



FRIDAY AM: MAZE

Lesson Description: Students will help a blindfolded team member navigate through a maze while the opposing team shouts and tries to confuse the participant.

Prerequisite Knowledge: Students are not expected to have any prerequisite knowledge in order to participate in this game.

Length of Completion: 55 minutes.

Level of Instruction: This activity is suited for all ages and all skill levels since it is a very simple game that will have its rules explained to the students.

Applicable First Principles &/or Concepts:

GenCyber First Principles

Domain Separation

Abstraction

Process Isolation

Data Hiding

Resource Encapsulation

Layering

Modularity

Simplicity

Least Privilege

Minimization

GenCyber Cybersecurity Concepts

Defense in Depth

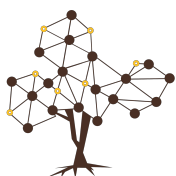
Availability

Confidentiality

Think Like an Adversary

Integrity

Keep it Simple



Resources that are Needed: This activity requires a couple of resources which include, tape to draw the lines of our maze and a simple blindfold for our participant.

Accommodations Needed: N/A

LEARNING OUTCOMES

LESSON LEARNING OUTCOMES

Students should be able to:

- Discuss how confidentiality relates to this activity, more specifically how their confidentiality is being compromised.
- execute a way of communicating to their team member while maintaining integrity.

LESSON

For our maze game, one student will be blindfolded and their teammates will help them with them navigate the maze by giving verbal instructions. The challenge is that the other team will also be able to yell out incorrect instructions and other things in order to stop the maze runner from finishing the maze. This game is intended to teach students how confidentiality and integrity is compromised through their communication with their teammates.

