SOCIAL ENGINEERING

Phase	Time	Learning Outcome	Teaching/Learning objectives	Learning Activities	Teacher/trainer activities (What is the role of the teacher/trainer and what is he/she going to do?)	Communication and Collaboration form	Resources, tools, and media
Introduction and orientation	20 minutes	- Understand the concepts and types of Social Engineering Attacks - Understand the human vulnerabilities that social engineering attacks exploit	- Define Social Engineering and its basic characteristics. - Identify different types of Social Engineering Attacks - Explain how Social Engineering can be used to manipulate individuals and organizations into taking specific actions or divulging sensitive information	-Use Learning Videos to watch Social Engineering attacks. -Discussion (Questions and Answers, brainstorming) - Ask students to share any recent incidents or news they have heard about social engineering	Guide students through discussions, ensuring clarity and addressing misconceptions.	Verbal and Guided Communication and collaboration form: teacher - student, student-student; remote or on site, synchronous or asynchronous .	LMS / Video
Lesson Execution	15 minutes	- Understand the impact of Social Engineering on Individuals & Organizations - Learn how to prevent and mitigate social engineering attacks.	- Analyze real-world examples of Social Engineering attacks and their consequences - Study the propagation methods of different types of Social Engineering including the profile and motivation of Social Engineers - Evaluate the impact of Social Engineering on Individuals and Organizations - Analyze how individuals and organizations can be protected against Social Engineering Attacks and how these attacks can be detected (discuss the role of a strong cybersecurity strategy in dealing with these attacks)	- Discussion (Q&A, brainstorming)	Present real-world Social Engineering examples. Moderate discussion ensuring knowledge is practically applied and understood.	Verbal and Guided Communication and collaboration form: teacher - student, student-student; remote or on site, synchronous or asynchronous .	AR glasses, LMS
Evaluation	10 minutes	Assessment of students/lessons	Evaluate students' understanding of social engineering and their ability to apply this knowledge in a practical context.	- Students will answer an online evaluation assessment/lesson feedback in the LMS and they will get the results	Clearly instruct on evaluation and feedback procedures, assist with any issues, and encourage honest feedback while ensuring all responses are collected for future reflection.	Written Evaluation Verbal and Guided Communication and collaboration form: teacher - student, student-student; remote or on site, synchronous or asynchronous .	LMS/Quiz