

Digital Citizenship Lesson Plan
Copyright Rules

General Topic (as defined in the Digital Literacy Framework)	DG3
Digital Citizenship g) Creative Credit and Copyright	
Applicable Grade Range	
6-9	
Outcome(s) to be Addressed	
The student understands copyright and licence rules, fair use, and the rights he/she has as a creator.	
Importance / Significance of Lesson	
Any piece of work created (books, videos, movies, etc.) belongs to the person that created it. As students get older and start writing more detailed and factual research papers, they need to understand that they must give credit to people if they use their materials to develop or support their own work.	
Duration	
30 minutes	
Overview	
Students will develop an understanding of copyright and fair use practices by researching definitions in groups, watching a video and doing a small amount of writing in class.	
Required Resources	
Computer hooked up to a projector	

Lesson Plan and Extension Activities

Have students take five minutes to write a paragraph telling the reader what their favourite animal is and why (topics can be adapted to suit your specific needs). As students write, monitor their work and choose one to share. Tell students you are going to give them your favourite animal and then read the work of a student. Gauge their reaction when you tell them it is your work. Ask the student whose work you read how they felt when you told the class it was your work. Ask other students if you think it was fair of you to take on that student's work as your own. Tell the students that today the class will be exploring copyright and understanding their own rights when it comes to ideas and work that they create.

Define copyright – have students look up the definition of copyright from Wikipedia, a dictionary or another reasonable source and work as a class to come up with a definition to work from. The definition should include that copyright pertains to ORIGINAL works created by individuals that include various forms of media (stories, music files, poems, artwork, software, etc.) but not ideas or concepts.

Ask the students how you could have given credit to the student for their 'favourite animal' work. Outline that students have certain rights over any original work that they create (stories, music, etc.), but if they use someone else's material to supplement their work, they are required by law to give credit to the other person who owns a copyright of their own original work. Therefore, you would have had to give credit to [student] if you wanted to use his/her writing in a book you were compiling, otherwise you could be breaking copyright laws.

Watch the video uploaded by Kristina Skywalker at :
<http://www.youtube.com/watch?v=hdOYE-FLNuo>

Define 'Fair Use' in a similar manner to above. Fair use allows for the use of parts copyrighted materials without obtaining permission depending on what the information will be used for and how it will be used. For instance, a teacher copying a worksheet for their students to complete

off the internet is done using the principles of ‘fair use’; however, if the teacher attached it to their website and distributed it as their own work, that would be copyright infringement.

Note that students have legal rights to any original works that they create. That means that the stories and poems that they write in class cannot be used by anybody else without their permission. The same goes for pictures they take and share online. They cannot be used by a company for an advertisement without the owner’s consent.

Emphasize that this is important for students to remember as they create presentations and websites and do research for papers. In order to recognize copyright laws, they must give credit to the owner of the information.

Adaptations

Younger students might be more interested in lesson DG2 on Plagiarism.

Older students will be able to develop more complex definitions and understandings of the concept of copyright and fair use and will be able to do more independent study using the additional resources attached below.

Additional Resources

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

<http://www.teachingcopyright.org/curriculum/hs> - a great set of lessons for teachers to use

http://www.cyberbee.com/cb_copyright.swf a cool Q&A site for kids around copyright

Cross-curricular Outcomes Also Addressed

Social Studies – research skills

Language Arts – writing personal information, viewing for information

~developed by Kristin Sward, 2014



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