

INTERNET SAFETY AND RESPONSIBILITY INTELLECTUAL PROPERTY, COPYRIGHT AND FAIR USE

1. Introduction and essential information
2. Required lesson
3. Optional lessons and activities
4. Additional resources
5. Standards alignment

Introduction and Essential Information

In today's global use of fast-paced communication and ever changing technology, students require adult guidance and direction in how to use technology ethically and responsibly.

Copyright ownership occurs immediately as soon as a new idea, image, document or piece of media is completed. It is essential to give credit to the original creator by citing the source, thus avoiding plagiarism even when a document is simply revised or paraphrased. "Cut and Paste" without citing the source is a common infraction when students are in a hurry or out of time.

It is the responsibility of every teacher to teach the simple skills of quoting, paraphrasing and summarizing followed by an accurate bibliography when a research paper or project is assigned.

Vocabulary

Copyright – the owner has control of what can be done with their intellectual property

Fair Use – exceptions and limitations to copyright law that allow the public to use portions of copyrighted material

Hacking– accessing someone's computer without permission regardless of the activity or intent

Intellectual Property – original work protected by copyright law

Piracy – term used when music, movies and software are copied and "burned" illegally

Plagiarism– "stealing" someone else's work and pretending it's yours

Public Domain – materials that are not protected by copyright law that can be used by the public without permission or payment

INTELLECTUAL PROPERTY, COPYRIGHT AND FAIR USE

Required Lesson: Grade 7

1. Power Point Presentation: Internet Safety: Intellectual Property, Copyright and Fair Use Laws (included on CD – IntellectProp.ppt)

This presentation can be delivered by the school librarian as a presentation in the library or by individual teacher(s) within their classrooms based on the school's configuration.

Your school librarian may choose to substitute a presentation of his/her own and may have other additional activities to suggest.

INTELLECTUAL PROPERTY, COPYRIGHT AND FAIR USE

Optional Lessons & Activities

1. When Marion Copied by Brook Berg. Classroom teacher or librarian can read this picture book to the class or entire team as an introductory activity to this lesson. Request this book from your librarian as an interlibrary loan if your library doesn't own a copy.

2. Copyright Activity from PPT Slide #6:

This activity can be done either in class or as a homework assignment.

Instructions to students:

From where you are sitting make a list of original work found in the classroom.

Now get up and closely examine other possible pieces of work by locating the © symbol either on the bottom or hidden in small print. Add these to your list too!

3. Bibliography Practice Activity: Students will wander the library or classroom where books, computer sites (screen shots on paper), encyclopedias and magazines (screen shots on paper) etc. are displayed. They will fill in the blanks on the handout provided.

Create a Bibliography Information Worksheet that best fits the project requirements (ie., one that includes the types of sources for which you want students to practice finding bibliographic information). A sample is provided in your binder and on your CD (BibInfoWksht.doc). Set up the teaching area with enough materials to accommodate the number of students in the group. (If there are 25 students, provide at least 14 books, 6 Internet sites and 6 encyclopedias. Add additional books if requiring the students to research "Books by Two or More Authors" and more computers for "Online Magazine Sites"). Spread out the reference materials on several tables so students can wander around looking for the correct reference to match the fill-in-the-blanks on their handout.

4. Two Day Plagiarism Lesson: Students are divided into 5 groups. Each group is assigned a different type of plagiarism to research and present to the class the following day. A copy of this activity is included in your binder and on your CD (PlagLesson.doc).

5. CyberSmart! Considering Copying lesson for grades 6-8.

Students consider possible ways to copy others' works using the Internet and learn that many forms of copying are illegal or unethical. The lesson plan is available online at http://www.cybersmartcurriculum.org/lesson_plans/68_09.asp . Student activity handouts are included in your binder and on your CD (CyberSmartCopying.pdf).

6. iSafe Intellectual Property and Copyright lessons for grades 7 and 8. These lessons are included in your binder and on your CD (iSafeIntelPropGr7.pdf, iSafeIntelPropGr8.pdf, and iSafeCopy&FairUse.pdf).

7. Copyright Protection and Permission: The Copyright Society of the USA

This activity allows students to experience what it's like to have someone change or "steal" their work. Introduces & reinforces basic concepts of copyright. A copy has been included in your binder and on your CD (CopyProtectLesson.doc).

8. Copyright Web: The Copyright Society of the USA

Reinforces the concept of what kinds of works are protected by copyright. Part of the lesson could be used as homework or a quiz. The lesson is included in your binder and on your CD (CopyWebLesson.doc).

9. The Copyright Challenge: An online, interactive quiz, good for review or reinforcement. Found at <http://www.copyrightkids.org/quizframes.htm>.

INTELLECTUAL PROPERTY, COPYRIGHT AND FAIR USE

Additional Resources

Audiovisual:

Cheating & Plagiarism (In-the-Mix Series) by Sue Castle Recommended as an 8th grade discussion/review tool

Intellectual Property Theft, iSAFE Webcast 3, DVD, 9 minutes

Books/Reference Materials:

Gibaldi, Joseph. MLA Handbook for Writers of Research Papers. 6th Edition. New York, New York: The Modern Language Association of America, 2003.

Russell, Carrie. Complete Copyright – An Everyday Guide for Librarians. Chicago: American Library Association, 2004.

Simpson, Carol. Copyright for Schools - A Practical Guide 3rd Edition. Worthington, Ohio: Linworth Publishing, 2001.

Valenza, Joyce Kasman. Power Tools Recharged. Chicago, Illinois: American Library Association, 2004.

Internet:

Cyber Smart!

<http://www.cybersmart.org/home/>

Free curriculum and professional development available to educators. All lessons and activities are tied to national standards. Well organized and helpful.

iSafe

<http://www.isafe.org/>

http://www.isafe.org/channels/sub.php?ch=ed&sub_id=media – *direct link to web casts*

Free curriculum, webcasts, and activities for educators, parents, students, and law enforcement agents. Student contests are available. It is a bit cumbersome to navigate, but there are many quality resources and training opportunities. The webcasts are especially worthwhile.

Copyright Society of the U.S.

http://www.csusa.org/caw/caw_2006_teachers_middle.htm

Additional copyright lessons can be found at this site.

INTELLECTUAL PROPERTY, COPYRIGHT AND FAIR USE

Lessons on Intellectual Property address the ASD, State and National Standards:

The lessons in this unit address the following national, state, and ASD standards:

ASD Technology Frameworks

Framework 3.2 Ethical Use

- 3.2.3: States that violation of copyright law is a crime.
- 3.2.4: Models ethical behavior and acceptable practice in use of technology and technological resources.
- 3.2.7: Identifies, as intellectual property, work created using a computer.
- 3.2.8: Describes the right of an individual to ownership of his/her created computer work.
- 3.2.9: Understands and models ethics relating to copyright laws.
- 3.2.10: Explains that the copyright law protects what a person or a company has created and placed on a diskette.
- 3.2.11: Identifies examples of copyright law violations and possible penalties.
- 3.2.12: Discriminates between types of data as to which are public and private.
- 3.2.13: Demonstrates knowledge of safe and ethical procedures related to sharing personal information.
- 3.2.14: Participates in ethical situations, experiences (e.g., role playing, elimination of jobs, intellectual property, case studies).
- 3.2.15: Acknowledges sources of information and awareness of legal/ethical issues.

ASD Library Standards and Alaska Content Standards for Library/Information Literacy

Standard E: A student should understand ethical, legal, and social behavior with respect to information resources.

- Indicator 1: use the library materials and information resources responsibly.
- Indicator 2: understand and respect the principles of intellectual freedom.
- Indicator 3: understand and respect intellectual property rights and copyright laws.
- Indicator 4: develop and use citations and bibliographies.

Alaska Content Standards for Technology

Standard E: A student should be able to use technology responsibly and understand its impact on individuals and society.

- Indicator 2: discriminate between responsible and irresponsible uses of technology;
- Indicator 3: respect others' rights of privacy in electronic environments;
- Indicator 4: demonstrate ethical and legal behavior regarding intellectual property, which is the manifestation of an original idea, such as computer software, music, or literature.

ISTE National Educational Technology Standards
(International Society for Technology in Education)

Standard 2: Social, ethical, and human issues

A student who meets this standard should meet the following indicators:

- Students understand the ethical, cultural, and societal issues related to technology.
- Students practice responsible use of technology systems, information, and software.
- Students develop positive attitudes toward technology uses that support lifelong learning, collaboration, personal pursuits and productivity.

AASL Information Literacy Standards for Student Learning
(American Association of School Librarians)

Standard 8: The student who contributes positively to the learning community and to society is information literate and practices ethical behavior in regard to information and information technology.

Indicator 1: Respects the principles of intellectual freedom

Indicator 2: Respects intellectual property rights.

Indicator 3: Uses information technology responsibly.