Social Engineering Verification Drill

Grades 7-8 | Lesson | 50 minutes

Before class: Prepare announced role cards, request cards, and a verification worksheet. Do not run surprise deception against real students.

Time: 50 minutes Outcome: Learners will respond to pressure-based requests using independent verification and documented reporting.

Materials

- Role cards
- Request cards
- Verification-plan worksheet

Safety and Privacy

Do not target real students with surprise deception. All requests are announced classroom simulations.

Activity

Learners rotate through roles: requester, recipient, verifier, and observer. Request cards include authority, urgency, curiosity, fear, and reward. The recipient must avoid using contact details contained in the request and select a separately trusted verification channel.

Evidence

The observer records pressure technique, recipient action, verification path, and one improvement.

Debrief

- Which pressure technique was hardest to resist?
- Why can helpfulness create risk?
- How should organizations design reporting so people do not feel blamed?

Source and use

The Complete Cybersecurity Educator, Dr. Jason Edwards. Editable companion - Lesson 3.2 - Social Engineering Verification Drill.

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