

<b>SEMI DETAILED LESSON PLAN</b>	<b>SCHOOL</b>	Cainta Senior High School	<b>GRADE LEVEL</b>	Grade 12
	<b>TEACHER</b>	Dexter M. Rejano	<b>LEARNING AREA</b>	MEDIA INFORMATION LITERACY
	<b>DATE/TIME</b>	MELC7,8, Week 6, March 27-31, 2023	<b>QUARTER</b>	3rd

<b>I. OBJECTIVES</b>	
A. Content Standard	The learner demonstrates an understanding of media and information literacy (MIL) and MIL-related concepts.
B. Performance Standard	The learner organizes a creative and interactive symposium for the community focusing on being a media and information literate individual.
C. Learning Competency	Puts into practice their understanding of the intellectual property, copyright, and fair use guidelines
Specific Objectives	<p>Students should be able to:</p> <ol style="list-style-type: none"> <li>1. Cite practical situations when to apply knowledge in intellectual property, copyright, and fair use guidelines.</li> <li>2. Create a campaign ad to combat the digital divide, addiction, bullying, and other issues.</li> </ol>
<b>II. CONTENT</b>	<b>Intellectual Property, Copyright and Fair Use</b>
<b>III. LEARNING RESOURCES</b>	PPT Presentation
A. References	
B. Other Learning Resources/Materials	
<b>IV. PROCEDURES</b>	
Daily Routine Recapitulation	<ul style="list-style-type: none"> <li>□ Prayer</li> <li>□ Checking of Attendance.</li> <li>□ Short Kumustahan</li> <li>□ Brief Review Review of the previous topic</li> </ul>
A. Activity	<p><b>PICTURE ANALYSIS</b></p>
B. Analysis	<ol style="list-style-type: none"> <li>1. What are the internet issues you see on the picture?</li> <li>2. What are the possible dangers and issues of unguarded use of the internet are illustrated in the picture?</li> <li>3. How do you think you can avoid this things from happening to you?</li> </ol>
C. Abstraction	<p style="text-align: center;"><b>Cybercrime Law</b></p> <p>The Cybercrime Prevention Act of 2012, officially recorded as Republic Act No. 10175, is a law in the Philippines approved on 12 September. It aims to address legal issues concerning online interactions and the Internet in the Philippines. Among the cybercrime offenses included in the bill are cybersquatting, cybersex, child pornography, identity theft, illegal access to data, and libel.</p> <p style="text-align: center;">The Act, divided into 31 sections split across eight chapters, criminalizes several</p>

types of offenses, including illegal access (hacking), data interference, device misuse, cybersquatting, computer-related offenses such as computer fraud, content-related offenses such as cybersex and spam, and other offenses. The law also reaffirms existing laws against child pornography, an offense under Republic Act No (the Anti-Child Pornography Act of 2009), and libel, an offense under Section 355 of the Revised Penal Code of the Philippines, also criminalizing them when committed using a computer system. Finally, the Act provides for a "catch-all" clause, wherein all offenses currently punishable under the Revised Penal Code are likewise punishable under the Act when committed using a computer, with corresponding stricter penalties than if the crimes were punishable under the Revised Penal Code alone. Retrieved from:<https://slideplayer.com/slide/5967340/>

### **Terminologies Related to Legal, Ethical and Societal Issues in Media and Information**

- 1. Copyright**
- 2. Plagiarism**
- 3. Cyber Bullying**
- 4. Computer Addiction**
- 5. Digital Divide**

D. Application

**Provide possible solutions to the issues presented. What should have been done to avoid future problems from the given situation?**

**Scenario 1:** Benjie is setting for his singing career. He is learning how to record efficiently and put his recorded version on the video and upload it to Youtube. He used the beat of a famous song.

**Legal, Ethical, and Societal Issues:**

**Solution:**

**Scenario 2:** Mr. Robles was invited as a guest speaker and portions of the commencement speeches for the school's graduation rites were copied from the speeches of different celebrities.

**Legal, Ethical, and Societal Issues:**

**Solution:**

**Scenario 3:** Belle started receiving hurtful messages and comments on her post.

These are coming from anonymous people.

**Legal, Ethical, and Societal Issues:**

**Solution:**

**Scenario 4:** Danielle spent long gaming sessions for the online game Mobile Legend. His parents reminded him to reduce the time he spend on video games.

**Legal, Ethical and Societal Issues:**

**Solution:**

	<p><b>Scenario 5:</b> Free WiFi can be accessed for 30 minutes per day in areas of Manila City Hall, Ospital ng Maynila, Tondo Medical Center, Gat Andres Bonifacio Memorial Medical Center, Universidad de Manila and Museo Pambata.</p> <p><b>Legal, Ethical and Societal Issues:</b></p> <p><b>Solution:</b></p>
<b>V. EVALUATION</b>	<p>Direction: Choose the best answer.</p> <ol style="list-style-type: none"> <li>1. 1. The Cybercrime Prevention Act of 2012, officially recorded as             <ol style="list-style-type: none"> <li>A. Republic Act No. 10175</li> <li>B. Republic Act No. 9995</li> <li>C. Republic Act No. 10173</li> <li>D. Republic Act No. 3019</li> </ol> </li> <li>2. The excessive use of computers to the extent that it interferes with daily life.             <ol style="list-style-type: none"> <li>A. Cyberbullying</li> <li>B. Copyright</li> <li>C. Computer Addiction</li> <li>D. Plagiarism</li> </ol> </li> <li>3. An economic inequality between groups in terms of access to, use of, or knowledge of ICT.             <ol style="list-style-type: none"> <li>A. Cyberbullying</li> <li>B. Digital Divide</li> <li>C. Computer Addiction</li> <li>D. Copyright</li> </ol> </li> <li>4. A legal device that gives the creator of literary, artistic, musical, or other creative works the sole right to publish and sell that work.             <ol style="list-style-type: none"> <li>A. Cyberbullying</li> <li>B. Digital Divide</li> <li>C. Computer Addiction</li> <li>D. Copyright</li> </ol> </li> <li>5. An act or instance of using or closely imitating the language and thoughts of another author without authorization; the representation of that author's work as one's own, as by not crediting the original author.             <ol style="list-style-type: none"> <li>A. Plagiarism</li> <li>B. Digital Divide</li> <li>C. Computer Addiction</li> <li>D. Copyright</li> </ol> </li> </ol> <p><b>Key:</b></p> <ol style="list-style-type: none"> <li>1. A</li> <li>2. C</li> <li>3. B</li> <li>4. D</li> <li>5. A</li> </ol>
<b>VI. AGREEMENT</b>	<p><b>Homework</b></p> <p>Provide a minimum of 10 tips on how to properly utilized media and information. Use the knowledge to learn about the legal, ethical, and societal issues in the use of the internet. Create your own version of netiquette.</p>
<b>V. Remarks/Reflections</b> A. No. of learners who earned at least 80% on the formative assessment	
B. No. of learners who require additional activities for remediation	
C. Did the remedial lessons work? No. of learners who have caught up with the lesson.	

D. No. of learners who continue to require remediation	
E. Which of my teaching strategies worked well? Why did this work?	
F. What difficulties did I encounter which my principal or supervisor can help me solve?	
G. What innovation or localized materials did I use/ discover which I wish to share with other teachers?	

Prepared by:

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