LEGAL FRAMEWORK FOR O-CITY

Module I	Course Intellectual Property	Topic Legal framework for the registration of intellectual property	Lesson 1

Activity

- **Short Description**: Learners will learn about the legal framework for the registration of intellectual property.
- **Methodology**: Research-based 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**: Teachers will explain students the legal framework for the registration of intellectual property. They will focus the activities on the World Intellectual Property Organization – WIPO and Creative Commons – CC.

Activities

Workshop 1- Legal framework for the registration of intellectual property

• What is WIPO? What is Creative Commons -CC-?

• Activity 1- Analysis of the current legal framework for the registration of intellectual property:

Through the Concept Map tool and using the CMAPS program, learners should build a Concept Map that contains the Current Legal Framework established by the WIPO.

• Activity 2- Open access to register intellectual property: Creative Commons

Through an INFOGRAPHIC or a STORY, presented with CANVA or with PowerPoint® learners should prepare a presentation of at least 3 minutes, explaining to someone else, what is Creative Commons. The script must contain at least the following explanations:

- What is Creative Commons?
- For what kind of "products" it is most useful.
- Examples of their elements where they have applied Creative Commons

Instructions

1. STEP 1: Analyze the current legal framework for the registration of intellectual property.
2. STEP 2: Prepare a concept map including the legal framework established by the WIPO.
3. STEP 3: Prepare a story or infographic on Canva or PowerPoint®, explaining to someone else the concept of Creative Commons.

Expected outcomes

- Help Students understanding 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 Sharing through digital technologies

3. **DIGITAL CONTENT CREATION**
   3.1 Copyright and licenses

ENTRECOMP (Competences developed):

1. **INTO ACTION**
   1.1 Learning through experience