

II. Blokea

Ez sartu arazoetan. Aipatzeko garaia da!



Aldia: 15 - 18 urte artean



Zailtasun-maila: ertaina



3 kide



Denboralizazioa: 5 saio



Etiketak: lizentziak, *copyright*, creative commons, aipuak, jabetza intelektual

Jardueraren deskripzioa:

Ikasleek ikasiko dute Interneten baliabideak bilatzen, haien lanak irudiztatzeko erabili duten kanpoko materiala nola tratatu eta testuak, irudiak edo soinuak sortu dituzten pertsonen haien lana aitortzeko. Jolas batzuen edukia aztertzen hasiko dira, eta kideekin modu asinkronikoan bideoen bidez elkarreragin ondoren, dekalogo gisa eta baliabide irekien bilduma gisa balio duten ikus-entzunezko aurkezpenak sortuko dituzte.

Helburuak: (3 gehienez)

1. Ikasleak kontzientziatzea beste pertsona batzuek argitaratutako eta Internet bidez partekatutako lana zaindu, errespetatu eta baloratzeak duen garrantziaz.
2. Jabetza intelektualeko eskubideak eta copyright-a ez errespetatzeak dakartzan arazoei buruz hausnartzea.
3. *Bidezko Internet* kontzeptua sustatzea eta ikasleei jabetza intelektual errespetatzeko eskatzea.

Gako konpetentziak eta zeharkako gaiak:

- Hizkuntza-komunikazioa
- Konpetentzia digitala
- Konpetentzia sozial eta zibikoak
- Konpetentzia kultura-kontzientzia eta-adierazpenean

- Komunikabideetarako heziketa
- Kontsumitzailearentzako (eta erabiltzailearentzako) heziketa

Curriculumeko edukiak:

- Informazioaren jabetza eta hura jakitera ematea: erabilera-lizentzia motak.
- Informazioa aztertu eta sintetizatzea.
- Baliabideen (testua, bideoa edo irudia) egileak aipatzea.

Inklusio-alderdiak:

Ikasleek iritziak modu sortzaile eta irekian adieraziko dituzte; sormena eta kidea-sena adierazpen kulturalaren eta artistikoaren bidez garatuko dituzte, enpatiaz eta jarrera kolaboratiboarekin.

Aurreikusitako produktuak / emaitzak:

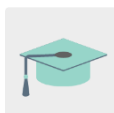
- Interneten aurkitzen ditugun baliabideen erabilera egokiaren dekalogoak: infografia, bideoa eta posterra.
- Baliabide irekien bilatzaileen bilduma kolaboratiboa.

JARDUERAREN GARAPENA



Prestatzea

1. urratsa: Dozente kide bakoitzak ikasleei profila sortuko diete TwinSpace-n.



Tutoriala: [Nola gonbidatu ikasleak TwinSpace-ra](#)

2. urratsa: Diagnostika

Irakasle batek ikasleei galdetuko die nola egiten dituzten Interneten bilaketak, ea badakiten bilaketa aurreratuak egiten eta ea badakiten *Copyright*-a zer den definitzen.

3. urratsa: Izotza urtzea

Irakasle kide batek orri bat sortuko du TwinSpace-n *If you didn't create it, you don't own it* (Zuk ez baduzu sortu, ez da zurea) izenburupean, eta bertan izotza urtzeko jarduera bat argitaratuko du: copyright-ari buruzko jolasak, Bidezko Internet eta lizentziak. Ikusi esteka hau (gaztelaniaz):



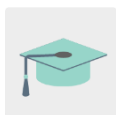
[Juegos sobre Copyright, Internet Justo y licencias](#)

Irakasleek TwinBoard bat gehituko dute orri honetan. Kide guztiek izotza urtzeko joko saioa nola joan den erakusten duten irudiak partekatuko dituzte TwinBoarden.

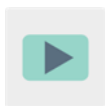
Oharra: jarduera Internet Seguruaren Eguna ospatzeko eta copyright eta jabetza intelektualaren kontzeptuak berrikusteko erabil daiteke.



Tutoriala: [Nola sortu jarduera-orri bat eta TwinBoard bat TwinSpace-n](#)



Tutoriala: [Nola igo artxiboak karpeta batera eta lotu jarduera-orri batera](#)



Bideoa: [Nola gehitu TwinBoard bat](#)



1



If you didn't create it, you don't own it

AIMS

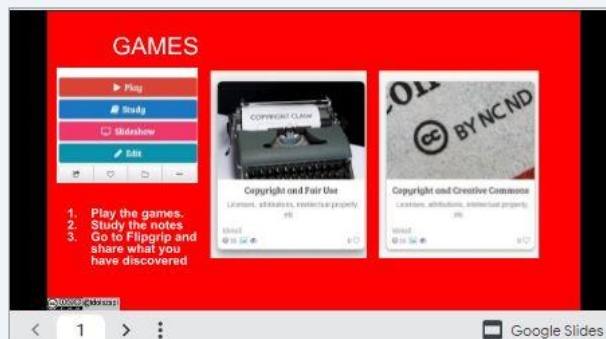
- Educate on eSafety and celebrate SID2021 Safer Internet Day
- Deepen the knowledge of how to find reliable sources & information on the Internet
- Take action "Together for a Better Internet"

TASK

How much do you know about Copyright and attribution?

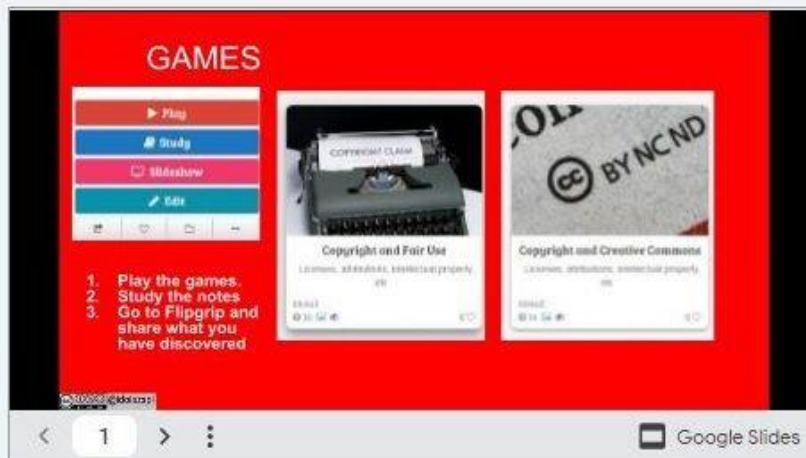
1. Play the games within your national team and share how you celebrate SID2021 on the TwinBoard below.
2. Study the notes. Which are the main points you found in the games?
3. Share your thoughts on [Flipgrid](#) within your international partners
4. Within your team, decide how you are going to present the results, by which means, and who will share the final work of your team.
5. Create a collection of free resources to be shared within your school community.

1. THE GAMES



TwinSpace 1

1. THE GAMES



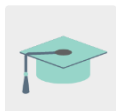
How did you celebrate SID2021?

Añadir elemento



4. urratsa: Nazioarteko taldeak sortzea

Irakasle batek azpi-orri bat sortuko du TwinSpace-n, *Time to attribute!* izenekoa, *If you didn't create it, you don't own it* orri nagusiaren azpian; jardueraren azalpenak jasoko ditu, eta dokumentua txertatuko du, irakasle kideek ikasleak taldekatu ditzaten, beren interesak eta trebetasunak noraino irits daitezkeen errespetatuz (adibidez, arazoak aipatzearekin, Creative Commons eta segurtasunari buruzko aholku orokorrak) eta azken aurkezpena zein formatutan egin nahi duten erabaki dezaten.



Tutoriala: [Nola sortu jardueren azpi-orri bat TwinSpace-n](#)

TwinSpace

3

Páginas

REUNIONES y BOLETINES

eSafety and Netiquette

If you didn't create it, you don't own it

> International Teams: Time to attribute!

Páginas archivadas

+ Crear página

International Teams: Time to attribute!

2. INTERNATIONAL TEAMS

After playing the games in your national teams presented on [the previous page](#), you are going to work in International Teams.

- Study the notes in the games. Which are the main points you found in the games?
- You will meet your partners via asynchronous video-based discussions on [Flipgrid](#).
- Choose a topic
 - [Edit the document](#) and add your name to one of the teams
 - Choose a student administrator. This person will share the link to work collaboratively in the final presentation
 - Decide by which means you are going to present the results to your school community..

INTERNATIONAL TEAMS	Teacher Facilitator	Student Name & School	Student Administrator	Presentation
Team 1 Problems with copyright and attribution			Spain	Explainer video of mayor issues with Copyright
Team 2 Creative Commons			Poland	Infographic about Creative Commons
Team 3 Safety Tips Summary			Italy	Safety Tips poster

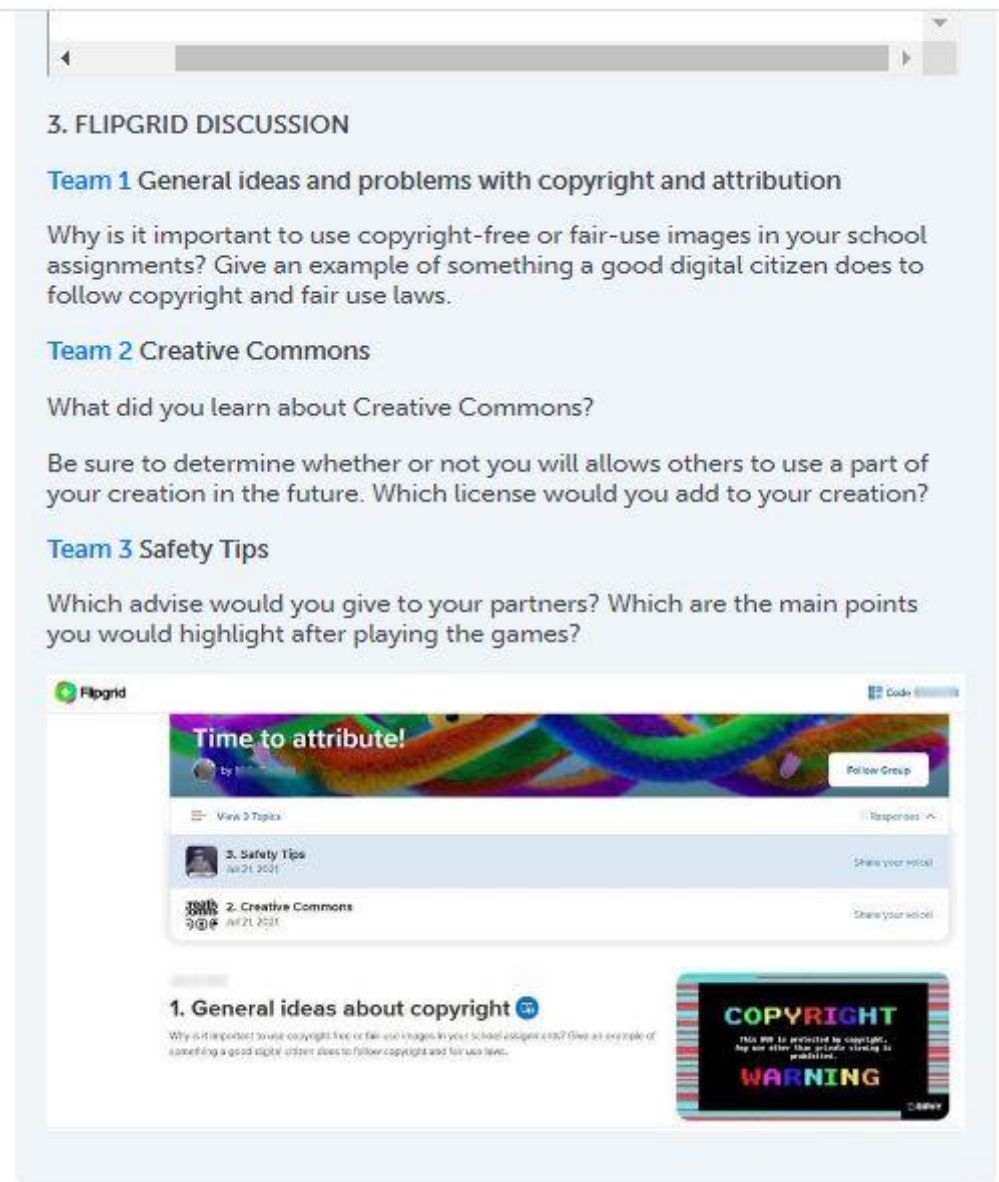
TwinSpace 3

5. urratsa: Nazioarteko taldeetan lan egitea

Time to attribute! azpi-orrian, irakasleetako batek Flipgrid tresna (edo antzeko bat) txertatuko du, aurretik sortu dituen elkarrietzeta-hariekin, eta TwinBoard bat gehituko du jardueraren amaieran emaitzak partekatzeko. Ikasleak modu asinkronikoan komunikatuko dira elkarrekin eta bideoan eztabaidatuko dute 3. urratsean proposatutako gaiei buruz.

TwinSpace

4



3. FLIPGRID DISCUSSION

Team 1 General ideas and problems with copyright and attribution

Why is it important to use copyright-free or fair-use images in your school assignments? Give an example of something a good digital citizen does to follow copyright and fair use laws.

Team 2 Creative Commons

What did you learn about Creative Commons?

Be sure to determine whether or not you will allow others to use a part of your creation in the future. Which license would you add to your creation?

Team 3 Safety Tips

Which advice would you give to your partners? Which are the main points you would highlight after playing the games?

Flipgrid

Time to attribute!

by [User]

Follow Group

View 3 Topics

Responses

3. Safety Tips
Jul 21, 2021

Share your video

2. Creative Commons
Jul 21, 2021

Share your video

1. General ideas about copyright

Why is it important to use copyright-free or fair-use images in your school assignments? Give an example of something a good digital citizen does to follow copyright and fair use laws.

COPYRIGHT WARNING

This site is protected by copyright. No part may be reproduced without permission.

TwinSpace 4



[Flipgrid](#)

6. urratsa: Emaitzak eta jakitera ematea

Kide den zentro bakoitzak Flipgrid-eko hari baten elkarriketak aztertu eta laburbilduko ditu, talde nazionalak erabakitzen duen formatuan (adibidez, bideoa, posterra eta infografia). Zereginen banaketa hori aurretik aurkeztuko da nazioarteko taldeen banaketan, 4. urratsean. Emaizak lanean arituko diren *Time to attribute!* azpi-orriko Twinboard-ean partekatuko dira.

Ariketa amaitu ondoren, irakasleetako batek emaitza guztiak bildu eta azpi-orri berean txertatuko duen aurkezpen bat sortuko du. Irakasle kideek emaitzen aurkezpen hori kide den ikastetxe bakoitzaren webgunean argitaratuko dute, jakitera emateko.

TwinSpace

5

The screenshot shows a TwinSpace 5 interface. At the top, there's a 'View 3 Topics' button and a 'Responses: 0' indicator. Below this, a list of topics is visible: '3. Safety Tips' (Jul 25, 2021), '2. Creative Commons' (Jul 25, 2021), and '1. General ideas about copyright' (Jul 25, 2021). A small video thumbnail for 'COPYRIGHT WARNING' is shown next to the first topic.

The main section is titled 'Time to attribute: Sharing results'. It features a green button labeled 'Añadir elemento'. Below this, three team presentations are displayed as cards:

- Team 2: Creative Commons Licenses** - An infographic titled 'CREATIVE COMMONS' showing various license types: Attribution, Share-Alike, Non-Commercial, No Derivatives, and Public Domain. The text says: 'Team 2: Our team would like to present you this infographic'.
- Team 1: General ideas about copyright and attribution** - A video explainer titled 'COPYRIGHT ISSUES?' with a question mark icon. The text says: 'Team 1: We have created this video explainer with the most important ideas we should keep in mind'.
- Team 3: Safety Tips** - A poster titled 'MEDIA LITERACY: SAFETY TIPS' with a person icon. The text says: 'Team 3: We have created this poster (and gif version) that highlights the most important facts we found in the games'.

TwinSpace 5


TwinSpace

6

4. FINAL RESULTS: JOINT PRESENTATION

CREATIVE COMMONS

Our team concentrated mainly on Creative Commons licences. Now we can recognise the symbols and we know what a given licence means.



The image shows a presentation slide titled 'CREATIVE COMMONS'. On the left, there is a vertical strip of Creative Commons license symbols: Attribution (person icon), Share-Alike (circular arrow icon), Non-Commercial (dollar sign with slash icon), No Derivatives (equals sign icon), and Public Domain (no symbol icon). On the right, there is a diagram titled 'Safer Internet day' and 'Internet symbols'. The diagram shows a central 'Internet symbols' node with arrows pointing to various icons: a person (Attribution), a circular arrow (Share-Alike), a dollar sign with a slash (Non-Commercial), a CC logo (Creative Commons), a crossed-out circle (Public Domain), and a crossed-out copyright symbol (No Derivatives). Below the diagram, it says 'Images: Pixabay/CCO'.

2

Google Slides

Time to attribute: Sharing results

Añadir elemento



The image shows three educational cards. The first card is titled 'CREATIVE COMMONS' and 'ATTRIBUTION', explaining that you can copy, distribute, display, and perform the work and make derivative works and remixes if you mention the author. The second card is titled 'COPYRIGHT ISSUES?' and features a question mark, a scale of justice, and a train labeled 'ETW TRAIN'. The third card is titled 'MEDIA LITERACY: SAFETY TIPS' and includes a section on 'Attribution' stating 'I have to copyright the author gets the credit for ideas and work' and a section on 'Public Domain' stating 'A work will go to public domain after the copyright expires'.

TwinSpace 6

6. urratsa: Amaitzeko, baliabideen bilduma sortuko dugu

Irakasle batek *Let 's create a collection with open sources!* izeneko azpi-orri berri bat sortuko du eta [Wakelet](#) tresna (edo antzeko bat) txertatuko du. Nazioarteko talde bakoitzak baliabide ireki mota bat bilatuko du: irudiak, musika edo aurkezpenetarako txantiloia, eta guztien artean bilduma kolaboratibo bat sortuko dute. Kide den zentro bakoitzak baliabide irekien bilduma hori bere webgunean argitaratuko du.

TwinSpace

7

Páginas

REUNIONES y BOLETINES
eSafety and Netiquette

If you didn't create it, you don't own it

- International Teams: Time to attribute!
- > Let's create a collection of open sources

+

Páginas archivadas

+ Crear página

Let's create a collection of open sources

AIMS

- I can accurately identify credibly internet sources.
- I can apply guiding principles to evaluate the reliability of a website's information and determine reliable and unreliable information sources.

TASK

Now that you are familiar with CC- licenses and open sources, we are going to create a collection.

The collection will be published on the school webpage. Therefore, it will be helpful for other students and teachers when they need to find images, music or other material

A COLLABORATIVE COLLECTION OF OPEN SOURCES

Team 1: Images

Team 2: Music

Team 3: Slide or other Templates, Icons, etc

Wakelet Collection

- Open the link
- You will be asked to add your name (no surname)
- Click on the + icon to add your resource



TwinSpace-ko tresnak / kanpoko 2.0 tresnak:

- [Nola sortu jarduera-orri bat eta TwinBoard bat TwinSpace-n](#)
- [Nola sortu jardueren azpi-orri bat TwinSpace-n](#)



Beste tresna batzuk:

- [Flipgrid](#) edo antzekoak
- [Wakelet](#) edo antzekoak