

## Set II

**No te metas en problemas: ¡Toca atribuir!**

**Don't get yourself into trouble: It's time to help out!**



**Ages:** 15 - 18 years old



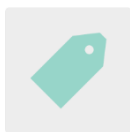
**Difficulty:** intermediate



**3 partners**



**Duration:** 5 sessions



**Tags:** licenses, *copyright*, creative commons, source attribution, intellectual property

### DESCRIPTION OF THE ACTIVITY:

Students learn to search for resources on the Internet, what to do with others' material when illustrating their work and how to give credit to the authors of texts, images or sounds. They start by analyzing some game content, and after interacting with partners asynchronously via videos, they create audiovisual presentations that can be used as *dos and don'ts*, along with a set of open resources.

### OBJECTIVES:

1. To raise student awareness regarding the importance of protecting, respecting and appreciating the work published by others on the Internet
2. To reflect on the inconveniences that arise from a lack of respect for intellectual property rights and copyright
3. To promote the *Fair Internet* concept, which encourages students to respect intellectual property

### KEY COMPETENCES AND CROSSCUTTING THEMES:

- Linguistic competence
- Digital competence
- Social and civic competences

- Cultural awareness and expression competences
- Media education
- Consumer (and user) education

### **CURRICULAR CONTENT:**

- Ownership and data distribution: types of use licenses
- Analysis and synthesis of data
- Attribution of authorship of resources (text, video or images)

### **INCLUSIVITY:**

Students express their opinions creatively and openly, fostering creativity and a sense of belonging through cultural and artistic expression, using empathy and a collaborative attitude.

### **EXPECTED FINAL PRODUCTS / RESULTS:**

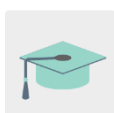
- *Dos and don'ts* of an appropriate use of resources found on the Internet: infographics, video and poster
- Collaborative set of open source search engines

### **CARRYING OUT THE ACTIVITY**



#### **Preparation**

**Step 1:** The participating teachers create a profile for each student in the TwinSpace.



Tutorial: [How to invite students to TwinSpace](#)

#### **Step 2: Diagnosis**

Each teacher asks their students how they search for information on the internet and whether they know how to do advanced searches. Students are also asked about their knowledge of Copyrights.

#### **Step 3: Icebreaker**

One of the participating teachers creates a TwinSpace page called '*If you didn't create it, you don't own it*' and publishes an icebreaker activity on it: games about copyright, Fair Internet and licenses. Click on the following link:



[Games about Copyright, Fair Internet and licenses](#)

Teachers add a TwinBoard to the page so that all the partners can share pictures about how the icebreaker game session went.

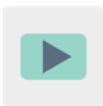
Recommendation: This activity can be used to celebrate the international 'Safer Internet Day' and to review the concepts of copyright and intellectual property.



- Tutorial: [How to create an activity page and a TwinBoard in TwinSpace](#)



Tutorial: [How to upload files to a folder and link them to an activity page](#)



Video: [How to add a TwinBoard](#)



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

### AIMS

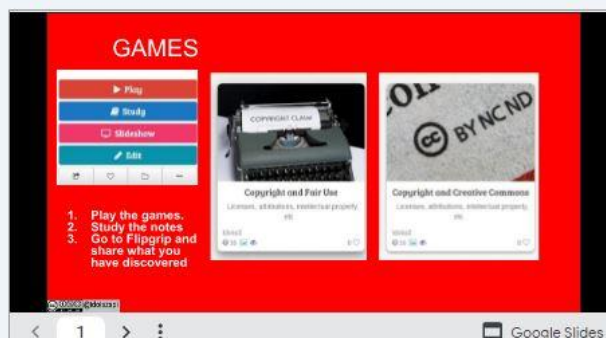
- Educate on eSafety and celebrate SID2021 Safer Internet Day
- Deepen the knowledge of how to find reliable sources & information on the Internet
- Take action "Together for a Better Internet"

### TASK

How much do you know about Copyright and attribution?

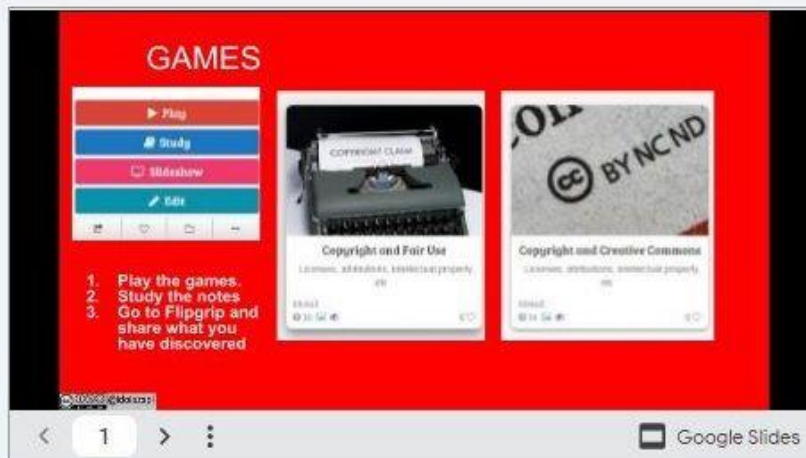
1. Play the games within your national team and share how you celebrate SID2021 on the TwinBoard below.
2. Study the notes. Which are the main points you found in the games?
3. Share your thoughts on [Flipgrid](#) within your international partners
4. Within your team, decide how you are going to present 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



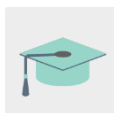
## How did you celebrate SID2021?

Añadir elemento



## Step 4: Creating international teams

One of the teachers creates a subpage in the TwinSpace called '*Time to attribute!*' under the main '*If you didn't create it, you don't own it*' page, which includes the explanations of the activity. The document with the group distribution that teachers have created should also be added, always keeping in mind students' interest level and skill set (eg. problems with attribution, Creative Commons and general security tips). The format of students' final presentation should also be determined.



Tutorial: [How to generate an activity subpage in TwinSpace](#)

TwinSpace

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### 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

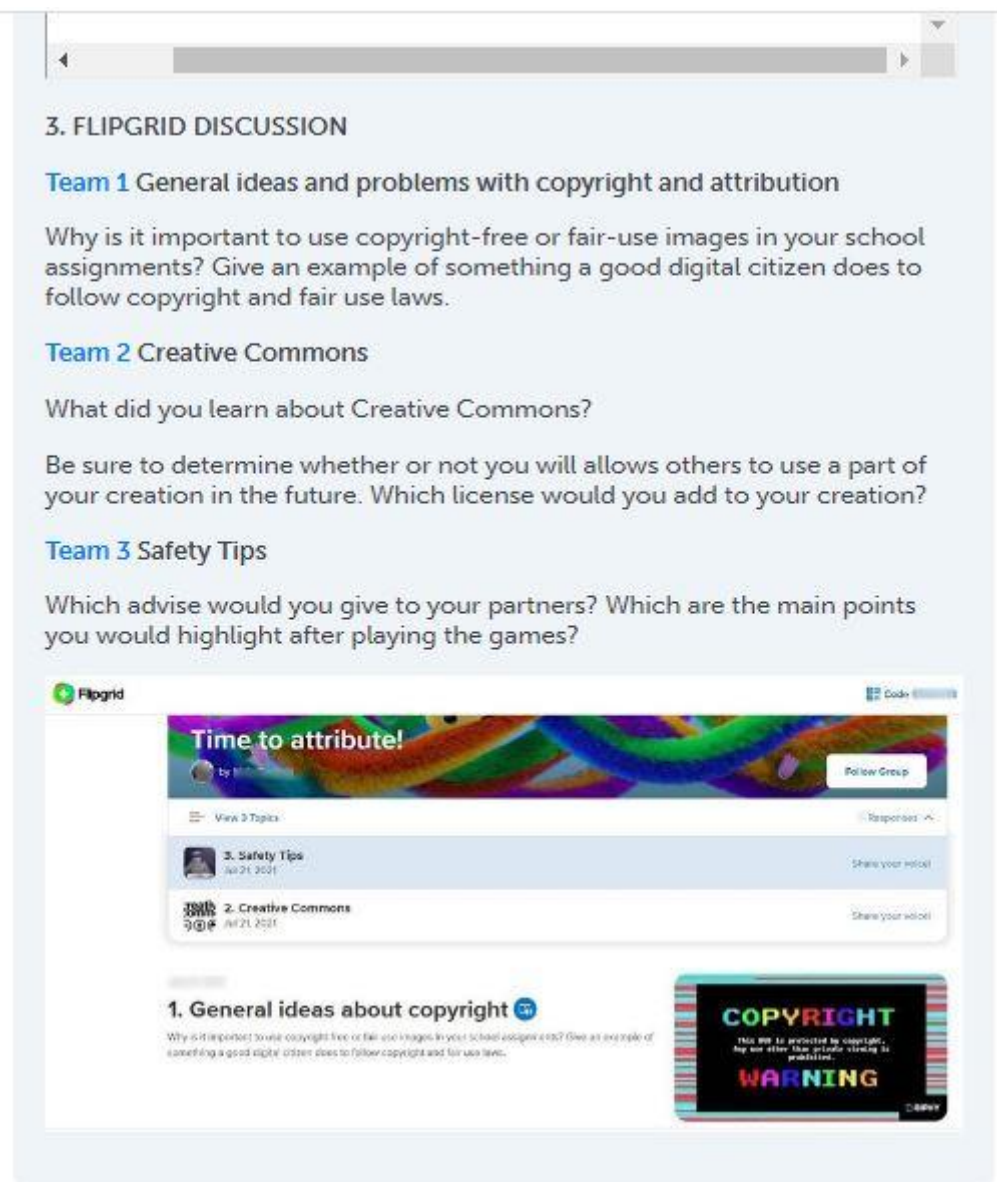


## Step 5: Working in international teams

A Flipgrid (or similar tool) is inserted on the '*Time to attribute!*' subpage that contains the discussion threads they teachers have previously created, as well as a TwinBoard used to share the results at the end of the activity. Students communicate asynchronously and, via video, discuss the topics proposed in step 3.

TwinSpace

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The screenshot shows a web browser window displaying a Flipgrid discussion page. The page title is "3. FLIPGRID DISCUSSION". Below the title, there are three team discussion topics:

- 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?

Below the team topics, there is a Flipgrid interface showing a grid of video responses. The grid has a header "Time to attribute!" and a "Policy Group" button. The grid contains three topics:

- 3. Safety Tips** (Jul 21, 2021) - Share your video!
- 2. Creative Commons** (Jul 21, 2021) - Share your video!
- 1. General ideas about copyright** (Jul 21, 2021) - Share your video!

At the bottom right of the grid, there is a video thumbnail with the text "COPYRIGHT WARNING" and "This site is protected by copyright. No other than private viewing is permitted."

TwinSpace 4



[Flipgrid](#)

## Step 6: Results and dissemination

All of the partner schools analyze and synthesize the discussions of one of the Flipgrid threads in the format that each national team has decided upon (eg. video, poster or infographic). This task allotment was previously mentioned in Step 4, with the international team distribution. The results are shared on the 'Time to attribute!' subpage's Twinboard.

After finishing the task, one of the teachers creates a presentation that includes all the results and inserts it on the same subpage. The participating teachers publish this presentation with the results on each school's website for dissemination.

TwinSpace

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View 3 Topics

Responses: 0

3. Safety Tips  
Jul 21, 2021

2. Creative Commons  
Jul 21, 2021

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

### Time to attribute: Sharing results

Añadir elemento

#### CREATIVE COMMONS

**Attribution**  
You can copy, distribute, display, and perform the work and make derivative works provided you give appropriate credit to the creator.

**Share-Alike**  
You can distribute derivative works provided you license the derivative work under the same license as the original work.

**Non-Commercial**  
You can copy, distribute, display, and perform the work and make derivative works provided you do not profit from the work or license it for profit.

**No Derivatives**  
You can copy, distribute, display, and perform the work provided you do not create derivative works.

**Public Domain**  
The public domain consists of works that are not protected by copyright.

**Creative Commons Licenses**  
Team 2: Our team would like to present you this infographic

#### COPYRIGHT ISSUES?

**General ideas about copyright and attribution**  
Team 1: We have created this video explainer with the most important ideas we should keep in mind

#### MEDIA LITERACY: SAFETY TIPS

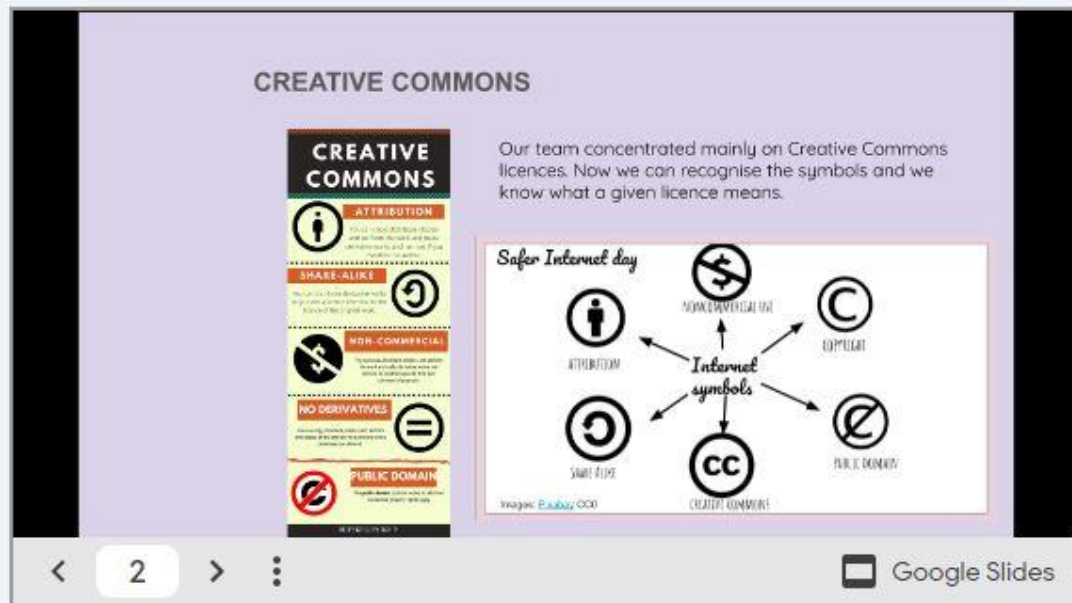
**Safety Tips**  
Team 3: We have created this poster (and gif version) that highlights the most important facts we found in the games

TwinSpace 5

TwinSpace

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#### 4. FINAL RESULTS: JOINT PRESENTATION



#### Time to attribute: Sharing results

Añadir elemento



TwinSpace 6

#### Step 6: Finally, we create a collection of resources

One of the teachers creates a new subpage called '*Let's create a collection with open sources!*' and inserts a [Wakelet](#) (or a similar tool). Each international team is in charge of searching for some type of open resource (images, music, templates for presentations, etc.) that will be added to the rest of the results to make up a collaborative set. Each partner school publishes this collection of open resources on its website.

TwinSpace



**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

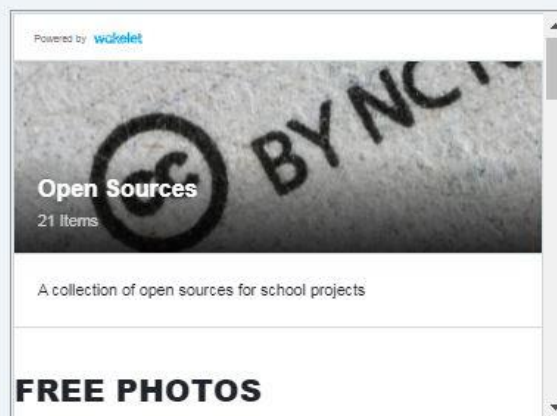
Team 1: Images

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 TOOLKIT / 2.0 EXTERNAL TOOLS:

- [How to create an activity page and a TwinBoard in TwinSpace](#)
- [How to generate an activity subpage in TwinSpace](#)



### Other tools:

- [Flipgrid](#) or similar tools
- [Wakelet](#) or similar tools