

# MODULE 2

## Using technology in a safe, legal, and ethical manner

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### Answer Sheet

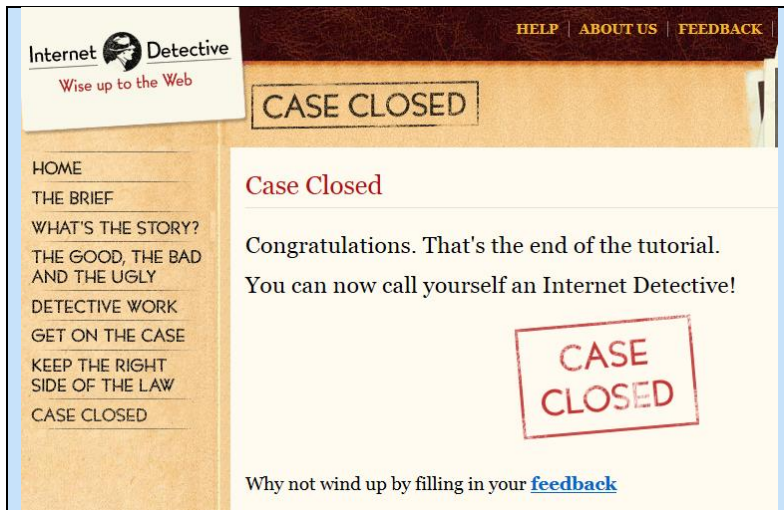
#### DIGITAL NATIVES

- [Read to learn more about the war between digital immigrants & digital natives.](#)
  - Answer the following prompt after reading the article.
  - **I wonder...** I wonder if technology is taking us in the right direction in life. Do our students have opportunities to problem solve as if they didn't own technology? The students (for the most part) now don't even know how to look up words in a dictionary because they have never had to with the Internet and access to technology at school. Notice I said, "at school." Those same students go home and have no access to complete a digital assignment that some become accustomed to at school and end up becoming frustrated. Are we giving our students varied options and skills to solve a problem? As someone else said, we cannot expect parents to get to the library when they are worried about their next meal, gas, or a place to sleep. How are schools solving this issue when budgets are constantly being cut. Another side: As Digital Natives, we think only of students but we now also see new teachers that are digital natives; they were raised with technology and know nothing different. Those teachers as well as the digital immigrants now seem to rely so heavily on technology when teaching lessons that some "freak out" when technology goes down. So, yes, a divide is being created amongst students and technology access, but also with teachers as digital natives continue to join the profession. Back to the question, are we going in the right direction or are things becoming too complicated and overwhelming with technology?
  - **Paste your response** [here in Edmodo Module 2.](#)
  - **Reply to at least one other classmate's post.**
  - Mrs. Johnson, I agree that maturity plays such a big part in technology. Teaching digital citizenship to our students is so very important and yes, we do see it all the time that social media, even though a great tool across miles, becomes such a detriment in a person's life.
  - Elizabeth, I am also worried not only for the students but my own children that phonetics, spelling, and handwriting are no longer important. We talk all the time and wonder, "How will our students or children SIGN their name on a check, document, etc. if they don't LEARN cursive handwriting?" And, if it becomes a digital signature through fingerprints and number identification, how will security increase or decrease? So many questions and "what if's" go along with the ever-changing, ever-growing world of technology.

### Plagiarism & Copyright

#### ACTIVITY: Plagiarism & copyright

- Read through [the lesson](#) & hit next at the end of each page.
- Take [the quiz](#) at the end. Take a screen clipping of your quiz results. ([Insert>Screenshot>screen clipping](#) or hit printscreen on your keyboard and paste in Word) – Is this what you wanted from the quiz? I never received a score, just this "Case Close" screen every time.



## Copyright & Fair Use in Education

### ACTIVITY:

- Take [Edmodo quiz](#) on copyright. – 8/10 – can we retake the quiz at any point?
  - Use the following links to find the answers to the quiz.
    - [Click for information on copyright in education](#)
    - [http://www.halldavidson.net/copyright\\_chart.pdf](http://www.halldavidson.net/copyright_chart.pdf)
- 

## COPYRIGHT FOR YOUR STUDENTS

- GO through <http://digitalpassport.org> Creative Credit: Mix n Mash to learn ways to teach copyright to younger students.
- Use articles to further students understanding.

### DISCUSSION ACTIVITY:

- Prompt: What techniques could you use to teach your students about copyright laws?
  - Respond [here & paste in Edmodo Module 2 discussion post.](#)
  - One of the lessons I love to use with my students on copyright laws (2nd-5th grade) is to begin by finding pictures for a digital project. Start looking for the first picture together as an example, then introduce the idea of using this picture in my project and selling my movie/project I make to everyone or posting it online for free downloads. I love this idea and the students get on board quickly when money is involved, until I tell them I could get into trouble by the "copyright" investigators and have to pay a huge fine or possibly go to jail, but most importantly, I would hurt the feelings of others by using their work without their permission. I then go into copyright examples and what it means to use someone's work or copy someone's work or ideas (differences between copyright and plagiarism). I make them think about their artwork and how they would feel if someone used their work and told everyone they did it even though it wasn't really true. As 2nd-5th graders it is important for them to know, not only how to safely search the internet, but how to find "free to use" images and music when creating digital projects. This ties into our lesson on Google Safe and Ethical Searching, exact searching, and how to effectively search the internet. I teach the students how to turn on "Safe Search" at home and school (even though we have the filter in place in district it is necessary that they have this as an option at home - we make it a game to 'show their family what they know') while also turning on the ability to find images (documents, etc.) that are free to

use/share, etc. When we discuss the drop-downs in "Google Advanced Search" we talk about the differences between each option and what it would mean to share and publish, publish, edit and use, just use...all the options. Remarkably, most teachers (when I am teaching/co-teaching their classes) don't even realize this exists much less the students so this is a great lesson for all and eventually saves time on narrowing down searches as well as being sure items are free to use. That doesn't mean we don't reference our searches. We click on every picture to open up the site and bookmark each site with the picture we use so that we can reference the picture/link, etc. in our digital work. Of course, as we progress in grade level and project, I go into further detail with 4th and 5th graders, but this is a wonderful starting point for my 2nd-3rd graders. If you have never checked out "Google Advanced Search" features, please do. Even though Google seems to be taking over the world at times, this is a great starting point for our younger students by actually teaching them how to turn on features in Google rather than relying on a safe search site already established. I also like using the Creative Commons search feature. This would be a great tool for the 4th and 5th graders when they are searching for project items. I, did, however learn a lot from the PDF handout about reproducing digital work and the length of time something can be used/displayed.

- Links we use: <http://www.copyrightkids.org/> , <http://cyberlaw.stanford.edu/blog/2007/03/fairy-use-tale> , <http://www.livebinders.com/play/play/%20%20%20241080%20%20?present=true> - this is also a great site if you are wanting to ask permission for use - [http://www.educationworld.com/a\\_tech/tech/tech121.shtml](http://www.educationworld.com/a_tech/tech/tech121.shtml)
  - Follow the rubric for discussion posts.
- Reply to one other student using techniques learned in module 1.
  - Whitney and Janell - I also feel like my education did not properly prepare me for the copyright lessons needed today. That is why, as educators, it is so important to continue to take classes (especially in technology) and research to stay up on current laws and trends in education and technology. Copyright is so much more necessary and relevant today than it was years ago due to all of the digital devices and capabilities that just weren't present in education a few years ago.
  - Mrs. Johnson - I like the ideas of creating games and having the students guess if it was a copyright violation and what type of violation and/or copyright license is in use. Great thoughts! This would be a great way for elementary students to learn copyright laws from such a young age while also incorporating this into a review game like Jeopardy or Wheel of Fortune to meet the Digital Citizenship standards.


#### CREATIVE COMMONS ACTIVITY:

- Find a picture you have taken or take a new picture
- Go to the [creative commons website](#).
- Fill out the information in each box
- Copy the license and paste below as show in the example.



  
 Gifted Talented Wordle by Christie Turbeville is licensed under a Creative Commons Attribution-NonCommercial-ShareAlike 3.0 Unported License.



  
 Home in the Woods by C. Turbeville is licensed under a Creative Commons Attribution-NonCommercial-NoDerivs 3.0 Unported License.



ACTIVITY:

- Find other images online that you are free to use.

<a href="http://search.creativecommons.org/">http://search.creativecommons.org/</a>	<a href="http://compfight.com/">http://compfight.com/</a>	<a href="http://www.zoo-m.com/flickr-storm/">http://www.zoo-m.com/flickr-storm/</a>	<a href="http://www.flickr.com/creativecommons/">http://www.flickr.com/creativecommons/</a>
			
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