



# Communitech

## WORKSHOP PACK

Using drama to instil confidence in  
communities to stay safe online



# Welcome to the Communitech Workshop pack!

Dear workshop facilitator,

We are thrilled to pass on this workshop plan to you and your community.

The aim of the Communitech workshop(s) is to highlight common cyber security threats, and explore prevention methods to avoid falling victim to these threats.

The workshop will use drama exercises to explore cyber security issues and prevention techniques, in order to instil confidence in participants about staying safe online.

At the end of the workshop, each group will have something they can pass on to their communities. This could be through a live sharing of work, watching a video that their group has created the voice over for, or a combination of both.

Common threats this workshop will explore:

- Phishing emails
- Password protections (unique, strong and 2 Factor Authentication)
- Software updates and public WiFi use
- Scam calls and information sharing online

Please read through the workshop pack thoroughly and try out some of the games yourself - make sure you are familiar with each exercise and have a copy of this pack on hand in case you need to check anything during the workshop.

We hope you enjoy!

*This workshop pack has been created in collaboration with the Theatre Royal Haymarket Masterclass Trust (Masterclass), with additional resources from Bobs Business*



## **What you will need:**

- A large hall or room, big enough for everyone to move about in.
- Enough seats for everyone (these seats need to be moved out of the way after the introduction)
- Paper and pens for each participant
- A clock, watch or phone to keep time
- A computer or other means to play videos.
- Internet access (to watch the YouTube video)

## *Optional*

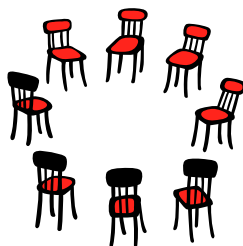
- A device to record voices onto (e.g. a phone with a voice recording app).

## **Print out:**

- Narratives (enough copies for your group)
- Key Definitions (one copy, for your reference)
- John vs. Criminals Game (one copy, p.11-21)
- Takeaway Handout (one copy for each group member)

## **What the participants will need:**

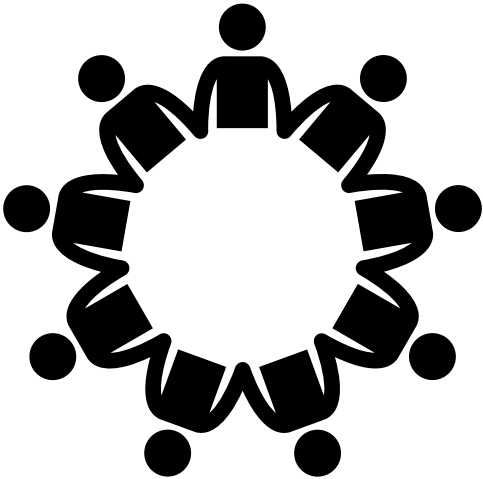
- Comfortable clothes to move around in.
- They may want to bring a water bottle and a snack



## **Session Timings**

If you wish to split the workshop over two sessions, we recommend finishing the first session after the John VS Criminals Game (p22).

## **Part 1 – Warm up and introduction**



**Aims:** The warm up will focus on getting participants creative and ready to share ideas. Exercises will encourage participants to worry less, work together and support one another.

### **Introduce the workshop (Approximately 5 mins)**

*SET UP:* A circle of chairs, enough for everyone in the room.

Welcome all the participants to the group and introduce yourself. Explain that they will be taking part in a workshop today exploring cyber security through Drama.

Go around the circle and share as follows;

1. Have each person say their name and what they are looking forward to about the workshop.
2. After everyone has shared the above, go around again but this time have them say any potential cyber threats that they already know about.
3. Finally, ask participants if they or someone they know has ever experienced a cyber threat (this may be quite a sensitive subject so people may not want to take part, and this is fine).

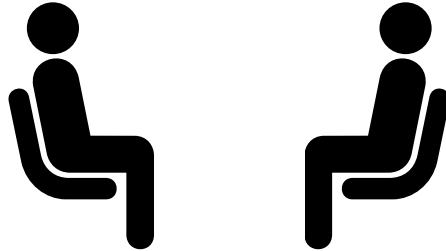
### **Warm Up Game (approximately 5 minutes)**

*SET UP:* Pair up the participants and then they should find a space in the room with their chairs (not too close to other people). They will need to face each other.

Explain to participants they are about to play a fun improvisation game all about freeing up ideas.

## Rules of the game:

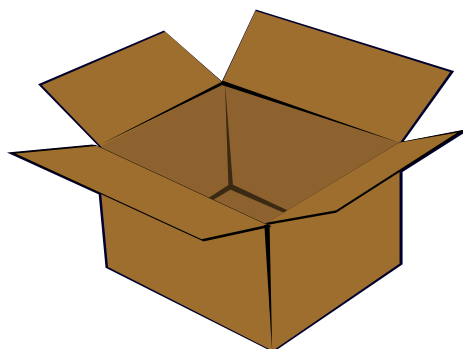
- Two people in each group, they must sit facing each other.



- In between the pair, there is an imaginary box that contains everything in the world.
- One by one, they must pull items out of this imaginary box - naming them aloud.
- They must do this as quickly as possible, one after the other.
- If they hesitate or repeat a word that's already been said in that round, then the other player can say 'BEEP' which pauses the game.
- The player who hesitated or repeated a word must run around the back of their chair and sit back down.
- The game restarts and the words reset.

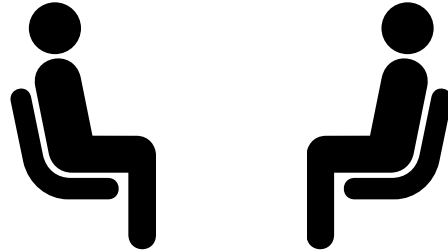
Hopefully everyone should quickly get into the game and start to have a lot of fun. Keep an eye on the clock and let the game play for around 5 minutes, you can decide when people have had enough and are ready to continue on to part 2.

*n.b. If you have an odd number you can either join a group OR you can create a group of three who take turns.*



## Part 2 of the game:

- As before, two people in each group, they must sit facing each other.

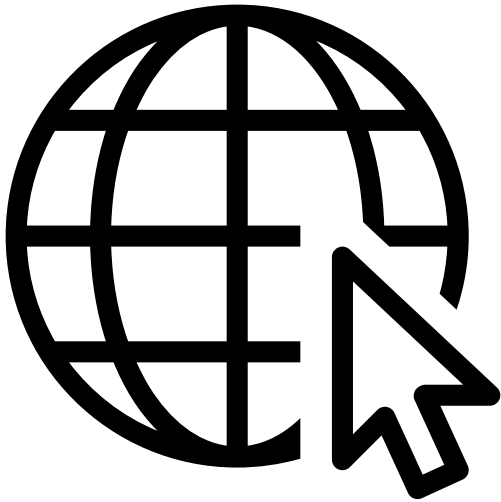


- In between the pair, there is an imaginary box that contains everything in the world.
- This time there is a theme chosen by the facilitator.
- These themes could be:
  - Family member names
  - Street names
  - Pet names
- One by one, they must pull items out of this imaginary box in response to the theme. The aim is to pull out as many 'items' as possible in the time given.

### Discussion Points:

- How can this seemingly random personal information be used by online scammers?
- Where can personal information be found online and in what ways could it be used? E.g. guessing password, impersonations, etc.
- Are there parallels between the urgency of the game and the urgency scammers use to draw out information from their victims? e.g. time limit, ultimatum, etc.
- How can we protect our personal information online?





## **Part 2: Setting up the Ground Work**

**Aims:** This part will focus on getting participants thinking about the internet and cyber threats. The exercises will place these topics in a variety of contexts and encourage participants to start developing a shared creative language to talk about these topics.

### **Exercise 1: Word Association (Approximately 15 mins)**

*SET UP: Piece of paper and a pen per participant, something to keep time with. Ask the participants to tidy their chairs to the sides of the room and sit on the floor in a circle.*

Explain that you are going to read out three words or phrases, and you would like the participants to write as many words, drawings or emotions that come to mind from that word. They should only draw/ write on the front of the paper, and write their name at the top, as we will be using the back later.

For example: Cat

I would list: Fluffy, Cute, Happy, Dog, Pet, Aloof

They will have 30 seconds to write as many words as they can think of. Be sure to emphasise there are no wrong answers and that participants should write whatever first comes to mind. Give them the three following words:

1. Passwords
2. Personal information online
3. Scams

Once you have gone through these words, split the group into 4 or 5 teams (minimum 2 people per group).

## Word association cont.

Once you have split the groups up ask them to:

1. Discuss the words that they have chosen for '**Passwords**' and as a team, decide on two or three words that they like the best.
2. Circle those words.

Once they have chosen their words, ask participants to create a still image using their bodies that represent these words. They will need to work together as a team to form these images.

The image could be literal or metaphorical (see image below)



This image shows a group of participants exploring the word 'Internet'. They have chosen to represent opportunity and confusion.

The person on the chair offers his hand as opportunity (his fingers are crossed behind his back to represent mistrust), the two others are confused and one finds that confusion stressful (as visible by her facial expression).



## **Word association cont.**

Now, have each group show each other their still images and discuss what is represented.

You can do this by first asking the audience what they think each person represents and then compare this to what the participants making the image were aiming for.

Next, shuffle up the groups and split them into two. Repeat the above exercise but this time one group uses the words '**personal information online**' and the other group uses the word '**scams**'.

Have each group perform their still image to the other and discuss.

For the audience:

- What did you see in the other group's statue?

For the group sharing their work:

- What were you trying to represent with your image?
- Which words repeated the most in your list?
- What do you think this tells us about the importance of being informed about cyber security?

Once these questions have been asked, then you can discuss the differences between the two still images.

# **John vs. Criminals Game**

## **Prepare in advance of the session**

- Print out pages 11-21 (final page is the QR Code menu)
- Cut out the coloured info cards (black/wifi, green/game and yellow/holiday) on the first page and fold in a way that hides the information.
- The final two challenge pages will be kept by you, the facilitator.

## **Set up the room**

To start, place chairs to represent a cafe in the middle of the room. Stick the keyboard picture on one of chairs in the middle of the room (facing where your main character 'John' will be sitting).

## **Activity**

This exercise is all about how easy it is to gather personal information about a person online. To facilitate this exercise, split the participants into 1 person as main character 'John' and then the following teams: (ideally two people on each team, but can be done individually)

- Cafe customers
- Quiz
- Holiday
- Game

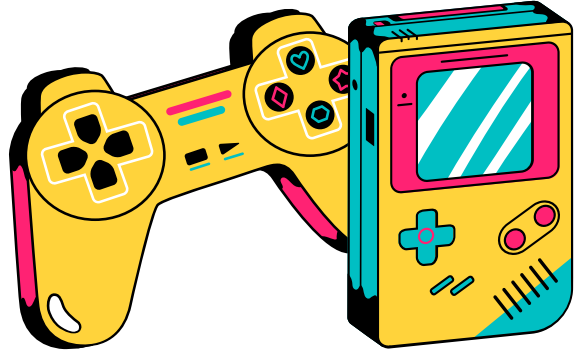
Ask John to step outside the room, and give them the character profile and coloured info cards to read. Back in the room, explain each team's mission to them, from the 'Your Mission' sheet. Give them their relevant challenge sheet and five minutes to read. Explain to the other participants that John is going to work in a café today. Each group is going to go up one at a time and complete their mission.

Ask the participant playing John back into the room, and ask them to take a seat in front of the 'keyboard'. Ask participants to go up one team at a time, whilst the others watch and make notes about possible security issues John faces as he works. Explain that once they have succeeded in their mission, they can come and sit back down in the audience and the next team can go up.

Once everyone has completed their mission and received their relevant coloured info card, hand out the final two sheets to the team for them to complete. Ask 'John' to watch the teams do so, and then use the discussion points for a group conversation.



Name: John Smith  
Email: john.smith@catfan.com  
Password: cat123  
phone number: 09658 245 698



Ohh too bad, John had a really good and up to date antivirus installed on his laptop so I'm afraid you don't get any information! He should definitely be more careful on his phone though which isn't always as safe! You would have installed bad stuff on his computer which could record anything he typed - like passwords and usernames for banks...



Name: John Smith  
Email: john.smith@catfan.com  
Address: 1 London Road,  
Clapham, England  
Mother's Name: Melody Watts  
Mother's Address: 3 London Road,  
Clapham, England

Bank: Natwest  
Account Number: 22752839  
Sort Code: 55-68-59  
Expiry Date: 09/30  
Card Number: 4448 5556 9878 9858  
Security code: 123

## John's Character profile

Your name: John Smith

Your age: 27

Your email: john.smith@catfan.com

Your favourite password: cat123

Your primary school: Apple Green Primary School

Your mother's last name: Watts

Your favourite colour: Purple

Your street where you grew up: Cherry Tree Lane

Your favourite childhood character: Spongebob  
Squarepants

Where you currently live: 1 London Road, Clapham,  
England

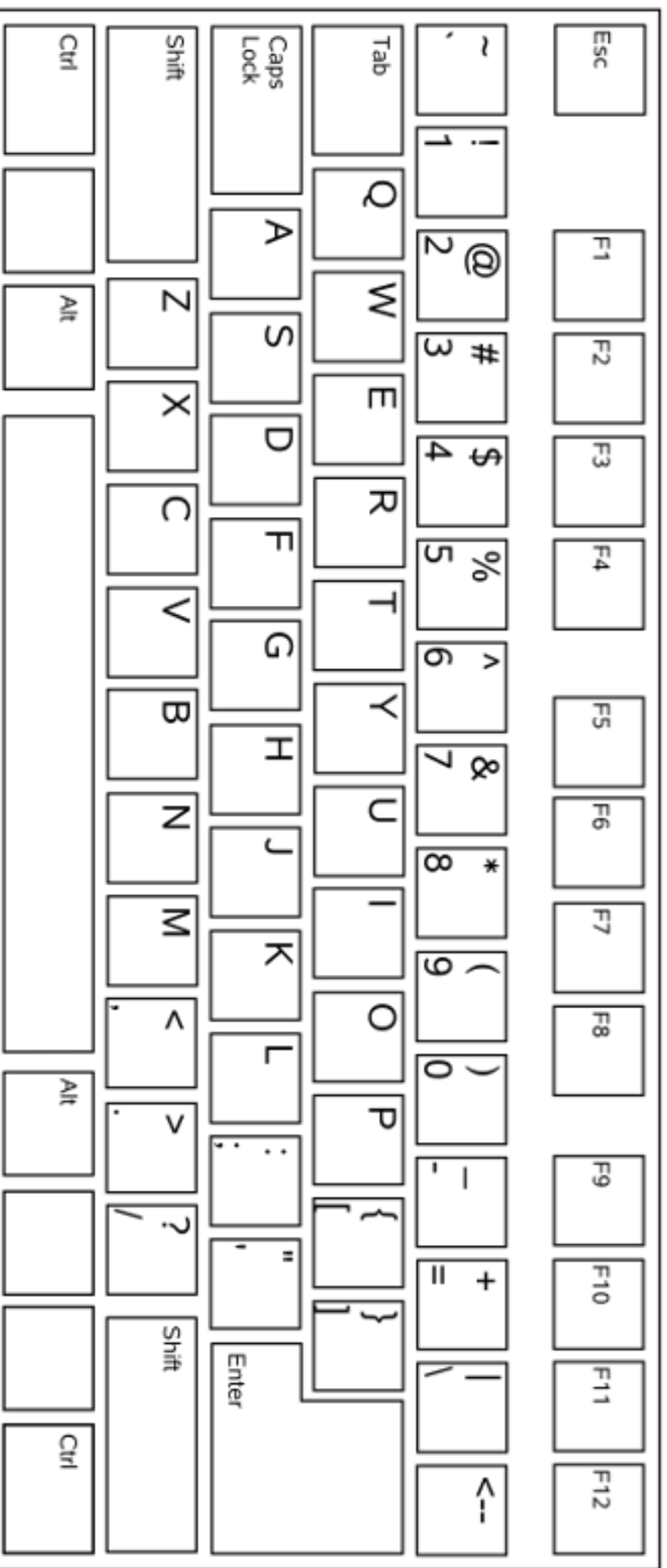
Mother's Address: 3 London Road, Clapham, England

Your mission John, is to log into work at a nearby cafe -  
make sure to log into your computer and get onto the  
WiFi. If you see any menus/ discounts be sure to grab  
the opportunity fast!

Once you've finished your work then you can do some  
fun stuff like take some quizzes (we do love a Facebook  
quiz!), download games or maybe enter one of those  
amazing lotteries... who knows! Just go along with it!

Keep this character file with you as you work and hand  
over your 'cards' to each challenger.

CHALLENGE 1: You need to log into your work computer in the cafe, you have used your favourite password. To pass this level, enter your password and make sure to get onto WiFi.



# **Your Mission**

## **Cafe Customer Team**

If two in team, split below jobs:

1. Pretend to be a waiter or someone enjoying a coffee, sit behind him and see if you can spy him putting his password in. You could do this by looking over his shoulder or by filming his hand movements surreptitiously.
2. Ask the character if they want to log into CafeFreeWifi, ask the character for their WIFI card.

## **Quiz team**

You are playing the role of a fun online Facebook quiz. Read out these questions in a peppy and upbeat way to help John pass the time. Be sure to write down his answers!

## **Holiday team**

You need to sell John this fantastic holiday. He can enter the raffle to win for only £1.50! If you sell it well enough, he'll give you his holiday card.

## **Game team**

Come up with a brilliant game that John won't be able to resist downloading!



**\*FreeCafeWiFi**

**Log in via external page**



This super fun amazing quiz will help us figure out what Marvel Superhero you are! Just answer these simple questions and we'll tell you who would be in a superhero universe.

- Would you rather own a cat or a dog? Superheroes are defined by their animal companion!
- What is your mother's maiden name? Most Superheroes have a tragic backstory or supervillain parent!
- What would your superpower be if you had to choose one?
- What was the name of the street where you grew up? This often influences superhero sidekick names (Robin Avenue, Barnes Road)
- What was your favourite character growing up?
- Finally, if you could design a superhero costume, what would it look like?





# Holidays



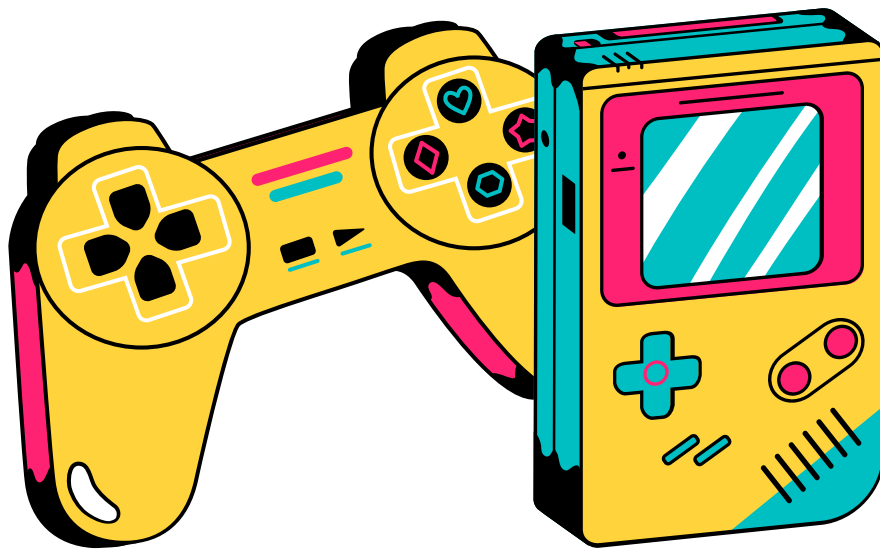
Your challenge is to sell John an amazing holiday. Start off by saying the below sentence and then one by one, and one sentence at a time, describe this ideal holiday - building on each other's ideas.

**Don't miss this amazing opportunity to win a once in a lifetime holiday for you and a loved one, it only costs \$1.50 to enter the raffle and all proceeds go to charity. Nominate who you want to travel with! Now, the best part of course, you'll want to know what happens on this holiday! Well, let us tell you**

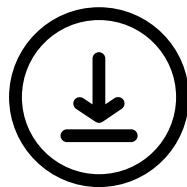
...



Your challenge is to get John to download this game on his laptop/ phone in exchange for his game card. Make up your own amazing game that is too awesome not to download.



## John's Favourite Game



50 downloads

3 brand new reviews

'great game', 'love it'

**TOP SECRET**

**Fill in John's details to access the information below!**

Email:

Password:

**SIGN IN**

2-factor authentication, to access your email please answer the following question:

Mother's maiden name:

Favourite childhood character:

**Verify**

Congratulations, you have accessed John's email where his work information is stored. You are able to ransom this for £5,000!



Welcome to the Bank of John! If you wish to steal a lot of money, please input the following information:

Bank Name:

Account Number:

Sort Code:

Excellent job! And just to make sure you definitely get it all:

Long Card Number:

Expiry Date:

Security Code (3 digit):

and finally, for extra security John has set another question for suspicious transactions. If you can answer the following then you can have £5,000 more of his money!

What street did he grow up on?:

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# Special

## Menu Today



### Discount

# 50%\*

- For return customers!
- Monday - Friday, 8 am - 6 pm



### **Discussion Points:**

- How did it feel to be John and see the criminals with your personal details?
- What techniques did you use as criminals to gain John's trust and his personal details?
- How can you avoid these scams/ tactics to gain your personal information in the real world?

Thank the participants for their work and now move onto the next part of the workshop. This might be a good place to have a **five minute break**.

**If you are running this workshop over a number of sessions, this would be a good place to end your first session.**

## Part 3: Narratives



### Aims:

- Exploring possible cyber threats through personal stories.
- These are not exhaustive, you can discuss other threats out there.
- Promote how to recognise cyber threats and think of prevention methods.

### Exercise 2: Narratives (approx. 15 minutes)

*SET UP: Enough copies of the narratives (please see additional resources) for each participant to have at least one. E.G. if you have a group of twenty, print five of each narrative.*

Explain to participants that you will now be looking at personal stories. They will each be given a story to perform as a group. This could include acting it out, finding interesting ways to perform it or simply reading the words.

- Split the group into four smaller groups (equal numbers if possible).
- Give each group a narrative.
- Explain that they will be given 15 minutes to prepare and rehearse their piece, which will then be shared with the rest of the group.
- Explore ideas on how it could be shared by asking the participants, e.g. one person could read while the other acts out, one person could face away etc..

Suggest that they read through once or twice and then get up on their feet as quickly as possible, as action promotes creativity.

Be on hand to answer any questions and remind them when they have 5 minutes left and 1 minute left.

**If needed you could have a break here of 5-10 minutes. If you do have a break, then give participants another few minutes to rehearse before performing.**

## **Performing (approx. 20-25 minutes)**

*SET UP: Line up chairs on one side of the room, with a space in front of the audience for groups to perform.*



1. Choose one group to perform, everyone else sits on a chair in the audience.
2. The group performs their narrative while the audience watch.
3. After the performing group has finished, give them a round of applause.
4. Ask the audience
  - a. What red flags did you notice in the narrative?
  - b. What stood out to you (words, feelings)?
  - c. How do you think that the situation could have been prevented?
5. Now have the original group move to the side and ask the audience to take part in the following exercise.

"Thinking about the narrative you have just heard, one at a time I would like you to stand up and create a still image, as a group, that represents this narrative. Try and build upon what the person before you has done."

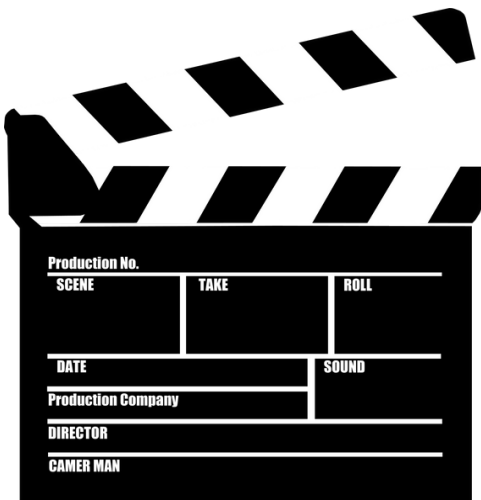
*For example, if someone is sat on a chair pretending to be on a laptop, you might stand behind them representing the criminal peering over their shoulder.*

Once everyone has joined the still image, have the original performing group go and move the image around in a way that would prevent the crime from happening.

Discuss what was changed and then repeat this for each narrative.



## Part 4: Information Sharing



### Aims:

- Condense what we've explored into an animated video.
- Empower participants to put cyber security into their own words.
- Use creative skills to share these ideas with their community.

### Exercise 3: Animation (approx 20-30 mins)

*SET UP:* Have participants gather in front of the computer where you have the animated video set up. Make sure each participant has their paper & pen.

Explain to participants that they will now watch an animated film with seven parts. Their task is to create a voice over that can accompany the video, summarising a cyber safety technique.

Participants should watch the film through once while the facilitator explains each part (explanation on next page).

Once you have done this, assign the parts to your participants (multiple people can work on each part if you have more than five in each group).

- Tell each group how many seconds their part lasts.
- They must come up with their own narrative that can accompany that section of the film.
  - Group 1 - parts 1 & 2, Group 2 - Part 3, Group 3 - Part 4, Group 4 - Part 5, Group 5 - Parts 6 & 7
- Give the group 10-15 minutes to write their narrative and rehearse.

Think about making the message clear, informative and empowering.

Part 1 – Introduction (the word Communittech appears on the screen). (7 seconds)

Part 2 – This represents someone receiving an aggressive scam phone call and finding the strength to hang up. (14 seconds)



Part 3 – A woman walks down the road, followed by things that are stressing her, she comes across multiple links that could be fraudulent, she stops and does not click on the link while stressed. Instead she waits till she's in a calm place before investigating. (30 seconds)



Part 4- A Policeman is guarding viruses, he starts to fall asleep until his software is updated which locks the viruses away. (11 seconds)



Part 5 – A poor password appears on screen; this is easily hacked. A second, bigger padlock and appropriately strong password appears and knocks the bad password away. You may also want to mention two factor authentication (20 seconds)



Part 6 – A magnifying glass highlights red exclamation points, suggesting that you should always be careful and pay attention to detail. (14 seconds)

Part 7 – A happy computer rolls onto the screen, this is the conclusion and the group can work together to create a slogan for this. (8 seconds)

Once the 10-15 minutes is over, have the participants come back together and read their narratives along with the video.

If you have access to recording equipment, you can record the voice overs to add to the video later. Be sure to get the timing right! You can have a few attempts and suggest ways for participants to better the timings.

## **Part 5: Conclusion (approx 5 mins)**

Congratulate participants on their hard work and have everyone stand in a circle to conclude the workshop.

You will now say the original three words once more (internet, cyber threat, cyber security).

Ask the participants (all at the same time) to create an individual still image or gesture within 10 seconds. All hold that pose for 10 seconds and then move on to the next word.

Then, go around the circle asking one question at a time:

What have you learned about personal information online?

What is the difference between a good and bad passwords?

What should you look for in an email or a website before clicking on it?

Thank everyone for attending and now comes the part for you to decide!

### **Performance**

Part of this workshop could involve a sharing to your wider community, for example through a presentation at church.

You could;

- Have the participants perform their narratives after rehearsing them a bit longer and asking the audience the same questions.
- Show the animated video (either with recorded voices or having the participants read their voice over live).
- Both!

If you do want to perform, we would recommend having a rehearsal workshop where the performers can practice what they are going to perform/ read until they are very confident.

## **Takeaway Handout**

After your workshops are finished, make sure to give the 'takeaway handout' document to your participants.

If you have any questions about anything in this workshop pack, have a look online, and if you're still unsure then contact your CREST representative.

We wish you all the best and can't wait to hear how it all goes.

