

Part A:

Site 1: Copyright in an Electronic Environment (Guidelines from Consortium of College & University Media Centers) <http://www.dpi.state.nc.us/copyright1.html>

1. Students may use portions of lawfully acquired copyrighted works in their academic multimedia projects, with proper credit and citations. They may retain them in personal portfolios as examples of their academic work.
2. Text can include: up to 10% of a copyrighted work or 1000 words, whichever is less.
Guidelines for Poems:
 - Entire poem if less than 250 words
 - 250 words or less if longer poem
 - No more than 5 poems (or excerpts) of different poets, from an anthology
 - Only 3 poems (or excerpts) per poet
3. Educators and students must credit sources, giving full bibliographic information when available.

Site 2: Copyright & Fair Use, Stanford University Libraries, Grading Teachers on Copyright Law—Videotaping for the Classroom
http://fairuse.stanford.edu/Copyright_and_Fair_Use_Overview/chapter0/0-e.html

1. A classroom teacher who wants a particular program taped should ask the school to tape it.
2. A limited number of copies may be made from each off-air recording. Each copy is subject to all the provisions governing the original recording.
3. The tape may not be altered in any way. For example, tapes may not be edited to create an anthology or compilation.

Site 3: Copyright & Fair Use, Stanford University Libraries,
http://fairuse.stanford.edu/Copyright_and_Fair_Use_Overview/index.html

1. Websites: Five Ways to Stay Out of Trouble
 - Assume it's protected
 - Read click-wrap agreements (aka "Click to Accept" Agreements)
 - Remove unauthorized material
 - Investigate claims of copyright infringement promptly
 - When in doubt, seek permission

2. Copyright Does Not Protect Certain Works

- Short phrases
- Facts and theories
- Ideas
- U.S. Government Works

3. Public Domain: Regarding works published in the U.S. after 1922 but before March 1, 1989:

Generally, if a work was published without copyright notice under the authorization of the copyright owner and the law does not provide an exception for the omission, the work is in the public domain.

Site 4: Copyright, Piracy, and File Sharing http://www.westga.edu/policy/index_13313.php

1. Types of software:

- Shareware: Software distributed on the basis of the honor system. Most shareware is delivered free of charge, but the author usually requests that you pay a small fee if you like the program and use it regularly. By sending the small fee, you become registered with the producer so that you can receive service assistance and updates. You can copy shareware and pass it along to friends and colleagues, but they too are expected to pay a fee if they use the product. Shareware is inexpensive because it is usually produced by a single programmer and is offered directly to customers; thus, there are practically no packaging or advertising expenses. Note that shareware differs from public-domain software in that shareware IS copyrighted. This means that you cannot sell a shareware product as your own.
- Freeware: Copyrighted software given away for free by the author. Although it is available for free, the author retains the copyright, which means that you cannot do anything with it that is not expressly allowed by the author. Usually the author allows people to use the software, but not sell it. Public-domain software: Refers to any program that is not copyrighted. Public-domain software is free and can be used without restrictions. The term public-domain software is often used incorrectly to include freeware, free software that is nevertheless copyrighted.

2. Characteristics of a Piracy site:

- Free Download sites: These sites provide free download of copyrighted works, which are located on the same server as the web page. They often provide games (also referred to as "warez" or "gamez") and business applications ("appz"). The page is updated frequently to provide the latest titles. They are often sponsored by pornographic web sites to help defray their bandwidth costs.

- Link Sites: These sites facilitate and encourage the free download of copyrighted works, which are located on a remote server. They often provide games and business applications. While the page itself usually doesn't contain infringing software it does provide the means to obtain it, which creates legal liability. There is usually a news section next to each link, which gives the status of the remote sites. These sites are updated very frequently since most of the servers that they link to are removed within a few hours and new ones pop up at the same time. Again, these sites are often sponsored by pornographic web sites.
 - Professional Pirates: These are typically large sites (often with their own domain name) that provide numerous pirated titles. They sometimes offer games the same day that they are available in the stores or a few weeks before their official release. These pages are updated frequently. Some of these sites accept credit card payments for their transactions and, in many cases, are perpetrating fraud on the consumer by taking the consumer's payment but sending no product in exchange. For information on a particular site, contact the IDSA: piracy@idsa.com or via phone at 202- 833-4372.
3. Reproduction, distribution, digital transmission of sound recordings, even samples in many cases, must be authorized by the sound recording owners. Uploading music from a CD that you own, allowing people to download music from your web site, downloading sound recordings or software without express permission from the copyright owner are all violations of copyright law.

Part B:

Gwinnett County:

Acceptable Use Policy (AUP) for Berkeley Lake Elementary Schools

http://www.gwinnett.k12.ga.us/BerkeleyLakeES/PDF/AUP_web.PDF

Part C:

Analyze the Learners: Elementary School Students

State the Objectives:

1. Students will understand the importance of the "Copyright Law."
2. Students will be able to define, understand, and demonstrate copyright protection.
3. Students will be able to create a PowerPoint presentation.
4. Students will learn to embed sound in a PowerPoint.
5. Students will present their PowerPoint projects to the class.
6. Students will work collaboratively in groups of two.

Select Methods, Media, and Material:

1. Computers (Hopefully in Computer Lab or Computer Classroom)
2. Internet capabilities
3. Projector-to show and expand teacher's screen
4. Microsoft PowerPoint

Utilize Materials:

Students will create a PowerPoint presentation, with a partner, on an animal of their choice. They must use the Internet for research and the presentation must have at least one "sound" that the animal makes within one of the slides.

Require Learner Participation:

The teacher will explain the definition of copyright protection and explain the exercise. Students will be asked to state which parts of the exercise has elements of copyright and what that means. Students will be paired into groups. Each group will have a Student A and a Student B. Student groups will choose an animal to present to the class. Each student will research that animal and create a PowerPoint of about 4 slides minimum including the following information:

1. Locations in which the animal is found around the world (either in map form or words) and Habitat (Rainforest, Desert, etc.)
2. Pictures of the animal and Sound(s) the animal makes
3. Any interesting facts you find regarding your animal and a Poem about the animal retrieved from the internet
4. Bibliography: Sites in which the information was found and what was retrieved. Students must use a minimum of 3 sites.

Ex: Habitat Information from <http://en.wikipedia.org/wiki/Armadillo>

The teacher will show students an example Bibliography page for reference. Student A will complete slide 1 and contribute to slide 4. Student B will complete slide 2 and contribute to slide 4. Slide 1 and 2 will contain the individual students name and the copyright symbol. The teacher will explain to the students that this symbol means that no changes can be made to these pages without the named student's permission. This is copyright.

Slide 3 will be completed by both individuals separately. When finished, each AB student pair will print out their slide 3 and swap pages. Student A will make changes to Student B's page and vice versa, without talking to each other. Changes can be anything from font to content. Students will then pass their original slide 3 back to the original owner. The teacher will then ask the students how they felt about the changes made without "permission." (Students will raise their hand and give responses.)

AB student pairs will then collaborate to create a joint slide 3 for their presentation. At the end of the assignment, student groups will present their work to the class.

Evaluation:

The teacher will evaluate the understanding of copyright protection by the answers that the class gave during discussion. Students understanding will also be evaluated in the use and structure of the Bibliography page (slide 4). In addition, the teacher will evaluate the groups presentation skills by the presentation given.