A Matter of Ethics: Lesson Plan on Copying and Fair Use

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CEP 812

TARGET LEARNERS: 9th grade students at the Macomb Mathematics Science and Technology Center

EDUCATIONAL OBJECTIVES: Students will have an increased knowledge of copyrights and its use in an educations setting. They will discover or be reminded of acceptable usage of copyrighted versus non-copyrighted material.

MICHIAGAN EDUCATIONAL TECHNOLOGY STANDARDS & EXPECTATIONS ( i.e. Standards):

SOCIAL, ETHICAL, AND HUMAN ISSUES

1. identify legal and ethical issues related to use of information and communication technology
2. analyze current trends in information and communication technology and assess the potential of emerging technologies for ethical and unethical uses
3. identify ways that individuals can protect their technology systems from unethical or unscrupulous users
4. explain the differences between freeware, shareware, and commercial software
5. adhere to fair use and copyright guidelines
6. adhere to the district acceptable use policy as well as state and federal laws

TECHNOLOGY PROBLEM-SOLVING AND DECISION-MAKING TOOLS

1. use a variety of technology resources (e.g., educational software, simulations, models) for problem solving and independent learning.

ASSESSMENT: Online quiz & reflection paper

DECSCRIPTION OF TEACHING STRATEGIES:

* Whole group discussion of copyright and fair usage policy based on a survey
* Small group activity: “Find the problem…” Here students will get into groups of four. They will get an anonymous paper turned in from a former student that has at least one copyright or fair usage issue. They must find each error and a solution that explains how to correct the error.
* Internet based individual activity using Web 2.0 activities that further reinforces copyright laws.

TIME & RESOURCES:

Time: 110 minutes (two class periods)

Resources: CD of music, survey, Elmo, anonymous student work, student computers for internet activity…

URLs used:

<http://www.youtube.com/watch?v=HhBHPEsyW54> A video created by a student they goes over copyright and copyright infrindgement.

<http://illegal-art.org/audio/historic.html> A website that focuses on court cases over music.

<http://www.copyrightkids.org/quizframes.htm> A quiz that reinforces all that students have learned about copyright and fair use.

LEARNING ACTIVITIES:

1. Begin class by playing a mix CD. Play a few seconds of each song, then ask students “Who wants a copy?” Use this as a way to begin a whole class discussion on copyright and fair usage of multimedia materials. Personalize the experience for students… ask them if they have ever had any of their original work “stolen” or if they have ever “given it away”. Continue classroom discussion.
2. Pass out True/False about copyright and fair use to see what students already know and what they need to know.
3. Get students into groups of four. Pass out former student work. Have each group find the copyright or fair usage issue with the paper. Send students to the Elmo to present their findings.
4. Send students to the back of the room (to the computers) have them explore the URLS listed above. Here they need to listen to a student’s voice on copyrights; see consequences for breaking copyright policies; and then take an online quiz. Results of the online quiz will be turned into the teacher.
5. Students will culminate the lesson by writing a short paper (minimum of 5 paragraphs) to demonstrate their knowledge of appropriate ways to use (and not use) multimedia from the internet. Students will be guided by a rubric to help them write their reflection paper.