

	7.Q2 Be Legal and Fair: Copyright Laws (2 class period) 
7. Be Legal and Fair	7.Q2 Copyright Laws
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 the laws for using materials found on the internet and how these laws apply to them and their activities online. Quest Learning Objectives I can: • Follow copyright laws. • Create a digital artifact to demonstrate knowledge of copyright.	
Link to the Vocabulary Quizlet Vocabulary: Copyright: Copyright is the legal right to be the only one to reproduce, publish, and sell a book, musical recording, etc., for a certain period of time. Creative Commons License: A Creative Commons license allows you to decide how others can use your work. You still own it, but people can share or copy it if they give you credit and follow your rules the conditions you specify. Fair Use: Fair Use (in US copyright law) is a rule that lets you use small parts of someone's copyrighted work for things like school projects, news, or reviews, without asking or paying, if you follow certain rules	

Public Domain: Public Domain refers to materials belonging to or being available to the public as a whole, and therefore not subject to copyright.

Pre-Planning: ADDITIONAL RESOURCES

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

Introduction page

For the video and discussion questions, based on your class, determine if it would be better to play the video ([What is Copyright?](#)) as a whole class and then discuss the questions, or have the students play the video individually and then turn to a partner and discuss the questions.

All About It page

Students will be doing their own research on copyright laws. Below are the resources that are linked in the document for the students to spend some time researching to answer the questions within the document. Depending on your students, you may want to limit the resources they have available. You will know this best based on your class. Sometimes, too much can get in the way.

- [Creativity, Copyright, and Fair Use](#) YouTube video (4:40 min.)
- How Copyright Works
 - [Part 1](#) (2:48 min.)
 - [Part 2](#) (3:20 min.)
 - [Part 3](#) (3:17 min.)
 - [Part 4](#) (4:24 min.)
 - [Part 5](#) (3:30 min)
- [Is Content Created by AI-generated Tools Copyrightable](#) (University of South Florida University Library Article)
- Use: [Michigan eLibrary](#) or [Kiddle](#) and search Copyright

Bonus Activity: There are three activities that could be used for everyone in the class or to differentiate the learning in class. Students are told to check with their teacher about completing the bonus activities.

Responsibility page

The students will dive into what judges consider fair use in the copyright legal system. It is suggested that each student create their digital artifact, but use a small group for brainstorming and feedback if appropriate.



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The bonus activity focuses on the aspects that Judges now have to consider in the new world of AI. Even though it is a bonus activity, it is highly suggested to do and may be beneficial to do it as a whole class.

Below are some additional resources that may be shared with students if you feel they need them or you may pull information out of them to share snippets with students.

- [Library of Congress-Fair Use Act](#)
- [The Fair Use Rule/Legal Encyclopedia](#)
- [Center for Social Media-Fair Use in Poetry](#)
- Additional Student-friendly Videos
 - Video: [What is Copyright?](#)
 - Video: [Hey, That's My Idea!](#)
 - Blog: [10 Things You Didn't Know Were Protected by Copyright](#)
 - Blog: [Can I Copyright This?](#) – Some of the things copyright doesn't protect

TEACHERS GUIDE ISTE and ELA Computer Standards

https://www.michigan.gov/-/media/Project/Websites/mde/2019/04/03/CompSci_Standards_Accessible_Final_Draft.pdf?rev=33cf6021adef4f61a016f005b95b998f :

(source of these standards: SchoolAi.com)

This lesson aligns with the following Common Core State Standards:

- **CCSS.ELA-LITERACY.RST.6-8.1:** Cite specific textual evidence to support analysis of science and technical texts.
- **CCSS.ELA-LITERACY.RST.6-8.7:** Integrate quantitative or technical information expressed in words in a text with a version of that information expressed visually (e.g., in a flowchart, diagram, model, graph, or table).
- **CCSS.ELA-LITERACY.W.7.6:** Use technology, including the Internet, to produce and publish writing and link to and cite sources as well as to interact and collaborate with others, including linking to and citing sources.
- **CCSS.ELA-LITERACY.W.7.8:** Gather relevant information from multiple print and digital sources, using search terms effectively; assess the credibility and accuracy of each source; and quote or paraphrase the data and conclusions of others while avoiding plagiarism and following a standard format for citation.

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

Websites

- [Code of Best Practices in Fair Use for Poetry - Center for Media and Social Impact](#)



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cmsimpact.org)

- [Library of Congress-Fair Use Act](#)
- [Six Copyright Concepts Your K-12 Students Should Know](#) (Bonus Activity)
- [The Fair Use Rule/Legal Encyclopedia](#)
- [U.S. Government Copyright Office](#)

Videos from Outside Sources

- [Copyright, What's Copyright YouTube \(3:06\)](#) (Bonus Activity)
- [Creativity, Copyright, & Fair Use YouTube video \(4:40\)](#)
- How Copyright Works
 - [Part 1](#) (2:48 min.)
 - [Part 2](#) (3:20 min.)
 - [Part 3](#) (3:17 min.)
 - [Part 4](#) (4:24 min.)
 - [Part 5](#) (3:30 min)
- [Judge Rules: AI-Generated Art \(2:46 min.\)](#)

21t4s Documents & Quizzes

- [7.Q2 Copyright Learning Activity Document](#)
- [7.Q2 Digital Artifact Activity Assignment](#)
- [Copyright Quiz](#)
- [Vocabulary Quizlet](#)

Student Checklist [7.Q2 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?



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