

Copyrights and Plagiarism

Teacher: Cynthia Campbell		Date: Summer/Fall 2013
Subject: Computer Apps I, Computer Apps II, Business Communications		
Standards & Elements	ISTE NETS-S: 1c, 1d, 2a, 2d, 3a, 3d, 4a, 4c, 5a, 5c, 5d BCS-BCP-9: b-d, BCS-CA1-1: a-c, BCS-CA1-2 :a,b,d,e, BCS-CA2-1.: a-f understand that copyright is a legal system that protects their rights to creative work. compare different ways people license their copyrighted work.	
Essential Question	<i>How can I make responsible choices when I use other people's creative work? What rights do I have as a creator?</i>	
Describe how differentiation is addressed throughout the lesson:	Media and presentation variety: teacher guided presentation, posters, infographics, written directions and materials, audio, video, interactive game, Web 2.0 tools.	
Accommodations/Modifications	Students with reading deficits will pair with peers who are good readers for the independent work session. Students can use Windows Narrator if needed.	
Materials: Tech-notebooks, pens, projector, computers, Today's Vocabulary sheets, flash drives <u>Teacher Materials:</u> http://cgcatech.weebly.com/ Today's Links: http://cgcatech.weebly.com/copyright.html	Lesson Cycle:	
	Opening:	<p>Upon arrival: Students copy the info from the <u>Tech-book Info Board</u> onto the designated page in their Media journals. Info includes links we will use in Computer Lab. Also - students staple the "Today's Vocabulary" sheet into their notebooks.</p> <p>Students will be given a Pre-Assessment called: PROTECT YOUR WORK, RESPECT YOUR WORK. This is located on the Tech Ed website homepage.</p> <p>POINT OUT to students that they are all creators. Ask them to think about times they recorded an idea they had – whether they wrote something down, uploaded it onto the</p>

<p>www.goanimate.com</p> <p><i>Apps and Websites:</i> GO Animate, Photo Story, Bundlr Cgcatech.weebly.com.</p>		<p>Internet, took a picture or video, or made something for class. Now ask them to think about a time when they've used things online that others have created, such as copying and pasting or downloading something from the Internet. Tell students that they will watch a video about a real girl who is a writer and shares her writing online. TEACHER GUIDE TO DISCUSSION AND VIDEO IS ON WEBSITE HOMEPAGE. Show the video. Discuss. Pass out the: 411 for Creators Student Handout and have students work on in pairs or small groups.</p>
<p>Assessment: Use Photo Story or GoAnimate to demonstrate new copyright knowledge. Rubric on Website.</p> <p>Key Vocabulary</p> <ul style="list-style-type: none"> • creative work: any idea or artistic creation that is recorded in some form, whether it's hard copy or digital. • copyright: a law that protects your control over the creative work you make so that people must get your permission before they copy, share, or perform your work. • Creative Commons: a kind of copyright that makes it easier for people to copy, share, and build on your creative work, as long as they give you credit for it. • license: a clear way to define the copyright of your creative 	<p>Work Session: In the computer lab.</p>	<p>Students will investigate the ideas of copyright and plagiarism by utilizing the Bundlr pack on the website. cgcatech.weebly.com. Directions for using the curated copyright resources can be found in the notes on the Bundlr collection. Remind students to ask for help when needed.</p> <p>Students will apply the knowledge that they have gained in this activity to a GoAnimate or Photo Story video. Students are to post their videos/links to Edmodo.</p>
	<p>Closing:</p>	<p>Upon return - pass out the PRETESTS and tell students to change any answers that they might want to - and then pass out the answers and discuss.</p> <p>Videos will be watched and discussed.</p>
	<p>FOLLOW UP</p>	<p>AS a follow up : Students are to watch all the videos that were made by their classmates and offer a useful comment on Edmodo by the videos.</p>

work so people know how it can be used.

fair use: the ability to use a small amount of someone's creative work without permission, but only in certain ways

commercial purposes: a use in connection with a business, usually for profit

public domain: creative work that's not protected by copyright and is therefore free for one to use

Homework:

This lesson comes from Common Sense Media, www.common sense.org/educators