

## Lesson Plan Draft

Lesson Title: "Copyright & Fair Use: Know Your Rights as a Creator!"

### Lesson Description:

This lesson is meant for a 5th and 6th grade audience, and will teach students about the concepts of copyright and fair use. The lesson specifically asks students to think about these concepts from the perspective of the creator, rather than the user (which many middle school students may be more familiar with at this point in their information literacy education). Ideally, this session would be taught in the environment of a digital literacy, 'digital essentials,' or information literacy class.

### Learning Outcomes:

Students who complete this lesson successfully will:

1. Learn the definitions of the terms 'Copyright' & 'Fair Use,' including the four points of fair use, and under which circumstances copyrighted work can legally be used;
2. Learn how to think about these terms as being relevant from a creator's perspective;
3. Practice applying the principles of fair use onto different examples of created work, and gain an understanding of what it means to 'license' a piece of created work.

### Tasks & Corresponding Objectives:

- Objective: Student will demonstrate knowledge, and a working understanding of the terms 'Copyright' and 'Fair Use'
  - Task: Watch a short video (Common Sense Media) that defines the terms 'Copyright' and 'Fair Use'
  - Task: Participate in a short recap/lecture explaining the terms
- Objective: The student will learn to think about copyright & fair use from the perspective of the creator
  - Task: Think, Pair, Share (Question 1) - "Think about a time that you created something. You can be imaginative in your answer! Then think about whether it was uploaded, shared, or used by anyone else.
  - Task: Think, Pair, Share (Question 2) - "With what you know about copyright and fair use, think about whether your creation could have been used in a way that violated your rights as a creator."
- Objective: The student will apply principles of fair use onto a situation that they may encounter in their own life as a creator
  - Task: Complete the exercise "Thinking about fair use from the perspective of the creator." This exercise asks the student to read a fictional scenario in which they are creating a different piece of work (there are three different scenarios, each one written by me for the purpose of this microteaching assignment), and then determine a 'license' for the created work described by referencing fair use guidelines. This exercise will enable the student to express how they might copyright their own created works.
  - Task: Share exercise answers with the class

Information Competency Addressed:

This lesson utilizes the American Association for School Librarians (AASL) Standards Framework for Learners. Specifically, it addresses the "Create" domain, and within it the "Engage" shared foundation, which they describe as:

Learners use valid information and reasoned conclusions to make ethical decisions in the creation of knowledge by:

1. Ethically using and reproducing others' work.
2. Acknowledging authorship and demonstrating respect for the intellectual property of others.
3. Including elements in personal-knowledge products that allow others to credit content appropriately (AASL, 2018)

However, as stated above this specific lesson flips the perspective from student user, to student creator. While all three competencies are addressed in the lesson, it adds a cognitive element of thinking about them from a producer, versus consumer viewpoint.

References Utilized in this Lesson:

American Association for School Librarians. (2018) . AASL standards framework for learners.

Retrieved from:

<https://standards.aasl.org/wp-content/uploads/2017/11/AASL-Standards-Framework-for-Learners-pamphlet.pdf>

[Common Sense Education]. 2014, September 5. *Copyright and fair use animation* [Video File].

Retrieved from <https://www.youtube.com/watch?v=suMza6Q8J08>.