



Integration Opportunities

English 4.c.4a, 4.R.1f Have students explore and select different types of media messages (auditory, visual, and written) and identify their purpose. Then have students demonstrate their understanding of attribution by providing proper citations.

Visual Arts 4.8 Describe the importance of intellectual property rights and give credit to sources used in art research.

Music 4.8 Describe how protecting intellectual property is part of demonstrating digital citizenship for exploring music topics.

4.IC.4 Impacts of Computing

The student will describe the importance of copyrights and intellectual property rights. (a) Demonstrate an understanding of copyright and the fair use of information. (b) Explain how intellectual property can be protected. (c) Give proper attribution to the original author of digital and online content.

Understanding the Standard

As it becomes easier to share and receive information online, any reference materials, resources, media files, or elements of programming used but not created by students should be attributed to the original creator. Students are expected to recognize the original authors, illustrators, and/or programmers and explain why it is essential to give credit to creators when using their work. Credit can be cited in an added comment or a README file. 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.

Term	Definition
Intellectual property	The ideas, documents, and technologies created by an individual or organization.
Copyright	A legal protection for a published work that helps to prevent that work from being used without prior permission.
Fair use	A limited use permitted by copyright law, allowing the use of copyrighted material for specific purposes, such as research or commenting.
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. They should have a foundational knowledge of plagiarism and citing sources.

Summary of a Lesson

With the whole group, facilitate a discussion about why it is essential to give credit to original creators. Identify the legal and ethical problems that arise when attribution is not applied. Give examples of modified images, snippets of songs, and paraphrased writing, and have students identify whether it is necessary to cite an original source, and identify if the way the artifact is used falls under fair use. In Twine, students should design a story pattern and include images, videos, and/or audio files. Each artifact should be checked for proper citation and attribution.