Boy Scout Cyber Chip
Workbook

The work space provided for each requirement should be used by the Scout
to make notes for discussing the item with his counselor,
not for providing the full and complete answers.
Each Scout must do each requirement.

No one may add or subtract from the official requirements found in ___Boy Scout Requirements___
(Pub. 33216 – SKU 621535).

The requirements were last issued or revised in 2013   •   This workbook was updated in March 2016.

Scout's Name:_____   Unit: _____

Counselor's Name: _____   Counselor's Phone No.: _____

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A. Cyber Chip Requirements for Grades 6-8

☐ 1.   Read and sign the Level II Internet Safety Pledge from NetSmartz. (BSA Cyber Chip green card) – Available from BSA

> **Internet Safety Pledge**
>
> 1.   I will think before I post
>
> 2.   I will respect other people online
>
> 3.   I will respect digital media ownership
>
> 4.   I won't meet face-to-face with anyone I meet in the digital world unless I have my parent's permission
>
> 5.   I will protect myself online.

☐ 2.   Write and sign a personalized contract with your parent or guardian that outlines rules for using the computer and mobile
devices, including what you can download, what you can post, and consequences for inappropriate use.

General comments

What I can download

What I can post	
Consequences for inappropriate use	

☐ 3. Watch the video "Friend or Fake?", along with two additional videos of your choosing, to see how friends can help each other to stay safe online. (www.NetSmartz.org/scouting)

	Video Name	Date Watched
☐	Friend or Fake?	
☐		
☐		

☐ 4. As an individual or with your patrol, use the EDGE method and mini lessons to teach Internet safety rules, behavior, and "netiquette" to your troop or another patrol. You are encouraged to use any additional material and information you have researched. Each member of the patrol must have a role and present part of the lesson. (www.NetSmartz.org/scouting)

☐ 5. Discuss with your unit leader the acceptable standards and practices for using allowed electronic devices, such as phones and games, at your meetings and other Scouting events.

B. Cyber Chip Requirements for Grades 9-12

☐ 1. Read and sign the Level II Internet Safety Pledge from NetSmartz. (BSA Cyber Chip green card) – Available from BSA

> **Internet Safety Pledge**
>
> 1. I will think before I post
>
> 2. I will respect other people online
>
> 3. I will respect digital media ownership
>
> 4. I won't meet face-to-face with anyone I meet in the digital world unless I have my parent's permission
>
> 5. I will protect myself online.

☐ 2. Write and sign a personalized contract with your parent or guardian that outlines rules for using the computer and mobile devices, including what you can download, what you can post, and consequences for inappropriate use.

General comments	
What I can download	
What I can post	
Consequences for inappropriate use	

☐ 3. Discuss with your parents the benefits and potential dangers teenagers might experience when using social media.

☐ Give examples of each.

☐ 4. Watch three "Real-Life Story" videos to learn the impact on teens. (www.NetSmartz.org/scouting)

	Video Name	Date Watched
☐		
☐		
☐		

☐ 5. As an individual or patrol, use the EDGE method and the Teen Volunteer Kit to teach Internet safety rules, behavior, and "netiquette" to your troop or another patrol. You are encouraged to use any additional material and information you have researched. Each member of the patrol must have a role and present part of the lesson. (www.NetSmartz.org/scouting)

☐ 6.   Discuss with your unit leader the acceptable standards and practices for using allowed electronic devices such as phones and games at your meetings and other Scouting events.

Note: All Cyber Chips will expire annually. Each Scout will need to "recharge" the chip by going back to the NetSmartz Recharge area. This space will hold new information, news, and a place for the Scout to recommit to net safety and netiquette. Then, with the unit leader, the Scout can add the new date to the Cyber Chip card or certificate.

Requirement resources can be found here:

http://www.scouting.org/cyberchip.aspx and http://www.netsmartz.org/scouting

[1.0.0.0] — Introduction

The current edition of the Guide to Advancement is the official source for administering advancement in all Boy Scouts of America programs: Cub Scouting, Boy Scouting, Varsity Scouting, Venturing, and Sea Scouts. It replaces any previous BSA advancement manuals and previous editions of the Guide to Advancement.

*Note: The current edition is the **Guide to Advancement, 2015** (No. 33088 – SKU 620573).*

[Page 2, and 5.0.1.4] — Policy on Unauthorized Changes to Advancement Program

No council, committee, district, unit, or individual has the authority to add to, or subtract from, advancement requirements. There are limited exceptions relating only to youth members with special needs. For details see section 10, "Advancement for Members With Special Needs".

[Page 2] — The "Guide to Safe Scouting" Applies

Policies and procedures outlined in the *Guide to Safe Scouting*, No. 34416, apply to all BSA activities, including those related to advancement and Eagle Scout service projects.

[7.0.3.1] — The Buddy System and Certifying Completion

A youth member must not meet one-on-one with an adult. Sessions with counselors must take place where others can view the interaction, or the Scout must have a buddy: a friend, parent, guardian, brother, sister, or other relative—or better yet, another Scout working on the same badge—along with him attending the session. If merit badge counseling or instruction includes any Web-based interaction, it must be conducted in accordance with the BSA Social Media Guidelines (http://www.scouting.org/Marketing/Resources/SocialMedia). For example, always copy one or more authorized adults on email messages between counselors and Scouts.

When the Scout meets with the counselor, he should bring any required projects. If these cannot be transported, he should present evidence, such as photographs or adult verification. His unit leader, for example, might state that a satisfactory bridge or tower has been built for the Pioneering merit badge, or that meals were prepared for Cooking. If there are questions that requirements were met, a counselor may confirm with adults involved. Once satisfied, the counselor signs the blue card using the date upon which the Scout completed the requirements, or in the case of partials, initials the individual requirements passed.

Note that from time to time, it may be appropriate for a requirement that has been met for one badge to also count for another. See "Fulfilling More Than One Requirement With a Single Activity," 4.2.3.6.