

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](#)

TwinSpace 1



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

AIMS

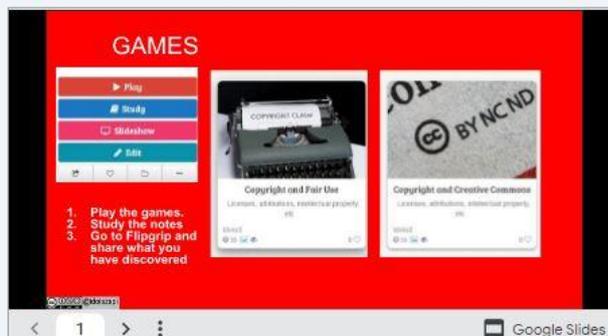
- Educate on eSafety and celebrate SID2021 Safer Internet Day
- Deepen the knowledge of how to find reliable sources & information on the Internet
- Take action "Together for a Better Internet"

TASK

How much do you know about Copyright and attribution?

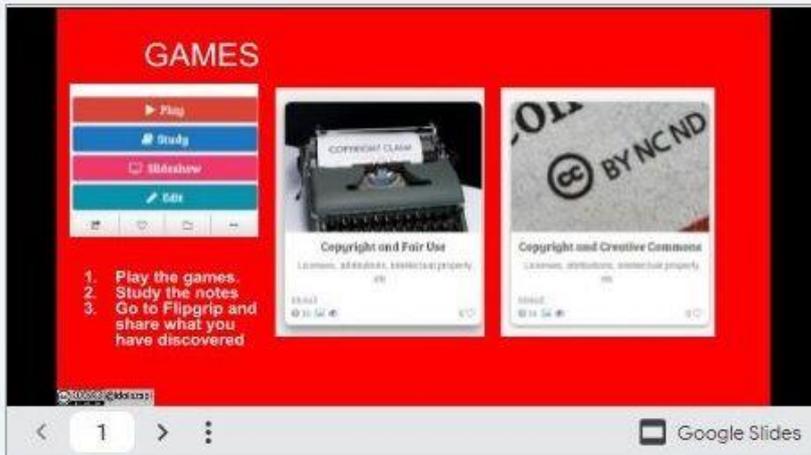
1. Play the games within your national team and share how you celebrate SID2021 on the TwinBoard below.
2. Study the notes. Which are the main points you found in the games?
3. Share your thoughts on [Flipgrid](#) within your international partners
4. Within your team, decide how you are going to present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

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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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!

View 3 Topics

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 WARNING

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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The image shows a screenshot of a Flipgrid thread and a Twinboard presentation. The Flipgrid thread is titled "1. General ideas about copyright" and contains three topics: "3. Safety Tips", "2. Creative Commons", and "1. General ideas about copyright". The Twinboard presentation is titled "Time to attribute: Sharing results" and features three main elements: "Creative Commons Licenses", "General ideas about copyright and attribution", and "Media Literacy: Safety Tips".

1. General ideas about copyright
Why is it important to use copyrights 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.

Time to attribute: Sharing results

Añadir elemento

CREATIVE COMMONS
ATTRIBUTION
You can copy, distribute, display, and perform the work and make derivative works and remixes if you mention the author.
SHARE-A-LIKE
You can distribute derivative works to others, as long as you acknowledge the source of the original work.
NON-COMMERCIAL
You can copy, distribute, display, and perform the work and make derivative works for non-commercial purposes only.
NO DERIVATIVES
You can copy, distribute, display, and perform the work, but you cannot make derivative works.
PUBLIC DOMAIN
The public domain consists of all the creative works to which no copyright applies.

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

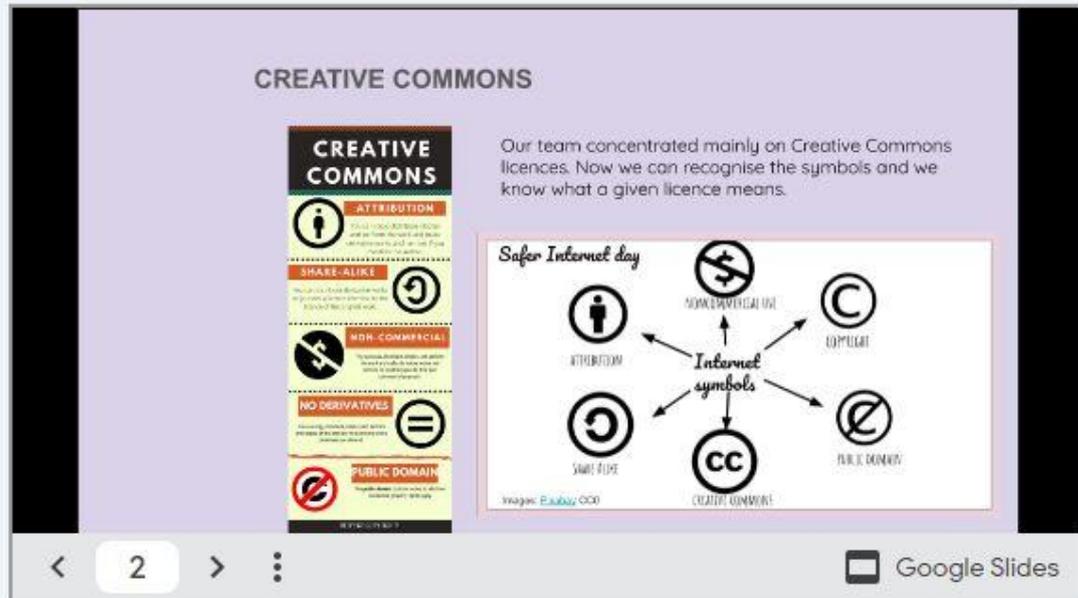
MEDIA LITERACY: SAFETY TIPS
Team 3: We have created this poster (and gif version) that highlights the most important facts we found in the games

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

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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!
- > 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

Powered by [wakelet](#)

Open Sources
21 Items

A collection of open sources for school projects

FREE PHOTOS



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