Malware Types Material Development Template

1. Topic Information

- **Title**: Malware Types
- **Description**: This module will discuss commonly used malware types including different types of malwares, common ways it infiltrates a device, how to remove malware, and how to stay protected from it.

2. Learning Objectives

- **Primary Objectives**: Gain a basic understanding of malware types and be able to recognize basic signs of an infected device.
- **Secondary Objectives**: Participants should understand how to protect their devices from common methods hackers will use to infect a device.

3. Target Audience

- **Age Group**: Teens, Adults.
- **Skill Level**: Beginner.
- **Specific Needs**: General computer knowledge (such as what RAM is).

4. Material Types and Formats

- **Main Format**: Slideshow.
- **Supplementary Materials**: Quiz/Kahoot.
- **Accessibility Features**: N/A

5. Instructor Guide

- **Synopsis**: The slideshow presentation will give all the information needed to then take the quiz/Kahoot when finished. This is meant to test knowledge and also to point out who paid close attention to the details.
- **Key Points**: How easy and simple it is for a device to be infected. This is why people must take great precaution especially when online browsing the web or opening attachments on emails even if it came from someone trusted such as a friend. (The friend could be infected)
- **FAQs**: N/A

6. Activities and Engagement Strategies

- **Interactive Activities**: There is a paper quiz which is the same as the Kahoot. Whichever method is preferred could be used.
- **Engagement Tips**: Engage the audience by stressing how simple it is for a hacker to get access to their computers information such as just connecting to a public WIFI. This will

cause the audience to be engaged as they will understand how something so simple can ruin their laptop and get information stolen.

7. Assessment

- **Evaluation Method**: Quiz or Kahoot.
- **Success Criteria**: Understanding of what was taught and 10/15 of the questions correct on the quiz/Kahoot.

8. Sources and References

- **Primary Sources**: https://www.mcafee.com/en-us/antivirus/malware.html

- **Suggested Further Reading**: https://www.cisco.com/site/us/en/learn/topics/security/what-is-malware.html

- https://www.techtarget.com/searchsecurity/definition/malware

9. Legal and Compliance Checks

- **Copyright Compliance**: Ensuring all used materials are correctly licensed or credited.
- **Privacy Considerations**: Ensuring content complies with privacy laws, especially if the personal data of learners might be involved.

10. Technology Requirements

- **Needed Software or Hardware**: Instructor needs a computer with PowerPoint on It and access to the internet, Audience needs a device with internet access to run Kahoot.
- **Technical Support Resources**: N/A.

11. Feedback Mechanism

- **For Learners**: Google Form
- **For Instructors**: Google Form

12. Review and Update Schedule

- **Review Frequency**: Every couple of months.
- **Update Protocols**: Constructive criticism to change/add to the slideshow where needed.

13. Delivery Modalities

- **Online**: A video can be created presenting the slideshow and posted online for users to watch along with following the slideshow. This should be sufficient to take the quiz on their own.
- **In-Person**: Present the slides and do the Kahoot in person which would be more fun than a paper quiz.

- **Hybrid**: Read slides and then meet in person and take a Kahoot to discuss knowledge and common questions people get wrong.

Blooms taxonomy:
https://www.celt.iastate.edu/instructional-strategies/effective-teaching-practices/revised-blooms-taxonomy/