

Timing: 30 minutes to 1 hour

Level: Ages 15 and up

Copyright and fair use

Activity Overview

Understanding how to legally use resources and content, as well as, how to protect one's work is very important. In this activity students will learn about copyright rules, fair use guidelines, and intellectual property so they know when permission must be obtained and the methods used to indicate content is copyrighted.

Note: Portions of this activity align to the Adobe Certified Associate objectives. Within the instruction steps and technical guides, the specific learning objectives for the exam(s) are referenced with the following format: ^{1.1}

Activity Objectives

Research and communication skills

- Understanding copyright issues and fair-use guidelines
- Advocating and practicing legal use of images

Project Assets

- *Guide:* Principles and rules of copyright ^{1.2, 1.2, 1.2, 1.3, 1.4, 1.3}

Background preparation resources

[Technical and content information](#)

[ISTE NETS*S Standards for Students](#)

[Adobe Certified Associate objectives](#)

Activity Steps

1. Using the *Principles and rules of copyright* guide ^{1.2, 1.2, 1.2, 1.3, 1.3, 1.4}, emphasize the importance of copyright and protecting one's work by discussing copyright rules, fair use guidelines, and intellectual property, including:
 - Knowing when permission must be obtained.
 - The difference between copyrighted material, fair use, intellectual property, and derivative works.
 - The methods use to indicate content is copyrighted.
2. Instruct the students to investigate whether they need permission to use any of their digital assets. Have them provide the appropriate type of copyright citation and have them copyright their own work.

Assessment:

	0 - Does not meet expectations	3 - Meets expectations	5 - Exceeds expectations
Copyright notation	Absent or missing	Student applies and documents appropriate copyright and fair use guidelines when needed.	Student applies and documents appropriate copyright and fair use guidelines when needed.

Background preparation resources:

- For more teaching and learning resources on the topics in this project, search for resources from the community on the Adobe Education Exchange: <http://edex.adobe.com/>

Copyright and fair use

- If needed, review this site with more information on copyright: <http://fairuse.stanford.edu>

ISTE NETS*S Standards for Students

This project is aligned to the ISTE NETS*S Technology Standards. Depending on the subject and content area the student selects you may research your own state content standards to see how this project aligns to your state requirements.

ISTE NETS*S: Curriculum and Content Area Standards – NETS for Students

5. Digital Citizenship
Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior. Students:
 - a. advocate and practice safe, legal, and responsible use of information and technology.

Adobe Certified Associate Exam Objective

Adobe Certified Associate, Web Authoring objectives

1.3 Demonstrate knowledge of standard copyright rules (related terms, obtaining permission, and citing copyrighted material).

Adobe Certified Associate, Visual Communication objectives

1.2 Demonstrate knowledge of standard copyright rules for images and image use.

Adobe Certified Associate, Interactive Media objectives

1.4 Demonstrate knowledge of standard copyright rules (related terms, obtaining permission, and citing copyrighted material).

Adobe Certified Associate, Video Communication objectives

1.3 Demonstrate knowledge of standard copyright rules (related terms, obtaining permission, and citing copyrighted material).

Adobe Certified Associate, Graphic Design & Illustration objectives

1.2 Demonstrate knowledge of standard copyright rules for artwork, graphics and graphic use.

Adobe Certified Associate, Print & Digital Media Publication objectives

1.2 Demonstrate knowledge of standard copyright rules for content use in page layouts.

For more information

Find more teaching materials for using Adobe software in your classroom on the Adobe Education Exchange: <http://edex.adobe.com/>.



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