# **CREATIVE COMMONS**

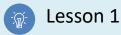




Module I







# Activity

- **Short Description**: Students will answer several questions related to intellectual property and will debate them in class in order for the teacher to assess them.
- Methodology: Learning by discussion or debate
- **Duration:** 2 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**: Students will answer the following questions and debate them during class.

Topic: Legal framework for the registration of intellectual property of the products that are designed for O-City and Creative Commons – CC.

1. What is the name of the UN agency that promotes the protection of intellectual property?







- 2. Copyright is a legal term used to describe the rights that creators have over their literary and artistic works. True or false?
- 3. Literary works such as novels, poems, plays, reference works, newspaper articles can be protected through copyright. True or false?
- 4. Copyright protection extends only to expressions, and not to ideas. True or false?
- 5. Can I register copyright? Yes, or no? Why?
- 6. What is Creative Commons CC?
- 7. Mention the licenses provided by Creative Commons CC.

### Instructions

- 1. STEP 1: Each student should answer the questions.
- 2. STEP 2: Once they have answered them, they should discuss them in class.

# **Expected outcomes**

• Evaluate the concepts seen through the course about the current legal framework for the registration of intellectual property of the products that are designed for the O-City Platform.

### 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. DIGITAL CONTENT CREATION
  - 3.1 Copyright and licenses

## **ENTRECOMP (Competences developed):**

- 1. INTO ACTION
  - 1.1 Learning through experience





