



CYBERSAFE: DIGITAL CITIZENSHIP THROUGH GAME-BASED LEARNING

A free online safety curriculum for grades K-9 in Minecraft Education

NEW: *CyberSafe: Bad Connection?*

Online manipulation is among the most serious risks young people face online, and a hard topic to teach. The newest lesson in the CyberSafe series is called *Bad Connection?* designed to help students ages 11-14 practice recognizing manipulation tactics and learn when to seek help. Created by Minecraft Education in partnership with experts in digital safety, *Bad Connection?* builds critical thinking and confidence in knowing what to do when something feels wrong in digital spaces. Students practice:

- Spotting red flags (flattery, secrecy, pressure, gifts-for-information)
- Using platform safety tools (block, report, leave)
- Setting boundaries with real phrases they can use
- Knowing when and how to tell a trusted adult

Bad Connection? includes a full educator guide, student workbook, family conversation cards, and a community workshop toolkit. Get the lesson at <https://aka.ms/cyber>



Award-Winning Digital Citizenship Curriculum

CyberSafe has reached **80+ million downloads** since 2022 and is used in schools across **115+ countries**. Minecraft Education has partnered with Microsoft and Xbox Trust & Safety to create scenario-based learning experiences aligned to Cyber.org and CSTA standards, and adaptable to national curriculum frameworks.



The CyberSafe Series

The CyberSafe collection supports students ages 7+ with **developmentally appropriate lessons** spanning digital citizenship, online safety and advanced topics such as encryption and social engineering.

CyberSafe AI: Dig Deeper was awarded the **Grand Prize (highest honor)** at the **Digital Positive Action Awards 2026** in Japan and recognized for creating compelling, effective lessons that help learners practice digital citizenship skills in a safe environment.

Each **45-minute lesson** comes with:

- Immersive world for game-based learning
- Educator guide with learning objectives, discussion prompts, and assessment
- Classroom presentation slides, student handouts and reflection activities
- Family materials for home conversations
- Completion certificates

CyberSafe Lesson	Ages	Focus
Home Sweet Hmm	7-12	Passwords, phishing, scams, trusted adults
Privacy Prodigy	7-18	Data privacy, areas of trust, protecting personal information
Good Game	8-18	Positive communities, codes of conduct, bystander action
Dig Deeper	8-14	Responsible AI use, academic integrity, deepfakes
Bad Connection?	11-15	Manipulation recognition, help-seeking, platform safety tools

How does Minecraft work for teaching cyber safety?

Minecraft Education is a game-based learning platform already licensed by most districts through Microsoft 365 Education (A3/A5). Students learn through highly engaging experiences which foster durable skills, critical thinking, and creativity.

No gaming expertise required — Teachers follow structured lesson plans with pre-built content

No additional cost — Included with most M365 Education licenses and free in demo version of game

No new hardware — Runs on PCs, Chromebooks, iPads, Macs, Android tablets and mobile

Key Resources for Educators

Minecraft Education offers **easy to follow training and free teaching materials** to equip educators to teach digital citizenship and cyber safety through immersive, standards-aligned gameplay and engaging, classroom-ready lesson plans. Explore a full curriculum progression that includes career pathways. Integrating cyber safety is easy, no matter what you teach!

Lesson materials	https://aka.ms/cyber
Training webinar	https://aka.ms/minecraftcybertraining
Curriculum guide	https://aka.ms/cybercurriculum
Setup & tech support	https://support.education.minecraft.net