



Integration Opportunities

English 5.R.1f Demonstrate the proper use and citation of sources (including digital sources). Identify the risks of not giving proper credit including legal consequences and the impact on the author's work.

Health 5.3d Create one-page ads that promote healthy foods and beverages. Students distinguish between open-source and copyright materials when researching and creating their ads.

Music 5.8 Define intellectual property as it relates to music and the music industry and practice responsible sourcing of material.

Visual Arts 5.8 Relate intellectual property to works of art, practicing ethical use of resources and source materials.

5.IC.4 Impacts of Computing

The student will observe and examine intellectual property rights when considering the use of open-source licenses and copyrights. (a) Distinguish between open-source licenses and copyrights. (b) Research risks associated with inappropriate use of various digital information sources. (c) Describe and use strategies to protect online digital content and resources.

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. Topics related to giving credit to the creators of work include copyright, plagiarism, fair use, and properly citing sources, both online and offline. "Open source" refers to creative works that have been released publicly by their authors. Authors release open-source works under a "license", which specifies the conditions under which other people are permitted to use the work. 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. This standard also 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.
Open-source software	Code published for free for others to use within the limits of a license
License	A legal document releasing a product from copyright to the public, providing details on how the product is allowed to be used
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

As a class, define "copyright" and explain how it applies to creative work. Have students work in pairs or small groups to research different types of open-source licenses and copyrights, then discuss how these intellectual property rights impact the use of digital information. Brainstorm and record ways in which students can protect digital content and intellectual property. Some great additional resources for this come from Common Sense Media: [A Creator's Rights and Responsibilities](#) lesson.