

ELMotamyez Questions Bank

ICT

November Revision

















Lesson 02

How to deal with electronic games



Electronic games Advantages:

- 1- Having a lot of fun to play with friends.
- 2- Promoting critical and creative thinking.
- 3- Encourage teamwork.

Electronic games disadvantages:

- 1. Physical dangers
- 2. Psychological dangers

3. Security dangers

1. Physical dangers

- · Playing too often can affect your sleep cycle.
- Keep you <u>stimulated</u> and prevent from falling asleep.
- It can cause eye strain and headaches.
- It can cause back problems because you stay hunched over while playing.
- Also a danger of gaining weight due to not exercising or eating properly while playing.

2. Psychological dangers

- You may become anxious and depressed because:
- You feel lonel<mark>y in the re</mark>al world
 - Or You are being bullied online.
 - Electronic games make some people aggressive, as some games promote violence.
 - · It can prevent some players from thinking rationally when facing situations.
 - It can negatively affect your relationship with family and friends.

3. Security dangers

Multiplayer games, can put your security at risk.







- If you share too much personal information, strangers may be able to access your name, email, phone number, and address.
- Large gaming communities are filled with cyberbullies.
- Hackers can cause your information to be <u>leaked</u> and viruses are easily spread.

Responsible gaming

- You can limit the dangers you are exposed to by:
 - Only playing games and chatting with people you know and trust.
 - Not using personal information in your username and passwords.
 - Not using a webcam.
 - Accept limits that your parents set to prevent unhealthy gaming habits.
 - Don't replace real-life activities like spending time with your family, meeting friends, homework, maintaining a healthy diet, getting enough exercise or sleep.
 - When you do encounter dangers, tell your parents. They will help you by family discussions and increased supervision.











Lesson 03

Protecting yourself from digital theft



It is irresponsible to leave your devices at risk by not taking proper safety precautions.

Different ways to protect your devices from theft:

1. Passwords

Passwords are the most secure with at least 8 characters of letters, numbers, and symbols.

2. Multi-factor authentication (MFA)

MFA requires at least two ways of identifying yourself, through passwords, pins, and security codes or personal questions.

3. Fingerprint authentication

This type of authentication will scan your finger as a way of confirming it's you.



4. Facial recognition

Facial recognition software will scan your face using your device's camera.

Only the user's face can be used to open their devices or devices' apps.

5. Full Encryption

Encryption protects your information so only you can access it on your device, as you have set your password.

- Companies in particular need to protect their websites and their customers' information.
 - Egypt has introduced the Data Protection Law to protect its citizens.
 - The Data Protection Law requires companies to use strict security stands to protect their data.
 - They must report immediately if they've been victims of data theft, and let their customers know immediately.
 - ✓ <u>It's important for individuals to report data theft.</u>
 - If you think your data has been compromised, tell a parent or trusted adult, they can let the proper authorities know.
 - Tell family and friends you communicate with online.



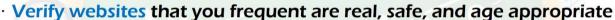


Lesson 04

Cyber security



- You have learned a lot about online safety precautions and strategies. Here is a brief recap.
 - Use safe web browsers
 - · Install anti-virus protection on your devices.
 - Only allow friends and family to view your social media.
 - Use strong passwords and change them every three months.



- · Verify information you find to make sure it is accurate.
- Don't communicate with people you don't know or who make you feel uncomfortable.
- Don't share personal information online.
- These precautions are all examples of cyber security. These protect electronic devices and personal data from attacks.

Types of cyber security threats

1. Malware

Malware is the greatest cyber security threat.

No matter how cautious you are, you may still get tricked.

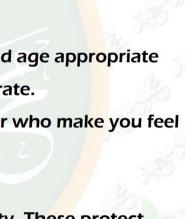
Scareware: is a type of malware that pretends to be a virus alert.

Scareware tells you to click on the link to help remove it, but the link is actually the virus!

Mobile malware is also problematic and unsecured Wi-Fi, for example, can open you up to malware threats.







2. Spoofing:

- Cyber criminals pretend to be a business, or a known person, in order to trick you to provide your information, or click on unsafe links.
- If you click on unsafe links, you are in danger of:
 - 1- Having your information compromised
 - 2- Money stolen
 - 3- Viruses installed on your devices.
- Examples of spoofing:
 - 1- A fake domain pretending to be a business
 - 2- A fake email account that has the name of a trusted service.
 - 3- Personal acquaintances of yours.

How to deal with cyber security threats

- Stay calm, but take a swift action.
- Let your contacts know right away so they avoid opening anything suspicious.
 This way you can protect those you know from the same cyber threat.
- Use anti-virus software to do a sweep of your computer and remove any viruses.
- · Confirm your security settings are up-to-date.
- · Change your passwords your device password, email, social media, etc.
- It is best to change all your passwords, even if you think you have only been hacked on one particular account.
- Report the threat to a trusted adult. They can decide if further action is necessary, such as reporting it to an internet service provider, or getting the authorities involved.
- Creating a personal online safety plan can prepare you for potential future issues. These can include how you will protect your personal devices and information from cyber criminals.









	Ques	stion 01	choose	tne	correct Answer	5	The state of the s
	devi	is t		only	the user's face can b	e use	d to open their
	a	Facial recog software	nition	(b)	Personal questions	©	Install new software
(2)	Egy	pt intro <mark>duc</mark> e	d	Law	to protect its citizen	s' dat	a. 2
	a	Data Protec	tion	(b)	Data encryption	©	Data recognition
(3)	way	of <mark>co</mark> nfirmin			hentication which w	/ill sca	30
<i>A</i> 3	a	Fingerprint Authentica		(b)	Facial Recognition	©	Multi Factor Authentication
	MFA	A i <mark>s a</mark> bbreviat					
4)	a	Multi-featur Identification		(b)	Multi-factor authentication	©	Multi-function Application
	Som	e games pro	mote vio	lenc	e, so this can make so	ome p	eo <mark>ple</mark>
9	a	friendly		(b)	aggressive	©	calm
	Elec	tronic games	can hel	p pro	mote		
6	a	Critical thin	king	(b)	creative thinking	©	both a and b
7		tronic <mark>games</mark> se games like		a lot	of fun, but there car	ı be p	roblems playing
	a	cyber bullyi	ng	(b)	critical thinking	©	having fun
	One	of psycholo	gical dar	igers	of electronic games	is	
9	a	feeling lone	ely	(b)	straining your eyes	©	affecting your sleep cycle
	One	of the physi	cal dang	ers o	f electronic games is		P
(10)	(a)	feeling lone	4	(b)	straining your eyes	©	stealing data
	The and		l disadva	ntag	es of electronic gam	es like	e security dangers
	a	physical da	ngers	(b)	psychological dangers	©	both a and b
(12)	One	of the psych	nological	dan	gers of electronic ga	mes is	377
	(a)	being depre	essed	(b)	eve strain	(c)	hackers attack









	Play	ring online games t	oo mu	ch can cause eye	1	
(13)	a	relax	(b)	strength	©	strain
	Stro	ng password conta	in at le	east cha	aracters.	
	a	two	(b)	three	©	eight
	J	will scar	your f	face using your d	evice's ca	mera
(15)	a	Fingerprint Authentication	(b)	Pins	©	Facial Recognition
(16)	If yo	ou think your da <mark>ta h</mark>	as bee	en compromised,	you shou	ld tell
	(3)	hacker	(b)	a parent	©	cyber bullies
(17)	From	m adv <mark>ant</mark> ages of ele	ectroni	c games encoura	ging	- No. 190
W	(3)	cy <mark>ber</mark> bullies	(b)	teamwork	©	violence
(18)		ial <mark>rec</mark> ognition scan fir <mark>m y</mark> our identity.	s your	face using your d	evice's	to
100	(1)	sc <mark>a</mark> nner 💮 💮	(b)	printer	(. cam <mark>e</mark> ra
			your i	information to be	leaked,	and vi <mark>ru</mark> ses are
(19)	easi	ly <mark>spr</mark> ead Friends	(b)	Hackers		Cyberbullies
25	0	requires at leas	et two		og vourse	
20		MFA	(h)	PIN	ig yourse	Password
	NV/b		rd voi		om	rassword
(21)	who	en creating passwo	ra, you	numbers and	om	100
	(1)	letters	(b)	symbols	©	both a and b
60	Fron	n the ways of	, piı	ns, passwor <mark>ds, an</mark>	d person	al questions
	a	Oss	(b)	MFA	©	GPS
	Larg	ge g <mark>aming co</mark> mmun	ities a	re filled with <mark></mark>		
(23)	(1)	data protection	(b)	cyberbullies	©	information
24)	Som	ne electronic games dangers.	promo	ote violence to so	me and t	his is considered as
	(1)	Psychological	(b)	Security	©	Physical
	Elec	tronic games can s	train ye	our and c	ause hea	daches.
(23)	(1)	hand	(b)	arm	•	eyes
~		kers can cause you	r inforr	mation to be	and v	iruses are easily
(26)	spre			lanked at 5		30
		protected		leaked		secured





400		is from the s	ecurity da	angers of electronic	game	s.
27)	(3)	Gain weight	В	Allow unknown people to access your name and e-mail	©	Anxiety and depression
30			their	immediately,	if they	y've been victims o
28)	data	theft.		200		2 300
		hackers		customers	•	parents
29)			mes too r	nuch can affect you		4 30
	(a)	life		sleep	(C)	energy
30				ation, and	can	(57)
	(1)	viruses	(b)	books	(6)	images
(31)	0	A requires at least		ways of identify	ring y	
	(a)	two	(b)	three	(c)	four
32		is the	greatest	cyber security threa	at.	
	(a)	Spoofing	(b)	Malware	(0)	Anti <mark>vi</mark> rus
33		en <mark>d</mark> ealing with t ng <mark>e t</mark> hem every		et you should use st	rong	passw <mark>or</mark> ds and
	(1)	three months	(b)	ten months	©	on <mark>e y</mark> ear
(34)	Use	a/an to do	o a sweep	o of your computer a	nd re	move any viruses
	a	word	(b)	spoofing	©	anti-virus
(35)	Top	orotect your comp	outer fron	n <mark>c</mark> yber security thre	ats,	
	(1)	use a <mark>nti-virus</mark>	(b)	change passwords every certain periods	©	both a and b
36)				u are in	of ha	ving your
3	info	rmation compror danger	nised.	safety		protection
(27)		9	as of mal		to bo	
(a)	•		pe or mar	ware that pret <mark>ends t</mark>	o be	
	(a)	Browser	(Scareware	6	Spoofing
(38)	-4-	the cy	ber secu	rity threat to a truste	ed adı	ult. y
5	(a)	Report	(b)	Don't tell	©	Install
39	Cyb	er criminals prete	end to be	a business is an exa	mple	of
1/2	(a)	malware	(b)	scareware	(c)	spoofing
40	To d		curity thi	reats, stay calm, but	take a	114
	a	slow	(b)	swift	©	wrong



ICT Primary 6 - first term



Question 02

put ($\sqrt{}$) or (\times)

1	Data protection is important for individuals only.	ر ال _ا)
2	It is not important for companies to protect their data.	1/2	1
3	Egypt established the Data Protection Law to protect its citizens' data.		9
4	Fingerprint Authentication is a type of authentication will scan your finger as a way of confirming it's you.	(1
5	Electronic games can relax your eyes and cause headaches.	1)
6	Facial Recognition will scan your face using your device's camera.	1	2)
7	Some electronic games promote violence.	13	9
8	There are no dangers while playing electronic games.	1)
9	You may become anxious and depressed because you are being bullied online.	213	-1
10	Feeling lonely from physical dangers of playing electronic games.	1)
11	Playing too often can help your sleep cycle.	1	1
12	Use a webcam to limit the dangers of electronic games.	16)
13	Never accept limits that your parents set to prevent unhealthy gaming habits.	1	d
14	Multi-Factor Authentication requires one way of identifying yourself.	1)
15	There are several disadvantages of electronic games like security dangers.	1	4
16	MFA stands for Multi-Factor Authentication.	1)
17	Companies must report immediately if they've been victims of data theft.	(1
18	MFA can confirm your identity through pins and personal questions.	ح ال	1
19	Full Encryption protects your information so everyone can access it on their device.	1	-
20	Gaining weight is one of electronic games dangers.	1)
21	Electronic games can be fun, but they impact health.	1	1
22	You can protect your devices from theft by setting a weak password.	-62)
23	Strong passwords must contain three characters.	(1



24	If you think your data has been compromised, you shouldn't tell a parent or trusted adult.	1	الرس
25	Fingerprint Authentication is a way only the user's face can be used to open their devices or devices' apps.))	9)
26	You should play a lot of electronic games to fall asleep quickly.	1/2	D
27	Electronic games can stretch your back.	الرا	0)
28	Electronic games may keep you stimulated and prevent you from falling asleep.	્	1
29	Multiplayer games can put your security at risk.	D	
30	It is irresponsible to leave your devices at risk by not taking proper safety precautions.	9	1
31	To limit the dangers of electronic games, use personal information in username.	13	9
32	Do not communicate with people you don't know or who make you feel uncomfortable.	1	
33	Use any application to do a sweep of your computer and remove any viruses.	y J)
34	From the ways of protecting your device from threats is to install anti-virus protection	1	3
35	It's a good idea to change all your passwords, even if you think you only have one account that's been hacked.	26)
36	It is not important that you report the threats to a trusted adult.	1	D
37	Mobile malware is problematic.	1)
38	Full encryption works on protecting your information so you're the only one who will have access to it.	1	1)
39	Using weak passwords and making it fixed is one of the safety precautions when dealing with the internet.	()
40	From the safety strategies is verifying the websites that you frequent are real, safe, and age appropriate.	(12
41	Verifying information you find to make sure it is accurate is one of the safety precautions when dealing with the internet.	ح ال	1
42	You should install anti-virus to protect your devices.	1	-1
43	It is safe to communicate with unknown people online.)
44	You should insure that security setting is up-to-date.	(1
45	Anxiety and depression are considered from the psychological dangers of over usage of electronic games.	gr.)
46	If you faced a danger while playing electronic games ask your parents for help.	1	



ICT Primary 6 - first term



Eye strain and backbend problem are considered from security	(زار
Fingerprint authentication is done by scanning your face using camera.	D.	0)
Tell your parents or a trusted adult when you face a data theft.	1/2	D
Passwords that consist of random numbers and symbols of eight length or more is the most secure password.		0)
Data protection law requires companies to use strict security standards and principles.	T	b
	dangers of over usage of electronic games. Fingerprint authentication is done by scanning your face using camera. Tell your parents or a trusted adult when you face a data theft. Passwords that consist of random numbers and symbols of eight length or more is the most secure password. Data protection law requires companies to use strict security	dangers of over usage of electronic games. Fingerprint authentication is done by scanning your face using camera. Tell your parents or a trusted adult when you face a data theft. Passwords that consist of random numbers and symbols of eight length or more is the most secure password. Data protection law requires companies to use strict security

انتهت الأسئلة مع أطيب الامنيات بالنجاح والتوفيق



Model Answers

ICT

November Revision















Que	stion 01 choo	se the	correct Answer	5	1
	is the wa	THE NAME OF THE PARTY OF THE PA	the user's face can b	e use	d to open their
(a)	Facial recognition software		Personal questions	©	Install new software
Egy	/pt intro <mark>duc</mark> ed	Law	to protect its citizen	s' dat	a.
a	Data Protection	(b)	Data encryption	(c)	Data recognition
Julian S	is a type	e of au	thentication which w	/ill sca	an yo <mark>ur</mark> thumb as a
wa	y of <mark>c</mark> onfirming it's y	ou.			2 30 4
(3)	<u>Fingerprint</u> <u>Authentication</u>	(b)	Facial Recognition	©	Multi Factor Authentication
MF	A i <mark>s a</mark> bbreviation of				
a	Multi-feature Identification	b	Multi-factor authentication	©	Mul <mark>ti-</mark> function Application
Son	ne games promote v	violenc	e, so this can make so	ome p	peo <mark>ple</mark>
(1)	friendly	(b)	<u>aggressive</u>	©	calm
Ele	ctronic games can h	elp pro	omote		
(a)	Critical thinking	(b)	creative thinking	(c)	both a and b
	ctronic <mark>games, ca</mark> n l se games like	oe a lot	of fun, but there car	be p	problems playing
(a)	cyber bullying	(b)	critical thinking	(c)	having fun
On	e of p <mark>sychologic</mark> al d	angers	of electronic games	is	
a	feeling lonely	(b)	straining your eyes	©	affecting your sleep cycle
On	e of the physical da	ngers c	of electronic games is	///5	
(3)	feeling lonely	b	straining your eyes	©	stealing data
The and		lvantag	ges of electronic gam	es like	e security dangers
(1)	physical dangers	(b)	psychological dangers	©	both a and b
On	e of the psychologic	al dan	gers of electronic gai	mes is	5
	boing doprossed	(h)	ovo strain		backers attack







(13)	Play	ring online games to	oo mu	ch can cause eye .		
	(a)	relax	(b)	strength	©	strain
(14)	Stro	ng password conta	in at le	east cha	aracters.	
	(1)	two	(b)	three	©	eight
	y	will scar	your f	face using your de	evice's ca	mera
(15)	a	Fingerprint Authentication	(b)	Pins	•	Facial Recognition
(16)	If yo	ou think your da <mark>ta h</mark>	as bee	en compromised, y	you shou	ld tell
W	(3)	hacker	(b)	<u>a parent</u>	©	cyber bullies
(17)	Fron	n adv <mark>antages of ele</mark>	ectroni	c games encourag	ging	
W	(1)	cy <mark>ber</mark> bullies	(b)	<u>teamwork</u>	©	vio <mark>len</mark> ce
		al recognition scan	s your	face using your d	evice's	to
(18)	(a)	fir <mark>m y</mark> our identity. scanner	(b)	printer		. <u>camera</u>
		<mark></mark> can cause	e your i		leaked, a	
(19)	easi	ly <mark>sp</mark> read			7	
	(a)	Friends	(b)	<u>Hackers</u>	(6)	Cyber bullies
60		requires at leas	st two	ways of identifyin	g yourse	lf.
9	(3)	MFA	(b)	PIN	©	Password
	Who	<mark>en c</mark> reating passwo	rd, you	ı <mark>sh</mark> ould use rand	om	········ (
	(3)	letters	(b)	numbers and symbols	©	both a and b
(22)	From	n the ways of	, piı	ns, passwor <mark>ds, an</mark>	d person	al questions
	a	Oss	(b)	MFA	©	GPS
(23)	Larg	ge <mark>gaming co</mark> mmun	ities a	e filled with		
49	a	data protection	(b)	cyberbullies	©	information
	Som		promo	ote violence to so	me and t	his is considered as
24)	(a)	dangers. <u>Psychological</u>	(b)	Security	(c)	Physical
34	Elec	tronic games can s	train v	A CO	ause hea	
(25)	(a)	hand	(b)	arm	(eves
	Hac	kers can cause you	r inforr		and v	L. Maria
26	spre				250	40 50
1	(a)	protected	(b)	<u>leaked</u>	(c)	secured





300		is from the s	ecurity d	angers of electronic	game	s.
27)	(3)	Gain weight	(b)	Allow unknown people to access your name and e-mail	©	Anxiety and depression
28)		npanies must tell a theft.	their	immediately,	if they	y've been victims o
0	(3)	hackers	(b)	customers	©	parents
60	Play	ring electronic ga	mes too i	much can affect you	r	cycle.
	(3)	life 500	(b)	sleep	©	energy
60	Hac	kers can ste <mark>al yo</mark>	ur inform	ation, and	can	easily spread.
99	a	<u>viruses</u>	(b)	books	©	images
(31)	MFA	A req <mark>uire</mark> s at leas	t	ways of identify	ing y	our <mark>self</mark> .
(a)	(3)	<u>two</u>	(b)	three	©	four
32		is the	e greatest	cyber security threa	it.	
	(a)	Spoofing	(b)	Malware	(c)	Anti <mark>vi</mark> rus (
33		en <mark>d</mark> ealing with t ng <mark>e t</mark> hem every		et you should use st	rong	passw <mark>or</mark> ds and
	(3)	three months	(b)	ten months	©	on <mark>e y</mark> ear
34	Use	a/an to d	o a sweep	o of your computer a	nd re	move any viruses
	a	word	(b)	spoofing	©	anti-virus
(35)	Top	orotect your com	puter fron	<mark>n c</mark> yber security thre	ats,	
	(3)	use anti-virus	(b)	change passwords every certain periods	©	both a and b
(36)				u are in	of ha	ving your
3	a	rmation comproi danger	misea.	safety	©	protection
(37)	10	is a ty	pe of mal	ware that pretends	to be	a virus ale <mark>rt.</mark>
A. A. S.	a	Browser	(b)	<u>Scareware</u>	0	Spoofing
(38)		the c	yber secu	rity threat to a truste	ed adı	ult. 🚱 👙
3.0	a	Report	(b)	Don't tell	©	Install
39	Cyb	er criminals prete	end to be	a business is an exa	mple	of
/4:	a	malware	(b)	scareware	©	spoofing
40	To c		ecurity th	reats, stay calm, but	take a	
	a	slow	(b)	swift	©	wrong







Question 02

put ($\sqrt{}$) or (\times)

	12 S S S 12 S S S S	
1	Data protection is important for individuals only.	×
2	It is not important for companies to protect their data.	×
3	Egypt established the Data Protection Law to protect its citizens' data.	V
4	Fingerprint Authentication is a type of authentication will scan your finger as a way of confirming it's you.	V
5	Electronic games can relax your eyes and cause headaches.	×
6	Facial Recognition will scan your face using your device's camera.	V
7	Some electronic games promote violence.	
8	There are no dangers while playing electronic games.	×
9	You may become anxious and depressed because you are being bullied online.	Y
10	Feeling lonely from physical dangers of playing electronic games.	×
11	Playing too often can help your sleep cycle.	×
12	Use a webcam to limit the dangers of electronic games.	×
13	Never accept limits that your parents set to prevent unhealthy gaming habits.	×
14)	Multi-Factor Authentication requires one way of identifying yourself.	*
15	There are several disadvantages of electronic games like security dangers.	
16	MFA stands for Multi-Factor Authentication.	
17	Companies must report immediately if they've been victims of data theft.	V
18	MFA can confirm your identity through pins and personal questions.	ý √
19	Full Encryption protects your information so everyone can access it on their device.	×
20	Gaining weight is one of electronic games dangers.	
21	Electronic games can be fun, but they impact health.	V
22	You can protect your devices from theft by setting a weak password.	*
0		

Strong passwords must contain three characters.







24	If you think your data has been compromised, you shouldn't tell a parent or trusted adult.	×
25	Fingerprint Authentication is a way only the user's face can be used to open their devices or devices' apps.	×
26	You should play a lot of electronic games to fall asleep quickly.	×
27	Electronic games can stretch your back.	×
28	Electronic games may keep you stimulated and prevent you from falling asleep.	V
29	Multiplayer games can put your security at risk.	V
30	It is irresponsible to leave your devices at risk by not taking proper safety precautions.	(
31	To limit the dangers of electronic games, use personal information in username.	×
32	Do not communicate with people you don't know or who make you feel uncomfortable.	V
33	Use any application to do a sweep of your computer and remove any viruses.	×
34	From the ways of protecting your device from threats is to install anti-virus protection	
35	It's a good idea to change all your passwords, even if you think you only have one account that's been hacked.	
36	It is not important that you report the threats to a trusted adult.	×
37)	Mobile malware is problematic.	
38	Full encryption works on protecting your information so you're the only one who will have access to it.	
39	Using weak passwords and making it fixed is one of the safety precautions when dealing with the internet.	×
40	From the safety strategies is verifying the websites that you frequent are real, safe, and age appropriate. Verifying information you find to make sure it is accurate is one of	
41	the safety precautions when dealing with the internet.	0 💚
42	You should install anti-virus to protect your devices.	
43	It is safe to communicate with unknown people online.	×
44	You should insure that security setting is up-to-date.	V
45	Anxiety and depression are considered from the psychological dangers of over usage of electronic games.	S
46	If you faced a danger while playing electronic games ask your parents for help.	V



Primary 6 - first term







Fingerprint authentication is done by scanning your face using camera.



49 Tell your parents or a trusted adult when you face a data theft.



Passwords that consist of random numbers and symbols of eight length or more is the most secure password.



Data protection law requires companies to use strict security standards and principles.



انتهت الأسئلة مع أطيب الامنيات بالنجاح والتوفيق