



AIR FORCE ASSOCIATION'S

# CYBERPATRIOT

NATIONAL YOUTH CYBER EDUCATION PROGRAM

## UNIT 1

Introduction to CyberPatriot and Cybersecurity





# Learning Objectives

- Participants will gain an understanding of the CyberPatriot competition
  - Overview
  - National Finals Competition
  - Team Structure
  - Scoring
  - Timeline
- Participants will gain a broad understanding of what cybersecurity is and why it is an important
  - Cybersecurity in Everyday Life
  - Cybersecurity in the World
  - Cybersecurity Careers





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## SECTION 1

### CyberPatriot – National Youth Cyber Defense Competition





# What is CyberPatriot?



Click here to play the CyberPatriot recruitment video:

<https://www.youtube.com/watch?v=sesaiofAEWA>





# What is CyberPatriot?

- The National Youth Cyber Education Program
  - AFA CyberCamps
  - Elementary School Initiative
  - National Youth Cyber Defense Competition
- **Not** hacker training
  - Offensive behavior is not allowed
- Fun way to learn skills that will be useful in the future
  - Technical skills
  - Teamwork
  - Critical thinking





# The National Youth Cyber Defense Competition



- Coach registers team
- 2-6 students per team
- Optional technical mentor

- 10 online training modules
- 3+ online rounds

- Scored on remediation of cyber vulnerabilities and knowledge of secure networking.
- Top teams advance to Semifinals and National Finals





# The National Finals Competition

- Top teams earn all-expenses-paid trips to Washington D.C. area
- More than just competing in front of a computer
  - National Finals includes the Network Security Master Challenge, Cisco Networking Challenge, and other additional components
- Opportunity to win scholarships, network with industry leaders, and enjoy media recognition





# Team Structure

- **Coaches** are the administrative lead of the team
  - Supervise students
  - Are the main point of contact for CyberPatriot Program Office
  - Ensure integrity of the competition
  - Train teams for competition (if technically savvy)
- **Technical Mentors** volunteer to help Coaches train teams
  - Use industry expertise to teach students about cybersecurity
  - Guest lecture or work with team(s) on a regular basis
- **Team Assistants** volunteer to provide non-technical support and encouragement to the team
- **Competitors** work together to find and fix vulnerabilities in a simulated computer system and build secure virtual networks

Click here for more information: <http://www.uscyberpatriot.org/competition/how-it-works/team-organization>

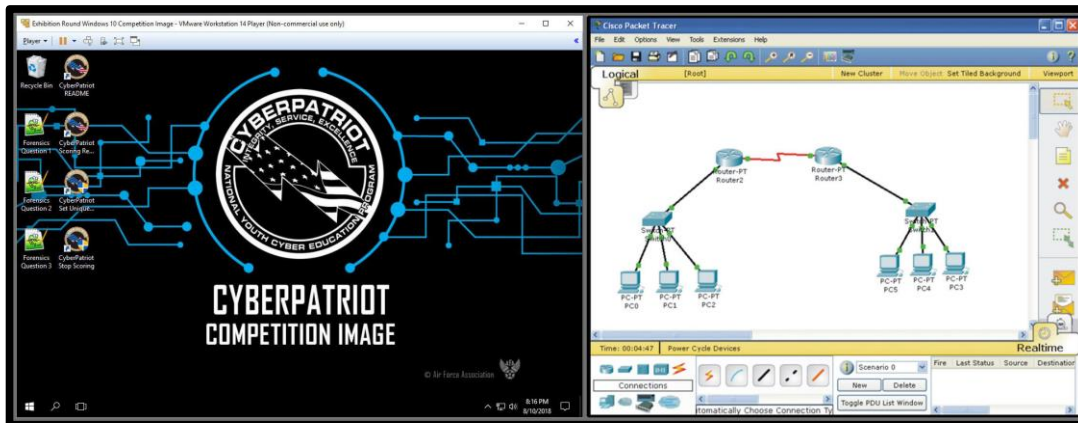






# Scoring

- **Earn points** by fixing vulnerabilities in a virtual machine (VM),\* answering networking quiz questions and building secure virtual networks
  - Virtual machines (aka “images”) are software programs that simulate computer systems
  - Short quizzes are based on assigned materials
  - Virtual networks are built with Cisco’s Packet Tracer program



- **Lose points** for making the system less secure

\*More information on VMs is available in Unit Five of these training materials





# Train and Prepare

- **READ** scheduled competition round challenges on CyberPatriot website
- **TRAIN** with training materials, operating systems, and Cisco Networking assignments prior to round
- **PARTICIPATE** in the unscored
  - Exhibition Rounds
  - Training Rounds (answer keys provided)
  - Practice Rounds
- **PREPARE** hardware, software, and network for competition to technical specifications on CyberPatriot website
- **Download** password-protected competition images from links in the download instructions email

COMPETITION CHALLENGES BY ROUND (IMAGES AND CISCO NETWORKING)

Welcome to CyberPatriot! We are excited that your team(s) are participating in this season's National Youth Cyber Defense Competition. This document outlines the image operating systems and networking challenges teams can expect to find in each round.

Please note that while operating systems may be the same for different Divisions and Tier levels, high school challenges may be more difficult than those for middle school teams. Platinum Tier challenges may also be more difficult than Gold Tier challenges, which may be more difficult than Silver Tier challenges. Teams should only use images for their assigned Division. Once files are assigned to Open and All Service teams prior to the State Round, teams should only use the images assigned to their tier level. The CyberPatriot Program Office will not provide any more image or vulnerability specific prior to competition. **Students will not be notified on IPSS in CyberPatriot X. Images may be subject to change.**

	High School	Middle School
Network Security Challenge - (Not Scored for Record)		
Windows 10	-	-
Windows Server 2016	-	-
Ubuntu 14	-	-
Cisco Networking Challenge - (Not Scored for Record)		
Quiz - Modules 3-7		
Packet Tracer - Intro	-	-
Round 1 - November 3-5, 2017	High School	Middle School
Network Security Challenge	100	100
Windows 7	100	100
Windows 10	N/A	100
Ubuntu 14	100	N/A
Cisco Networking Challenge	22	N/A
Quiz - Modules 3-7		
Packet Tracer - Quiz / Discovery		

Round 1 :	High School	Middle School
<u>Network Security Challenge</u>		
Windows 7	100	100
Windows 10	N/A	100
Ubuntu 14	100	N/A
<u>Cisco Networking Challenge</u>	22	N/A
Quiz - Modules 3-7		
Packet Tracer - Quiz / Discovery		





# Competing

- **EXTRACT** and open images with password provided in StartEx email
- **IDENTIFY** team with Unique ID
- **FIX**

Harden your system and defend against outside attacks by starting with hints and the scenario in the [ReadMe](#) file on the desktop

Score

Compare

Login

Open

Ask

- Not all vulnerabilities are scored or hinted





# Scoring – How to Score

- Prepare – read scheduled competition round challenges on CyberPatriot Website
- Study operating systems and Cisco Networking assignments
- Harden your system and defend against outside attacks by starting with hints and the scenario in the [ReadMe](#) file on the desktop
- Not all vulnerabilities are scored or hinted at in the [ReadMe](#)
  - The goal of the competition is to harden the system as completely as possible in the provided time
  - You might do something that improves the system, but does not earn your team points





# CyberPatriot Competition System (CCS)

- The CyberPatriot Competition System (CCS) automatically transmits your team's progress in the competition image (VM) to the CyberPatriot scoring server
- Use the [CyberPatriot Scoring Report](#) to check your score and your connection status and score
- A chime will play when you gain points and a buzzer will sound when you lose points
- Do not open, modify, or delete anything in the "CyberPatriot" folder of any image
  - Doing so could cause you to lose your progress in the image

  
**CyberPatriot Round 0 Image**  
**Report Generated At: 2013-Sep-09 18:32:31 UTC**  
**Approximate Running Time: 00:33:26**  
**Current Team ID: 046A926BB3**  
**20 out of 60 points received**

**Connection Status: No Errors Detected**  
Internet Connectivity Check: OK  
CyberPatriot Connection Status: OK  
CyberPatriot Score Upload Status: OK

**0 penalties assessed, for a loss of 0 points:**  
**2 out of 6 scored security issues fixed, for a gain of 20 points:**





# Competition Deployment

## SAMPLE SCHEDULE:

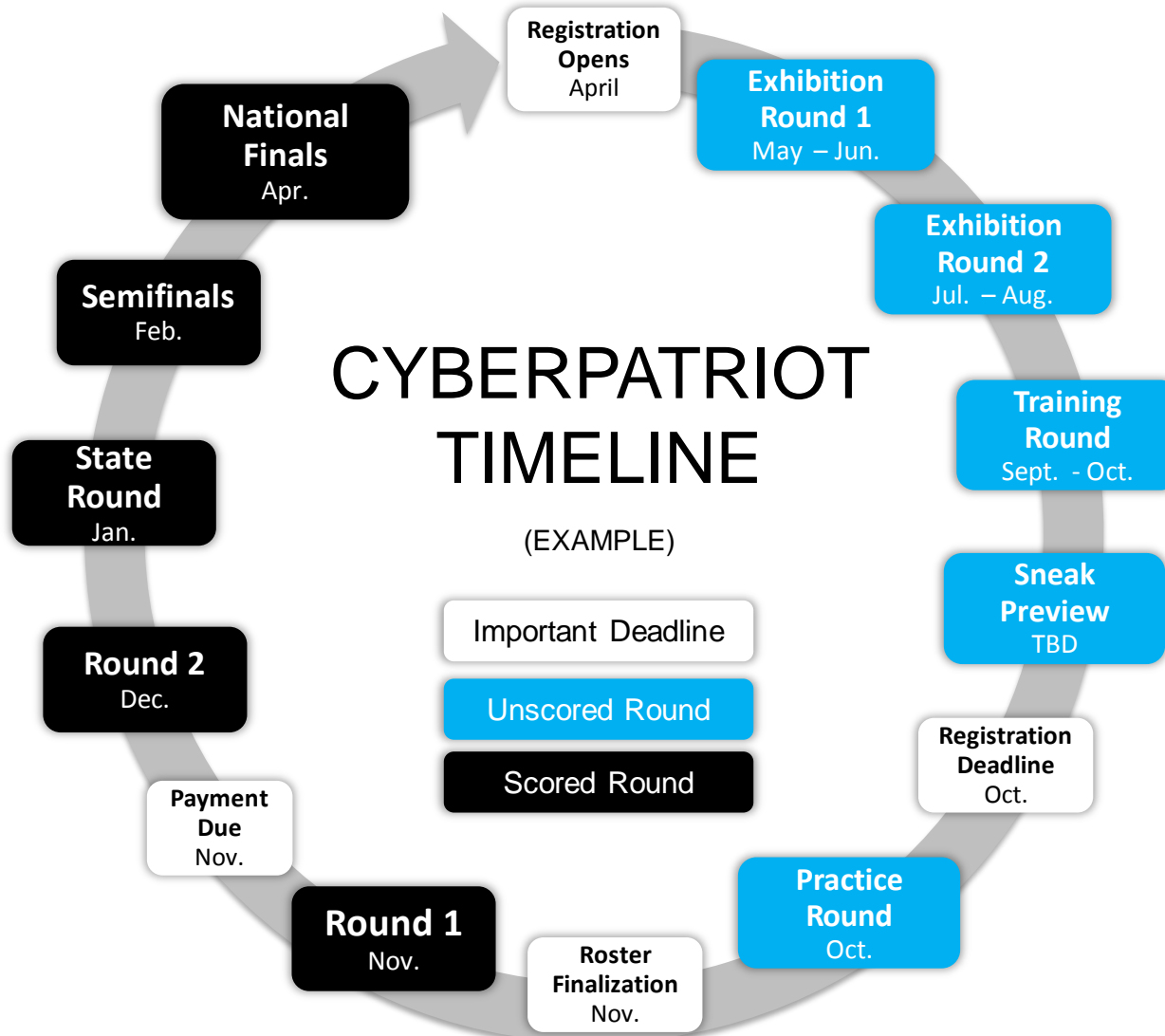
Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
		1	2	3	4	5
6	7	8	9	10	11	12
					StartEx Email sent	
13	14	15	16	17	18	19
					COMPETITION	
20	21	22	23	24	25	26
ROUND						
27	28	29	30	1	2	3
		Round Results Email sent				

- Competition emails are only sent to registered Coaches
- Image Download and Instructions email includes download links and thorough instructions for the round.
- StartEx contains password to unzip images and log into user account.
- Teams choose a six-consecutive-hour window during the competition weekend to compete. Six-hours must fall between support times posted by CPOC.
- Later rounds have a Preliminary Results email sent to Coaches for review prior to general score release





# CyberPatriot XI Timeline





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## SECTION 2

### Introduction to Cybersecurity







# What is Cybersecurity?

All the tools we use and actions we take to keep computers, networks, and information safe and available for those who need it, and **unavailable for those who should not have it.**



That means protecting hardware and data from everything from hackers to earthquakes.

Source: [www.UMUC.edu](http://www.UMUC.edu)

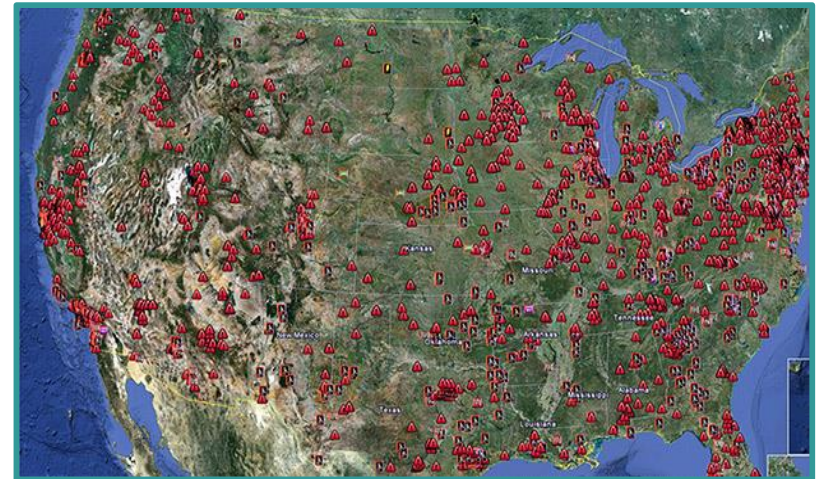




# Why is Cybersecurity Important?

## Things that rely on computers:

- Banks
- Social Media
- Schools
- Airlines and Railroads
- Stores
- Police and fire departments
- Military and government systems
- Doctors' offices



Source: US Department of Homeland Security

7,200+ critical American industrial control systems are linked to the Internet, and therefore vulnerable to attack

**Cybersecurity isn't just about protecting computers.  
Almost everything relies on or could be affected by a computer.**





# Why is Cybersecurity Important?

- **2006:** 26.5 million veterans' personal information is compromised after the theft of a Veteran Affairs employee's laptop. The employee thought it was safe to bring home VA records on an unsecure drive.
- **2009:** Coca-Cola executive clicks link in spoof email allowing attackers to steal confidential files on \$2.4 billion business deal with Chinese juice company.
- **2011:** DHS plants USB drives and CDs outside of government and government contractor buildings. The majority are picked up by employees and inserted directly into their organization's computers.

**People make mistakes.**

**Cybersecurity is often about protecting organizations and individuals from themselves.**

Sources: CSO magazine, [www.csoonline.com](http://www.csoonline.com), Bloomberg News, [www.bloomberg.com](http://www.bloomberg.com), GCN Magazine, [www.gcn.com](http://www.gcn.com)

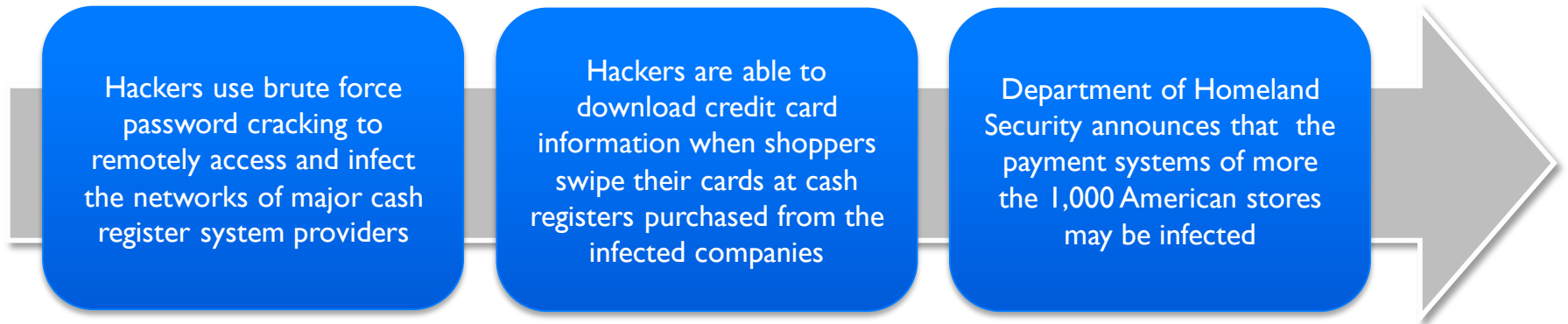




# Why is Cybersecurity Important?

**Case: Backoff Malware Attacks** Targeted cash registers and payment systems sold by seven different companies

- Impacted major retail companies like Target, Dairy Queen, and UPS



**We're all connected**

**A weakness in one system can be exploited by attackers to target another system.**

Source: New York Times, <http://bits.blogs.nytimes.com/2014/08/22/secret-service-warns-1000-businesses-on-hack-that-affected-target/>





# Who's Hiring?



- Nearly every organization needs cybersecurity professionals
- Cybersecurity jobs are better paid than computer jobs in general. In 2018 the average computer job paid ~\$90,000. People in cybersecurity-specific jobs earned an average salary of over \$100,000.

Source: Computer World, [http://www.computerworld.com/s/article/9237394/Demand\\_for\\_IT\\_security\\_experts\\_outstrips\\_supply?pageNumber=2](http://www.computerworld.com/s/article/9237394/Demand_for_IT_security_experts_outstrips_supply?pageNumber=2)





# Cyber Career Opportunities

- **Cyber workers**
  - Employees that maintain day-to-day security and strengthen their organization's protection
- **Cyber defenders**
  - Government or contractor employees that protect American networks and information from attacks
- **Cyber sleuths**
  - Professionals that watch for espionage and insider threats and perform digital forensics for law enforcement
- **Cyber leaders**
  - Industry veterans that decide company security policies, train new employees, and conduct R&D





# Important Resources

These training materials are only intended to provide basic training for the competition. Coaches and Mentors can be great resources, but the below links may help as well:

- The CyberPatriot Rules Book
  - Click here: <http://www.uscyberpatriot.org/competition/rules-book>
- Additional Windows resources
  - Click here: <http://www.uscyberpatriot.org/competition/training-materials/windows>
- Additional Linux resources
  - Click here: <http://www.uscyberpatriot.org/competition/training-materials/linux>
- Ubuntu practice images and Windows scoring engine provided by Texas A&M Corpus Christi
  - Click here: <http://www.uscyberpatriot.org/competition/training-materials/practice-images>

