

KS3 Computing Lesson Plan



Copyright and Intellectual Property

Learning objectives

- To understand what Intellectual Property is.
- To understand what Copyright is and the Copyright, Designs and Patents Act 1988.
- Understand the use of creative commons licences and fair dealing.
- Understand the consequences of copyright infringement.

Study skills

- Researching and investigating.
- Gathering and analysing evidence.
- Forming opinions and reaching informed conclusions. Presentation skills.

Learning outcomes

- Students will demonstrate an understanding of Intellectual Property and what the copyright law Copyright, Designs and Patents Act 1988 covers.
- Many students will demonstrate an understanding how to deal fairly with copyrighted material.
- Some students will demonstrate a greater understanding of the complexity of copyright and the legal and financial implications breaking this law can have.

Resources required

- Lesson Presentation
- Key Terms Wordsearch – Starter Activity
- Patents, Copyright, Designs and Trademarks sheet – Activity 3
- Creative Commons Licence Page (to be cut up and put in envelopes) – Activity 4
- Computers or laptops for research
- A video to show students, such as *Ed Sheeran vs Marvin Gaye Lawsuit*
- A video to show students, such as *Creative Commons Licenses Explained*

Introduction

- As students enter ask them to immediately start work on the keywords wordsearch – (this will encourage them to start thinking about how these terms are all linked).
- Share the learning objectives in the **Lesson Presentation** to introduce the topic then follow each slide throughout the lesson.
- **Activity 1** – Ask the students what “Intellectual Property” is – allow them 2 mins (with timer on board) to research or discuss in pairs. Gain feedback from the class and display a model answer on **Slide 2**.

Main activities

- Display **Activity 2** in the **Lesson Presentation** – Copyright, Designs and Patents Act (Slide 2).
- Give students a timed period to research and answer the questions. Alternatively, this can be used as a memory recall (retrieval practice) slide. Then go through answers on **Slide 6**.

Main activities

- Student should now know the act covers – Patents, Copyright, Designs and Trademarks. For **Activity 3**, split the students into four groups and hand out the jumbled fact sheet. Each group should research and put the correct facts under each heading. Alternatively, each group should attempt one area and then feedback to the class when completed to ensure all types are spoken about.
- Check the answers for **Activity 3** using **Slide 5**.
- Watch a video on the Ed Sheeran vs Marvin Gaye court case breakdown and engage students in a class discussion. Take a vote to decide who the class thought should win.
- **Activity 4** – Watch the video on Creative Commons Licences. In pairs students should match each symbol with the appropriate name and description. **Activity 4 should be cut and in envelopes.**
- **Slide 12** – Talk about the consequences legally but also the affect it has on the industry which directly impacts them as young people. Use **Slide 13** to present students with the facts behind each of these copyright infringements.

Plenary

Exit pass – **Slide 14** – Ask students to write two things they have learned in the lesson and stick it on the wall as they leave.

Useful resources

The UK government copyright information can be found [here](#).

Copyright GCSE – [here](#)

The UK government Intellectual Property information can be found [here](#).

The UK government site, found [here](#), contains an A to Z with links to all aspects of patents, trademarks, copyright and designs.

Extension activities / home learning

Have a look at these 15 famous copyright cases. [Click here](#)

Students can choose one and write the script (in the role of the company legal team) to defend your chosen side.