The Hacker Highschool (HHS) project is a series of workbooks researched and edited by the non-profit security research organization, ISECOM, and written and translated by the combined efforts of over 100 volunteers worldwide. The result of this research shows how teens learn best and what they need to know to be better students, better hackers, and better people. HHS is an ever-growing collection of lessons written to the teen audience and cover specific subjects that are timely, interesting, and important for teens.

Hacker Highschool
SECURITY AWARENESS FOR TEENS

Hacking is a method of problem solving that combines resourcefulness, logic, creativity, and study. It teaches teens to understand how to try to comprehend how things work (such as with the Scientific Method) and to further learn by doing. Hacking is usefully applied in nearly all fields as it builds upon what is known to create new things, foods, designs, etc. When applied to computers and networks, it also teaches safety and security in a world quickly drowning in information where to be smarter, safer, and better they need to know the facts from the fraud, the real from the fake, and the bad from the good.

Lessons in Development:

Lesson 01: Being a Hacker
Lesson 02: Essential Commands
Lesson 03: Ports and Protocols
Lesson 04: Playing with Daemons
Lesson 05: System Identification
Lesson 06: Malware
Lesson 07: Attack Analysis
Lesson 08: Computer Forensics

Lesson 09: E-mail Hacking
Lesson 10: Web Hacking
Lesson 11: Password Cracking
Lesson 12: Hacking the Law
Lesson 13: Hacking Clouds
Lesson 14: Hacking Databases
Lesson 15: Doxing
Lesson 16: Exploits
Lesson 17: Mobile Hacking
Lesson 18: Locks and Blocks

Lesson 19: Hacking Wireless
Lesson 20: Social Engineering
Lesson 21: Hacktivism
Lesson 22: Bullying

The number of lessons keeps growing. If there's a need, we're ready to make a new lesson for it!

What's in a Hacker Highschool lesson?

Each HHS lesson is designed to be self-contained learning, no teacher required. Why? Because hacking is about discovery and that needs to be learned, not taught. The lessons are all technically correct, promote good moral behavior, as well as resourcefulness, technical know-how, and most importantly, empathy. The lessons do talk about hacking and are at times sassy but because they talk to teens at their level and keep their interest. Lessons are multi-level with a "Feed Your Head" section for those who want advanced know-how and a continuing story about a teen hacker called "Game Over" provides the lesson in real-world context. Finally, each lesson focuses on open source tools where possible and are as free from commercial product name-dropping as possible.

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