

Value of Program

The Packet Package for Middle Schools Featuring the Packet Riders & Hacker Busters

Why have your teachers use this package with their students?

- It's great fun and a wonderful learning experience.
- It teaches students how the Internet works.
- It teaches students the basics of outwitting viruses and hackers.
- It encourages them to use their computer skills to help others.
- It gives them a foundation in computer networking and technologies and encourages them to look into education and career opportunities in technology.
- It's packed with ready-to-use lessons, activities, and all sorts of goodies to use with your students.
- It helps students meet most of the ISTE NETS (International Society for Technology in Education National Education Technology Standards for Students) Standards.

Lesson Plans, Interactive Online Games, and Online Activities

The Packet Package is perfect not only for computer classes but also for all subjects in the curriculum where the Internet is used. Students who rely upon the Internet for communication and information should have an understanding of how the Internet works. This understanding will help them toward safe and responsible uses of technologies.

You may believe, like so many adults, that kids know everything they need to know about technologies and that there is little you can do to help them. That couldn't be farther from the truth.

Sure, our students today know how to use computers, but what they know is usually quite limited. Most know how to send and receive email, download all sorts of files, put everyone they come in contact with online and offline on their Buddy lists, word process and perhaps create a presentation for a school project, surf the Internet without attention to safety, etc., but they don't know (1) why all this works for them, (2) how hackers and viruses can keep them from doing what they like to do on the computer, and (3) how computers can be used to help others.

It's what they don't know that this learning package is all about; you won't find anything like it no matter where you search on the Internet. Here's information that kids need to know packaged in an exciting format that they'll want to tackle right away. Besides that, it comes with teacher materials, and it's absolutely free. As a school administrator, you'll be surprised that the girls in your schools will gravitate to Packetville just like the boys. That may be because the game and lessons emphasize not only technologies but also how technologies are used to help people throughout the world.

Teachers may simply choose to incorporate the materials into their regular lessons targeting technology, but a more effective way to use the materials is to invite students to become part of the Packet Rider's (ages 8-11) or Hacker Buster's (ages 12-14) Clubs. Guidelines for organizing a club are available in the Club Tool Kit. Such Clubs can be part of regular classroom instruction or scheduled for beyond the school day.

Inserting Packetville into your curriculum is as easy as 1, 2, 3...

1. Introduce your teachers to the Packet materials.
2. Rev up your classroom computers.
3. Send your students on a **Packet Riders** <http://www.cisco.com/warp/public/779/edu/packetville/pr.html> (ages 8-11) or **Hacker Buster** <http://www.cisco.com/warp/public/779/edu/packetville/hacker.html> (ages 12-14) adventure.