

CREATIVE COMMONS



Module 1



Course
Intellectual
Property



Topic
Creative
Commons



Lesson 1

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

