

**Assignment: Copyright Activity**

Part I -

Wisconsin Department of Public Instruction

<http://dpi.wi.gov/lbstat/copyres.html>

Copyright Resources for Schools and Libraries

1. Works are protected immediately by copyright from the time works are created by the author. Only authors or those who have rights through the author can claim copyrights.
2. The following categories of material are not eligible for copyright - titles, names, short phrases, and slogans; familiar symbols or designs; mere variations of typographic ornamentation, lettering, or coloring; mere listings of ingredients or contents. Ideas, procedures, methods, systems, processes, concepts, principles, discoveries, or devices, as distinguished from a description, explanation, or illustration
3. Copyright protects the original works of authors in literary works, musical works and words, dramatic works and words, pantomimes and choreographic works, pictorial, graphic and sculptural works, motion pictures and architectural works. These laws are provided by the U.S. government and found under – title 17. U.S.code.

Education World ® – The Educator’s Best Friend

[http://www.education-world.com/a\\_curr/curr280.shtml](http://www.education-world.com/a_curr/curr280.shtml)

The Educator’s Guide to Copyright and Fair Use

1. All tangible work is copyrighted as soon as it is created.
2. The purpose of copyright laws is to protect an author’s right to be compensated and control how his/her works are used.
3. When in doubt, ask permission.
4. Works in public domain are not copyrighted:
  - if published before January 1, 1923.
  - if published between 1923 and 1978 that did not contain a valid copyright notice.
  - if published between 1923 and 1978 for which the copyright was not renewed.

NC Schools.Org

<http://www.dpi.state.nc.us/copyright1.html>

Copyright in an Electronic Environment

1. Students must use proper credits and citations for any copyrighted material used in multimedia projects.
2. A multimedia creator loses fair use once the product can be accessed on the internet.
3. For motion media, students may use up to 10% of a copyrighted work or three minutes, whichever is less.

### **Introducing Copyright Information to Class**

First – introduce the meaning of copyright laws and why the U.S. government has these policies in place. Second - have a discussion about what would happen if works were not copyrighted. Show an example of how students should use citations and credits in a multimedia project. Third - give students a mini handout to keep in their notebooks on proper identification of use of tangible sources. Finally, ask students questions as well as allow students to ask questions.

### **Overview of Classroom Policies and Procedures For Internet Use**

During whole group discussion, use screen and review AUP requirements as a class. Use specific examples using classroom computers. Give students an abbreviated form outlining the most important information for internet use and have parents and student sign. Student may not use the internet at school until form is received and filed in appropriate file.