

The CyberSpace Sleuths

THE CASE OF SOCIAL ENGINEERING

A DIGITAL DETECTIVE STORY

In the vast and exciting online world, twelve-year-old twins, Ellie and Luke, found a tricky virtual quest. These twins, who knew their way around the internet, didn't expect their computer fun to turn into a puzzling challenge.

After school, the twins enjoyed playing new games and visiting amazing digital places. In their favorite game, CyberScape, they found a strange message that said, "Find the secret key for a treasure!" They were curious and clicked on a link that led to a profile called "MysteryMaster42," which had a riddle for them to solve. Ellie and Luke loved puzzles, so they dove right into solving it.

Their quest took them all over the internet, from web pages to social articles, and each clue made them feel like detectives. But Ellie started feeling something wasn't right. She wondered why someone would hide things all over the internet.

"It's just a game!" said Luke, excited about the adventure.

Ellie, remembering her computer safety lessons at school, wasn't so sure. The twins kept following the clues from "MysteryMaster42," but the clues kept asking them for personal stuff like filling out forms, downloading things, and giving away their parents' email.

Ellie didn't want to continue, but Luke couldn't stop thinking about the adventure and even started sharing some information, hoping to win the game.

Soon, Ellie noticed something strange with the game. They kept asking for more personal details, and the clues were going in circles to pages that seemed fake. She tried to tell Luke, but he didn't listen until Ellie figured out the whole thing: this was a trick to get their private information!

They knew they had to stop whoever was behind this. Ellie, with Luke now realizing the danger, contacted the game's admins and explained the scam. The admins were quick to track down the scam and take action against the fake accounts. They even told the cyber police who deal with these tricks.

The twins then decided to help others stay safe online. They set up a class inside CyberScape to teach everyone about internet safety and protecting their personal data. Ellie and Luke learned that while the online world can be super fun, it can also be tricky with people trying to fool you. They promised to always be careful and keep an eye out for anything fishy.

As the evening came, Ellie and Luke nodded to each other, proud of what they had done. They knew the next day would be another online adventure, but they were smarter and ready to spot any sneaky tricks.



Grannie Geek Keeping You Safe in CyberSpace

