



# Cub Scout Cyber Chip

The requirements were last issued or revised in 2013.

**NOTE: All supplemental information, videos, and requirements can be found at [NetSmartz.org/scouting](http://NetSmartz.org/scouting).**

## A. Cyber Chip Requirements for Grades 1-3

1. Read and sign the Level I Internet Safety Pledge from NetSmartz. (BSA Cyber Chip blue card) – Available from BSA

### Internet Safety Pledge

1. I will tell my trusted adult if anything makes me feel sad, scared, confused, or uncomfortable.
2. I will ask my trusted adult before posting photos or sharing information like my name, address, current locations, or phone number.
3. I won't meet face-to-face with anyone I meet in the digital world.
4. I will respect the online property of others.
5. I will always use good "netiquette" and not be rude or mean online.

2. Watch the video "Bad Netiquette Stinks."
3. Play the Router's Birthday Surprise Interactive Adventure, and print the completion certificate to give to your den leader.
4. Show and tell your family, den leader, den, or pack what you have learned.

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**B. Cyber Chip Requirements for Grades 4-5**

1. Read and sign the Level I Internet Safety Pledge from NetSmartz. (BSA Cyber Chip blue card) – Available from BSA

<b>Internet Safety Pledge</b>	
1.	I will tell my trusted adult if anything makes me feel sad, scared, confused, or uncomfortable.
2.	I will ask my trusted adult before posting photos or sharing information like my name, address, current locations, or phone number.
3.	I won't meet face-to-face with anyone I meet in the digital world.
4.	I will respect the online property of others.
5.	I will always use good "netiquette" and not be rude or mean online.

2. Watch the video “The Password Rap” and another video of your choosing..

Video Name	Date Watched
The Password Rap	

3. As an individual or with your den, use the Teachable Recipes to demonstrate Internet safety rules to your den leader, den, or pack.
4. Discuss with your unit leader the acceptable standards and practices for using allowed electronic devices such as phones and games at your meetings and other Scouting events.

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**Note: All Cyber Chips will expire annually. Each Scout will need to “recharge” the chip by going back to the NetSmartz Recharge area. This space will hold new information, news, and a place for the Scout to recommit to net safety and netiquette. Then, with the unit leader, the Scout can add the new date to the Cyber Chip card or certificate.**

Important excerpts from the [Guide To Advancement - 2013](#), No. 33088 (SKU-618673):

**[1.0.0.0] — Introduction**

The current edition of the *Guide to Advancement* is the official source for administering advancement in all Boy Scouts of America programs: Cub Scouting, Boy Scouting, Varsity Scouting, Venturing, and Sea Scouts. It replaces any previous BSA advancement manuals, including *Advancement Committee Policies and Procedures*, *Advancement and Recognition Policies and Procedures*, and previous editions of the *Guide to Advancement*.

*Note: The current edition is the **Guide to Advancement, 2013** (No. 33088 – SKU 618673).*

**[Page 2, and 5.0.1.4] — Policy on Unauthorized Changes to Advancement Program**

**No council, committee, district, unit, or individual has the authority to add to, or subtract from, advancement requirements.** There are limited exceptions relating only to youth members with special needs. For details see section 10, “Advancement for Members With Special Needs”.

**[Page 2] — The “Guide to Safe Scouting” Applies**

Policies and procedures outlined in the *Guide to Safe Scouting*, No. 34416, apply to all BSA activities, including those related to advancement and Eagle Scout service projects.

**[7.0.3.1] — The Buddy System and Certifying Completion**

A youth member must not meet one-on-one with an adult. Sessions with counselors must take place where others can view the interaction, or the Scout must have a buddy: a friend, parent, guardian, brother, sister, or other relative—or better yet, another Scout working on the same badge—along with him attending the session.

When the Scout meets with the counselor, he should bring any required projects. If these cannot be transported, he should present evidence, such as photographs or adult verification. His unit leader, for example, might state that a satisfactory bridge or tower has been built for the Pioneering merit badge, or that meals were prepared for Cooking. If there are questions that requirements were met, a counselor may confirm with adults involved. Once satisfied, the counselor signs the blue card using the date upon which the Scout completed the requirements, or in the case of partials, initials the individual requirements passed.

Note that from time to time, it may be appropriate for a requirement that has been met for one badge to also count for another. See “Fulfilling More Than One Requirement With a Single Activity,” 4.2.3.6.