Why is it important that I know my rights and responsibilities as a user and a creator of media?

Creative Credit, Copyright, and Fair Use 1. Question & Research Task

With so much information and media available on the Internet, it can be difficult to know when it's OK to use something in your own creative work, or when that might be considered <u>unethical</u> (wrong) or even illegal. Much of what is published on the Internet is copyrighted. So how can you use what you find on the internet fairly and ethically?

In turn, how can you protect your own original creative work, so that other users don't take credit for it or use it in ways you don't approve?

In this Slam Dunk lesson, you will conduct brief, focused research to help you answer the inquiry question:

Your teacher will show the video above to build some background knowledge about copyright. While watching, think about:

- When is it OK to use someone's creative work?
- When is it <u>unethical</u> to use someone's creative work?



 SLIDE NAVIGATION

 1
 2
 3
 4
 5
 6
 Next

2. Information Sources

Choose several of the information sources linked here to complete the Student Activity on Slide 3.

- <u>Copyright</u> BrainPop video*
- <u>Copyright</u> Article*
- FAQs: <u>Copyright</u> | <u>Public Domain</u> | <u>Fair Use</u>
- <u>Use Information Correctly Copyright and Fair Use</u> Article
- <u>Copyright and Creative Commons</u>*
- <u>Piracy Online</u>*
- YouTube Copyright School YouTube video

	SLIDE N						
	1	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>Next</u>
	601						
_	CUP	YRI	GHT	LAVV	_		
				_		6	2
						C	
			-				
			<u> </u>	©			
	and the second	and the second	NAME DI NAMA	anter fan street fe	and the second		

Select the image above to view the video Copyright and Fair Use. Image Source: Common Sense Media

*Before accessing BCPS Digital Content, you may need to login. Please see your teacher/librarian for login information. Your teacher needs to show the YouTube video.

3. Student Activity

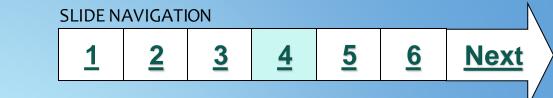
Factors of Fair Use."

Student Activity	SLIDE NAVIGATION								
Student Activity		1	2	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>Next</u>	
Use the information sources on Slide 2 and this <u>note-taking organizer</u> to:									
1. Define these key vocabulary words:	EXPLORE: THE FOUR FACTORS OF FAIR	USE		wc ori	the purpos ork is educa iginal work i to somethin	tional or the	e ned		
Creative Work				_		.			
Creative Commons	It's more likely to	the amount used is only a small portion of			Schoolwork			the nature of the original work is	
Copyright License	be fair use if	does i	riginal work not include t" of the wor	the	• Critici		on fact (I	n or based rather than	
Parody		near	t of the wor	Г К.		reporting	creative	or fictional).	
Piracy				t	the effect o	of the new			
Plagiarize				wo	ork does not gative impa	t include an	У		
Public Domain Fair Use					eator or the iginal work (е		
	Commonsense.org/education Shareable with attribution for noncommercial use. Remixing is permitted.					Common sense education [®]			
2. Identify and describe the "Four	Image Source: Common Sense Edu	ication							

CLIDE NAVIC ATION

Image Source: Common Sense Education

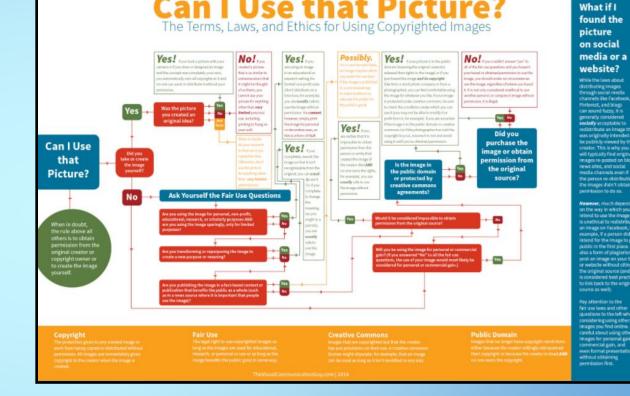
4. Assessment Activity



First, take the Schoology Quiz on Creative Credit & Copyright (assigned by your teacher).

Then, apply your learning by examining these Fair Use Scenarios to determine whether they are examples of Fair Use.

• Keep in mind: For each example, the authors did not get permission to use the copyrighted works.



Select the image above to view an infographic about fair use and images.

Image Source: <u>The Visual Communication Guy</u>.

5. Enrichment Activities



Fair Use Collage

Traditional Copyright Creative Commons Public (cc) d) Domain Work may be used Work can be used, Work cannot be used, without permission, adapted, copied, and adapted, copied, or published without the published, completely but only under certain without restrictions. creator's permission circumstances. no permission needed. **Creators set rules for the** What does it apply to? What does it apply to? way their work is used. ()Work published prior to All original work 1923, work by long-dead is protected under What does it apply to? creators, and work that copyright when it's creators have placed in **Only work that creators** created. the Public Domain. have chosen to designate as Creative Commons.

Click the image above to see a larger image.

1. Cut out (copyrighted) images from magazines. Using glue and construction paper, mix images together into a collage.

2. Rework and change the images to <u>create a new</u>, <u>original work</u> that would qualify for fair use of the copyrighted material. Display your collage on the classroom walls and have everyone look at the work.

OR

Steps

- Create a digital version by copying and pasting images into a Google Doc (or Slides) and following step 2 above.
- 3. Examine how well each collage fits the key points of fair use. Then vote for the "best fair use collage" in class. Refer to the Four Points of Fair Use to double check that you are using your images fairly.

6. Teacher Resources

Learning Standards Alignment

Maryland Technology Literacy Standards

Standard 2.0 Digital Citizenship: Demonstrate an understanding of the history of technology and its impact on society, and practice ethical, legal, and responsible use of technology to assure safety.

Common Core State Standards for English Language Arts & Literacy

Reading: 1. Read closely to determine what the text says explicitly and to make logical inferences from it; cite specific textual evidence when writing or speaking to support conclusions drawn from the text.

Writing: 7. Conduct short as well as more sustained research projects based on focused questions, demonstrating understanding of the subject under investigation.

AASL Standards Framework for Learners Inquire: Build new knowledge by inquiring, thinking critically, identifying problems, and developing strategies for solving problems.

Think: Learners display curiosity and initiative by:

I.A.2 Recalling prior and background knowledge as context for new meaning.

Create: Learners engage with new knowledge by following a process that includes:

I.B.1 Using evidence to investigate questions. I.B.3 Generating products that illustrate learning.

Share: Learners adapt, communicate, and exchange learning products with others in a cycle that includes:

I.C.1 Interacting with content presented by others.

Grow: Learners participate in an ongoing inquiry-based process by:

I.D.2 Engaging in sustained inquiry.

P21 Framework: 21st Century Student Outcomes

3. Information, Media & Technology Skills: Information Literacy: Access information efficiently and effectively; Use information accurately and creatively for the issue or problem at hand. **ICT Literacy:** Use technology as a tool to research, organize, evaluate and communicate information.

SLIDE NAVIGATION

<u>1</u> <u>2</u> <u>3</u> <u>4</u> <u>5</u> <u>6</u>

Grade 6 Digital Citizenship

Content Integration: ELA, Social Studies, Science, or other content area where students are creating media and may be using intellectual property of others available online, and all students in Grad 6 will receive instruction.

Time Frame: One 90-minute or two 50-minute class periods

Objective: Students will respect the rights of content creators by using their content ethically and legally in their own creative products and will exercise their own rights as content creators.

Notes to the teacher:

- This lesson and the Schoology Quiz are REQUIRED for all students in Grade 6.
- Collaborate with your school library media specialist to plan and implement this lesson.
- Lesson content used or adapted from this lesson in <u>the Common Sense Education Digital</u> <u>Citizenship Curriculum</u>: <u>The Four Factors of Fair Use</u>.
- See the <u>Copyright & Fair Use page</u> on BCPS Innovation Hub for additional resources.
- Have students use learning supports provided in BCPS Digital Content found in the <u>Apps</u> <u>Portal</u>. Refer to <u>Digital Content Snapshot/Support pages</u> as needed.
- Provide students with login information as needed to authenticate BCPS Digital Content. Login information is available on the **BCPS Digital Content** page found via the <u>Apps Portal</u>

Last updated: July 2023 Use this form to Report Broken Links.

BCPS Slam Dunk Research Model, Copyright 2019, Baltimore County Public Schools, MD, all rights reserved. This lesson may be used for educational, non-profit school use only. All other uses, transmissions, and duplications are prohibited unless permission is granted expressly. This lesson is based on <u>Dr. Jamie McKenzie's Slam Dunk Digital Lesson</u> model.