

# TRADITIONAL KNOWLEDGE AND INTELLECTUAL PROPERTY



Module I



Course  
Intellectual  
Property



Topic  
What is  
intellectual  
property?



Lesson 1

## Activity

- **Short Description:** Learners will watch this [video](#) and fill a content table (below).
- **Methodology:** Induction learning
- **Duration:** 3 hours.
- **Difficulty (high - medium - low):** Medium
- **Individual / Team:** Individual
- **Classroom / House:** The activity should be developed during class.
- **What do we need, to do this activity?** (Indicate what resources we need to be able to carry out the proposed activity)
  - We will need a device (computer, smartphone, or tablet)

## Description

- **Text description:** The following activity is based on a workshop to be developed by the teacher in the classroom.



Workshop 1- Intellectual property

Approaching the knowledge of intellectual property through an example: Navigating Traditional Knowledge and Intellectual Property – [The Story of the Yakuanoi](#).

Participants must watch the video and fill in the following content table:

Table - Analysis of the Characteristics of Intellectual Property				
1. Resource Used for Analysis	Navigating Traditional Knowledge and Intellectual Property: The story of the Yakuanoi			
2. Describe 3 characteristics of traditional knowledge mentioned in the video				
3. Describe 3 characteristics of scientific knowledge or innovation mentioned in the video.				
4. Can Traditional Knowledge be the object of Intellectual Property?	YES		NO	
5. Justify your previous answer to a maximum of 50 words				
6. Identify a case of a Traditional Knowledge of your Municipality or Country that has been the object of Intellectual Property protection				
7. Describe the case in no more than 100 words				

- Activity 1- Definition of Intellectual Property, identifying the key words that compose it: According to the content of this module, build a "Word Cloud", using any free tool on the web such as: Word Clouds, TagCrowd, Wordle, Word Cloud Generator, with at least THREE definitions of the INTELLECTUAL PROPERTY Concept.



## Instructions

1. STEP 1: Learners should watch the video "The Story of the Yakuanoi"
2. STEP 2: Fill the table (see above)
3. STEP 3: Build a "Word Cloud" using any free tool.
4. STEP 4: Include at least 3 definitions of intellectual property

## Expected outcomes

- Students to define intellectual property through examples

## This activity can be used in other (module, course, topic, lesson):

- Any Module, Course, Topic or Lesson, as background regarding intellectual property.

## DIGICOMP (Competences developed):

### 1. INFORMATION AND DATA LITERACY

- 1.1 Browsing, searching and filtering data, information and digital content

### 2. COMMUNICATION AND COLLABORATION

- 2.1 Interacting through digital technologies
- 2.2 Sharing through digital technologies

### 3. DIGITAL CONTENT CREATION

- 3.1 Copyright and licenses

## ENTRECOMP (Competences developed):

### 1. INTO ACTION

- 1.1 Working with others
- 1.2 Learning through experience



