



Educational Games



[Privacy Playground: The first adventure of the three CyberPigs](#)

(Ages 8-10)

In this first adventure, the CyberPigs learn about online marketing, and about protecting their privacy as they surf the Internet.



[CyberSense and Nonsense: The second adventure of the three CyberPigs](#)

(Ages 9-12)

In their second adventure, the CyberPigs explore the world of chat rooms and learn to distinguish between fact and fiction, and to detect bias and harmful stereotyping in online content.



[Jo Cool or Jo Fool: Interactive module and quiz on critical thinking for the Internet](#)

(Grades 6-8)

This interactive online game takes students through a series of mock sites that test their savvy surfing skills. The game ends with an online quiz, that gives students an even more in-depth level of information.



[The Target is You!: Alcohol advertising quiz](#)

(Grades 6-8)

This quiz helps students recognize when they're being targeted by alcohol marketers and to understand how media messages about alcohol can influence their attitudes towards drinking.



[Allies and Aliens: Interactive module on online hate](#)

(Grades 7-8)

This animated module takes students on a mission from Planet Earth to assess the varying degrees of prejudice, misinformation, and hate propaganda on the "Galactic Web."