



AIR FORCE ASSOCIATION'S

CYBERPATRIOT

NATIONAL YOUTH CYBER EDUCATION PROGRAM

What is CyberPatriot?

CyberPatriot is the premier national youth cyber education program designed to excite, educate, and motivate the next generation of cyber defenders who will be critical to our nation's future security. The program features the National Youth Cyber Defense Competition, a tournament-style competition in which high school and middle school students compete to secure applications, computer systems, and networks. The program consists of a series of competition rounds where points are awarded for each correct response/action. The objective is to collect as many points as possible by solving various cyber security issues.. The competition culminates at the National Finals in Washington, D.C. each spring.

What is a Technical Mentor?

A CyberPatriot team is required to have: two to six competitors and one coach. In addition to the coach, a team may have one or more technical mentors. Mentors act as the teams' technical advisors.

A mentor is typically a cyber security-knowledgeable individual who helps CyberPatriot coaches and teams prepare for the competition. Mentors:

- Serve as technical advisors and role models to CyberPatriot teams.
- Work with as many—or as few—teams as they choose.
- Work with teams in their area, or serve as “virtual mentors” working with teams entirely online.
- Work with teams as much or as little as they can. The mentor-team relationship is left to mentors and coaches to determine.

Technical Mentors can be as involved in the team as little or as much as the coach wants. They are expected to perform the following duties:

1. Advising the team's Coach on skills status.
2. Developing, with the Coach's guidance, a plan to teach cyber defense skills and ethics.
3. Teaching and assisting Competitors with cyber skills and ethics.

Mentors cannot meet with their teams without coach approval. It is important to note that mentors are not allowed to teach offensive cyber tactics or hacking skills.

Who Makes a Good Mentor?

Mentors are usually industry professionals, students, academics, or anyone that has IT experience that would be relevant to help teach cyber ethics and cyber defense to CyberPatriot teams. They are also willing to donate their time and talents to help educate the competitors.

Eligibility

Any adults over the age of 18 can register as a technical mentor. Applicants must not be competitors in the CyberPatriot competition, and must not be a high school-level student. They must also pass a background investigation performed through the CyberPatriot Program Office. Coaches may also act as mentors to another team.

What skills do mentors need?

Mentors should enjoy working with high school and/or middle school students and should have a working knowledge of computers. A familiarity with operating systems and computer networks is needed, but mentors need not be cyber experts.