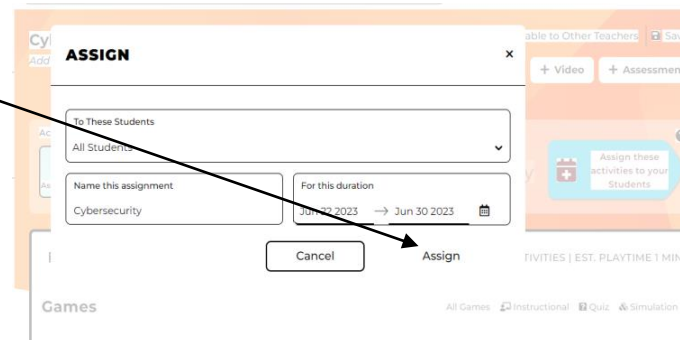


### SALVARE E PUBBLICARE

1. Assegnate l'attività agli studenti.

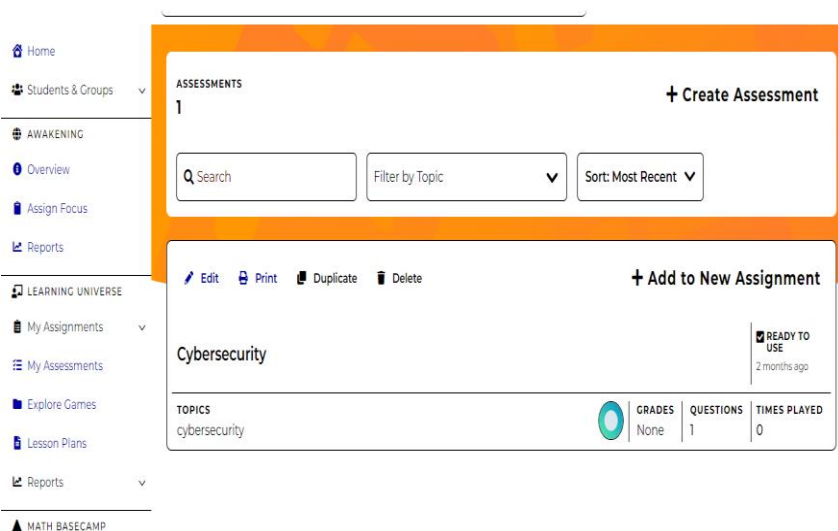


2. Cliccate su “Assign” (“Assegna”) per condividere la vostra attività con gli studenti.

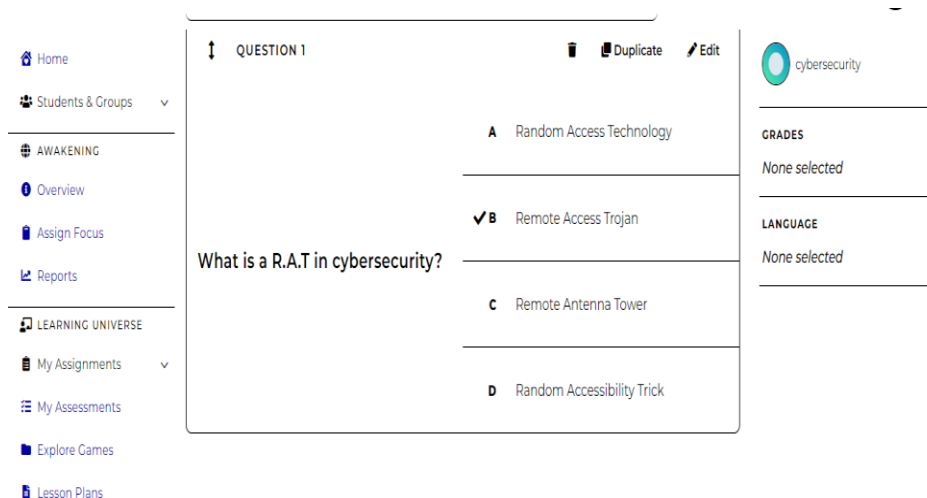


### INFORMAZIONI AGGIUNTIVE

Potete vedere un esempio qui:



| TOPICS        | GRADES | QUESTIONS | TIMES PLAYED |
|---------------|--------|-----------|--------------|
| cybersecurity | None   | 1         | 0            |



QUESTION 1

What is a R.A.T in cybersecurity?

- A Random Access Technology
- ✓ B Remote Access Trojan
- C Remote Antenna Tower
- D Random Accessibility Trick