

3.IC.4 Impacts of Computing

The student will demonstrate how to use information created by others with permission. (a) Discuss copyright, piracy, and plagiarism. (b) Demonstrate how to use information created by others.



Integration Opportunities

Understanding the Standard

As students choose to use, reference, or modify other people's creative work, like images, sounds, commands, and stories, in their own work, they are expected to recognize the original creator of each source. Developing a practice of using work with permission from a young age can build positive habits that should continue beyond a student's K-12 career. Topics related to giving credit to the creators of work include copyright, plagiarism, fair use, and properly citing sources, both online and offline. This standard supports English standards as students learn about plagiarism in writing.

English 3.RV.1b.j, 3.R.1E Given examples of proper and improper citation, students will use newly acquired vocabulary accurately to explain the concept of plagiarism and demonstrate how to avoid plagiarism by giving credit to sources of information.

Visual Arts 3.8 Use the internet to explore art topics proper permissions and use will be demonstrated.

Music 3.8 The student will recognize ethical use of the internet for exploring music topics and using music created by others.

Term	Definition
Copyright	A legal protection for a published work that helps to prevent that work from being used without prior permission.
Piracy	Illegally using, copying, or distributing a creative work without ownership or permission from the owner.
Plagiarism	Using someone else's ideas or words without giving credit.

Prerequisite Knowledge

Students should understand that the things they use in their daily lives, such as books, games, videos, and apps, are created by individuals and are the result of the work of authors, illustrators, programmers, and more.

Summary of a Lesson

To investigate an example of providing credit for someone else's work, show students how to remix a project in the Scratch interface and point out that the original creator automatically receives credit. Discuss why this is important, emphasizing fairness and ownership of ideas. As a class, identify other times individuals may need to provide credit to another creator, such as when using music or sounds created by someone else, copying images of favorite characters, and more. Define copyright and explain that there are laws that protect creators from having their work plagiarized and model some ways to find images and sounds that allow others permission to reuse them. Students can practice providing credit for someone else's work by remixing an existing project in Scratch, and adding in additional music, photos, or other media and providing citations for all contributions to their project on the project page.