



# CryptoClub Afterschool and Online: Broad Implementation

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## CryptoClub Project

- Project began in 2001 Various NSF funding followed.
  - I-CORPs
  - ITEST
  - DRK-12
  - Informal Science Education (ISE)
- Funded the development of curricular materials and the CryptoClub Website





## In a CryptoClub...

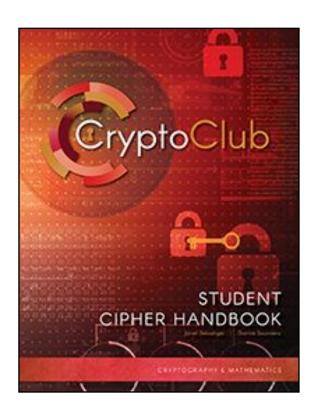


...middle grade students make and break secret codes.

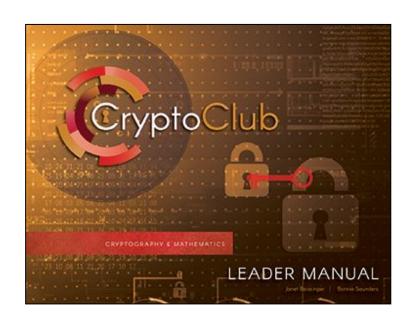




#### **Print Materials**



Student Cipher Handbook



Leader Manual

Published by Kendall Hunt





## cryptoclub.org



Provides youth with additional opportunities to learn and practice cryptography.







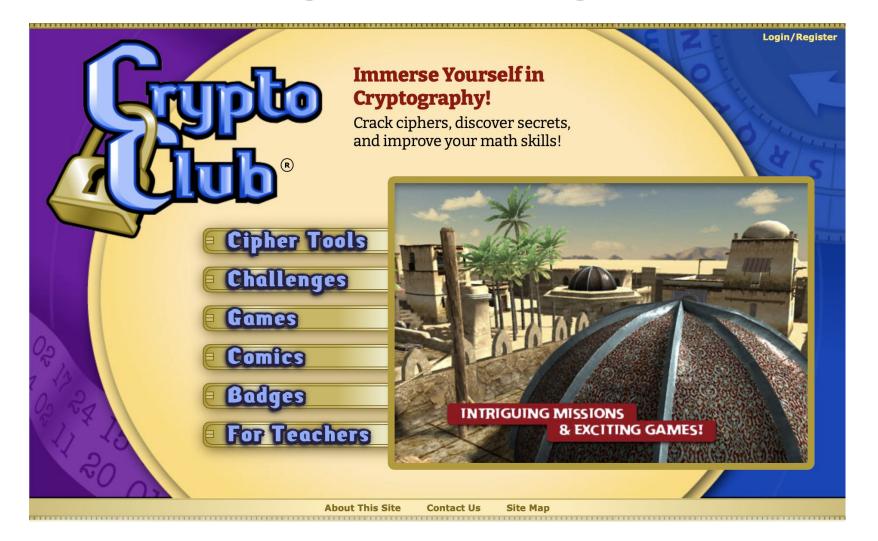
## **NSF AISL Broad Implementation**

GOALS	OBJECTIVES
Increase participation	Establish trainer network (NGCP)
Increase learning	Create webinars for trainers & leaders
Become sustainable	Develop online training modules
	Launch digital badging system
	Create daily message challenges
	Design and launch online game





## cryptoclub.org

















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#### **Adventure Games**







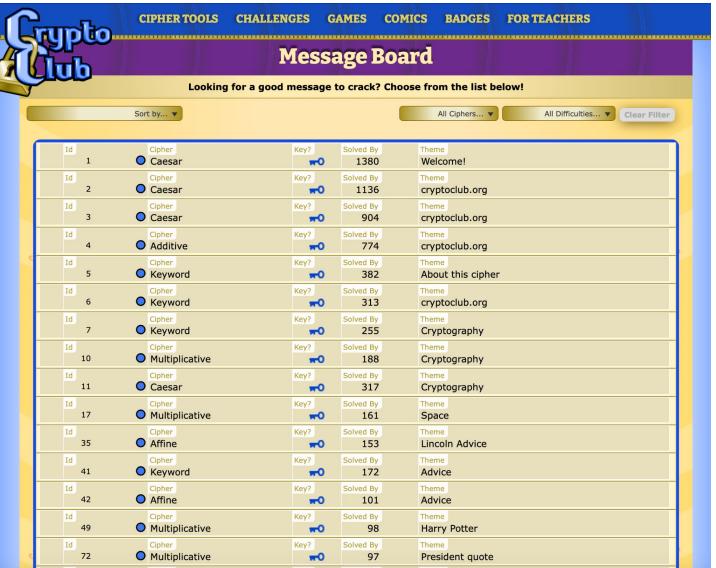














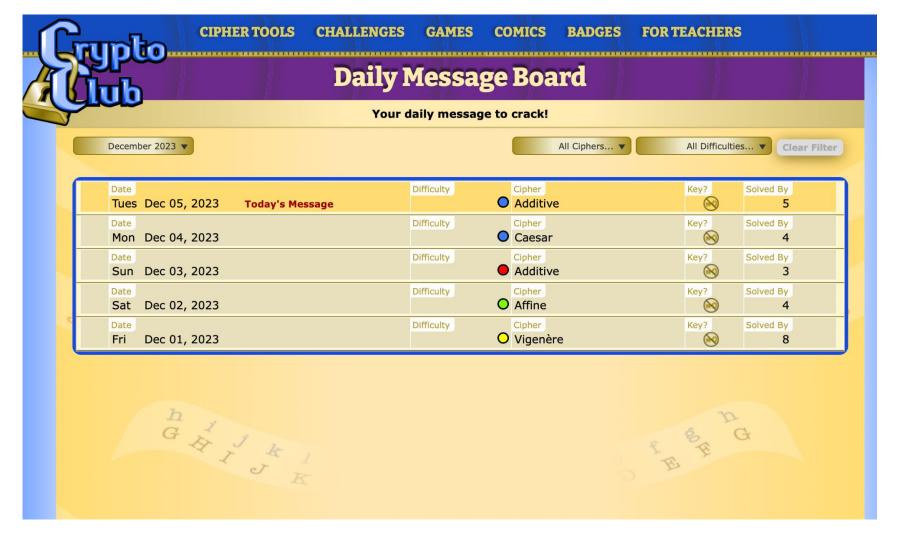








## New: Daily Messages







## New: Badging System







## New: Digital Game















## Research Findings

- Mainly youth accessing website.
- Increase website usage leads to increased interest in cryptography.
- Users want:
  - More games.
  - More in-depth tutorials about how to encrypt, decrypt, crack.
  - More ciphers.
  - Extension of content into other STEM areas such as coding.





### Questions, Dilemmas, Next Steps

- Appropriate balance of exploration vs. instruction on the website.
- Increasing usage of website.
- How to keep content current and engaging with the end of project funding.
- Future collaborations and funding opportunities.