You might have a talent for cybersecurity, but how would you know?

Girls Go CyberStart 2020 is an innovative competition for high school girls in grades 9-12 to discover their talents and learn about cybersecurity through a no-cost, online game of fun cyber challenges.

You should play Girls Go CyberStart if:

- You like solving puzzles
- You are curious about cybersecurity
- You like winning prizes for you and your school

Students will delve into cryptography, password cracking, digital forensics and open source intelligence gathering. Want to know what it is like before you form your team? Practice now with CyberStart Go:

go.girlsgocyberstart.org

Registration opens December 2!

https://girlsgocyberstart.org

“Girls Go CyberStart allowed me to learn and grow in a supportive team environment and it’s one of my favorite competitions!”

- GGCS student
Girls Go CyberStart is a completely free program for high school girls 13 years and older.

Teams will need an adult leader.

Leaders help motivate and support the participants.

Leaders do not need any experience in cybersecurity.

“The students’ enthusiasm was so captivating. I held after school sessions where they collaborated and it was so exciting for me to see their dedication to learning!”

Pre-competition:
Activities to allow club leaders and students learn basic cybersecurity concepts and establish confidence to participate in Girls Go CyberStart.
CyberStart Go: Available now, go.girlsgocyberstart.org
Pop-Up Challenges: Mid October through December
Registration: December 2 - January 31

Round 1: CyberStart Assess
The initial set of 15 challenges will take you on a fun, interactive challenge that is a realistic scenario faced by practitioners in the field of cybersecurity. Each girl must solve a minimum number of challenges to qualify for the next round.

*(With enough participation, girls can unlock CyberStart Game for boys and girls in the entire school to use through the end of the competition.)*
Assess Dates: January 13 - January 31

Round 2: CyberStart Game
A gamified environment where students play as “Cyber Agents” solving digital crimes by gathering information, cracking codes, finding security flaws, and dissecting the cyber criminal’s digital trail. Clubs with the highest overall performance in CyberStart Game will qualify for CyberStart Compete.
Game Dates: February 10 - April 17

Round 3: CyberStart Compete (National GGCS Championship)
5 to 10 top scoring clubs in each state will be invited to select 4 girls to play as a team in CyberStart Compete, an online Capture the Flag competition. Teams will compete against all other schools nationally to win 1st, 2nd and 3rd place National and State titles along with prizes and recognition from their Governor.
Compete Dates: April 23 and April 24