

Activities for projects | Set 1: internet safety and critical thinking in the digital era

Grade School: 6 - 12 years old

Pon tu licencia en el museo virtual Put your license in the virtual museum



DESCRIPTION OF THE ACTIVITY

Students learn about the different types of copyright licenses that exist, create works of art collaboratively in mixed international teams, exhibit them in a virtual museum and decide, using the TwinSpace forum, what type of license to assign to their art.

OBJECTIVES

- To become familiarized with the basic differences between *Copyright*, *Copyleft* and *Creative Commons*
- To become more aware of the importance of recognizing and respecting the work of others
- To work collaboratively in mixed international teams

KEY COMPETENCES AND CROSSCUTTING THEMES

- Social and civic competences
- Digital competence
- Linguistic competence
- Learning how to learn
- Consumer education

CURRICULAR CONTENT

- Copyright and user licenses
- Efficient and responsible use of ICT to search for information and present final products
- Searching for information on the web

INCLUSIVITY

Students work in teams. For students who require additional support, a methodology using peers to help them is proposed.

EXPECTED FINAL PRODUCTS / RESULTS

- Virtual museum with collaborative artwork

CARRYING OUT THE ACTIVITY

PRIOR PREPARATION

Phase 1. Registration.

Teachers prepare accounts so that students can access the TwinSpace.



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

TwinSpace

Phase 2. Creation of Forum debates.

In the “Forum” section, teachers start a debate called *Licenses* for each group of students.



Tutorial: [Forums in TwinSpace](#)

TwinSpace

Phase 3. Preparing the homepage and subpages

Teachers create five pages within the TwinSpace:

The first page contains the project planning (objectives, duration, activities, assessment, etc.)

The second page contains the authorization to take pictures and images of the participating students.

The third page will be used to post all the artwork that the students create.

The fourth page contains the virtual museum or a link.



Tutorial: [How to create an activity page](#)

TwinSpace

IMPLEMENTATION

Phase 1. Explaining the different types of licenses (1 session)

The teacher explains to the students what a copyright is, what licenses are and the differences between *copyright* and *copyleft*. The following page can be used as a reference:



[Licenses and authorship |intef.es](https://www.lintef.es/licenses-and-authorship)

Then, the teacher introduces one of the most well-known free licenses, *Creative Commons*.



[About Creative Commons licenses](https://www.creativecommons.org/licenses)

Afterwards, teachers create mixed teams with students from the two schools. The teams are made up of two students from each school, with one teacher coordinating each group. To do this, a table is created and shared on the TwinSpace page “Collaborative Artwork”.

TwinSpace

Phase 2. Creating artwork (2 sessions)

Students create their manual or digital collaborative works of art with their project partners.

For digital artwork, students can use one of the following collaborative online drawing tools:



In the case of hand-painted artwork, students in one school start a drawing and the teacher mails the students’ artwork to the other school for their partners to finish.



Phase 3. Compromising in the Forum (1 session)

Students enter the forum and try to reach a consensus with the rest of the partners to decide on what type of license their artwork should have.

TwinSpace

Students add the chosen type of license to their drawing and share it on the digital TwinBoard of the TwinSpace's "Artwork" page.

TwinSpace

Phase 4. A walk around the museum (1 session)

Preparation:

Teachers post the drawings in the virtual museum using *Artsteps* or a similar tool.



They then insert or share the link to the virtual museum on the "Museum" page of the TwinSpace.

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Activity:

Teachers show the virtual museum to their students and take a walk around to admire all the class' artwork.



ASSESSMENT

Online questionnaire (1 session)

Teachers prepare an online questionnaire with questions about the different types of licenses and how the project went, in general. Quizizz or a similar tool can be used.



DISSEMINATION

The activity can be published by sharing the TwinSpace link to the school's social media (Facebook, Instagram, Twitter, etc.) or on the school's blog/website. The results can also be shared during the conferences on Internet Safety that are usually held during the first week of February.

TWinspace TOOLKIT / 2.0 EXTERNAL TOOLS

TwinSpace: pages, material, forums and partners



Other tools:

- Tools to create collaborative drawings: [Witeboard](#), [SketchTogether](#), [TrazosCLUB](#) y [Colorillo](#).

<<https://witeboard.com/>>

<<https://sketchtogether.com/>>

<<http://trazos.club/info>>

<<https://colorillo.com/>>

- Tool to create a virtual museum: [Artsteps](#)

<<https://www.artsteps.com/>>

- Assessment tool: [Quizizz](#)

<<https://quizizz.com/>>