Session Plan - Password design

Title: Good password. Bad password

Aim

The aim of this session is to learn to identify good passwords to use in online accounts.

Objectives

By the end of the session, participants will be able to:

- List the two characteristics of a good password
- Give at least 3 examples of bad passwords
- Give at least 3 examples of good passwords

Key learning points

- 1. A good password is both unique and long
- 2. When in doubt, create a password that's 12 characters long

Methodologies and timings

Time	Trainer outline	Resources / Materials
In mins	Outline what you will say and do	List materials needed
5	Icebreaker: Object near you (Will be useful for password generation)	
	Say: I want you to tell me what the object is, and how long you think you have had it for	
5	Ask: how would you describe a good password? Say: there are two pieces of information that you will need to remember from today	- Slides: containing pairs of passwords
	Ask: who can explain what uniqueness means?	
	Practice: which one of these two is more unique? Why?	
2	Say: the longer the password, the more unique it can be.	
	Say: When in doubt, create a password that's 12 characters long	

5	Present bad passwords, using rockyou list Ask: what are things that are common about these passwords? Has anyone ever used these passwords (I have!)? In what situations have you used these passwords? Why is this an issue? Say: top 8 most common passwords make up 8% of all passwords.	- List of top 1000 used passwords
4	Draw from a hat: ask audience if this is a good or bad password	- Jamboard: https:// jamboard.google.co m/d/ 1FyNtov8HZebN80z IMUjiA3OrbfUjyFkek fmo7HLav5Q/edit? usp=sharing
6	Breakout room: come up with as many passwords that fit the above criteria as possible. Say: explain hint using your nearest object	- Predefined breakout rooms, 2 groups - https:// www.passwordmonste r.com/
2	Follow up: ask participants to rate passwords along axis of uniqueness. Ask: before going on break, any questions?	