



7. Be Legal and Fair Q4. Stop the Pirates (2 class periods)



[7. Be Legal and Fair](#)

[7.Q4 Stop the Pirates](#)

Overview of this Thing: In this Thing, students will discover what they can do to ensure creative work remains under proper control. They will investigate copyright laws and report their findings back to their teacher. They will also find out if there is a way to legitimately use the work done by others so that they are not accused of operating illegally.

[Thing Learning Objectives](#)

1. Know about copyright and fair use [Digital Citizen].
2. Understand the social responsibility of using copyrighted materials [Digital Citizen].
3. Know how to recognize and avoid plagiarism [Digital Citizen].
4. Know how to use Creative Commons licenses [Digital Citizen].

This Quest: In this Quest, students will learn about copyright and how to avoid the illegal use of copyrighted material by being more intelligent than a pirate and knowing how to copyright their work. There are three activities in this Quest:

- A. Poster Activity.
- B. Breakout challenge review.
- C. Create Your Own Creative Commons License.

Quest Learning Objectives:

I can:

- Follow copyright laws.
- Create a digital artifact to demonstrate knowledge of copyright.
- Create a Creative Commons license.
- Explain public domain.
- Give credit to the person who created the work.

[Link to Vocabulary Quizlet](#)

Vocabulary

Attribution: Attribution is giving credit to the person who created the work.

Creative Commons License: A Creative Commons license lets you dictate how others may use your work. The Creative Commons license allows you to keep your copyright but allows others to copy and distribute your work, provided they give you credit and only on

the conditions you specify.

Piracy: Piracy is the unauthorized use or reproduction of another's work.

Pre-Planning

Intro. page

- Have the students play [the Napster video](#) as an introduction to piracy, individually or as a class. Most students are likely to have a connection to streaming music, and this will bring their practices to light.

Breakout page

- Complete the digital breakout activity (keys are located in the [teacher resource login section](#))

B. Digital Breakout Challenge: For additional help to solve a breakout, view this [short video \(3:44\)](#).

- [Steps in a Google Doc](#) (Steps in a PDF version)
- [Breakout Activity](#)
- Breakout keys are located in the [Teacher Resource Login section](#).

Accommodations Page and charts on the [Accommodations](#) page.

Attaching a Creative Commons License

Posting Online: If your students' posters will be uploaded to a website such as Weebly, students should copy the HTML code from Creative Commons for their license. The code can be pasted into their webpage just below their poster.

Working Offline: If posters are not going on the Internet at this time, follow the directions for offline work on the Creative Commons website. Copy the given text and attach it to your poster.

Important Reminder: Creating citations as you have done in this activity is very important any time you use something that was created by someone else. However, it is important to understand that creating a citation and giving credit to the author does not equal permission. If you use someone's work in any way that may not be considered fair use, you must obtain permission first.

Videos and resources in this Quest. You must check that students have access to these resources on their devices.

Websites

- [Canva](#)



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- [Creative Commons](#)
- [Creative Commons PD Search Engine](#)
- [Creative Commons Share Your Work](#)
- [Photos For Class](#)
- [Pics4Learning](#)

Videos from Outside Sources

- [Napster: How Piracy Changed the Music Industry \(4:22 min.\)](#)
- [What is Creative Commons? YouTube](#)

21st4s Documents & Quizzes

- [Vocabulary Quizlet](#)

21st4s Breakout Challenge Activity

- [7.Q4 Breakout Room Directions](#)
- [7.Q4 Breakout Room](#)
- [What is a Digital Breakout? Video](#)

A Digital Breakout may also be called a Digital Escape Room. This is a web-based, game-like activity where students use clues to unlock a series of puzzles or activities to solve a challenge (or to escape a digital room). Students frequently work together (conference, or chat) as they work to locate and solve clues. For additional help, view this [short video](#) (3:44).

***[Teachers, please use this link for a very short survey about this breakout.](#)

Student Checklist [7.Q4 Student Checklist](#)

Broken Link or Content Update Report



Please select [this link](#) or the broken link icon to report any broken links or content no longer applicable so that we can quickly update it. Thank you for your help.

Assessment Options:

How do you want to assess this Quest?

Poster

Other Notes:

- An additional Creative Commons video that includes high-quality production and explanations of copyright and Creative Commons is *Wanna Work Together?* https://youtu.be/q0VzUiqrb_g



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