TRADITIONAL KNOWLEDGE AND



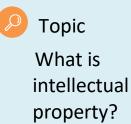
INTELLECTUAL PROPERTY



Module I



Course Intellectual Property





Lesson 1

Activity

- Short Description: Learners will watch the 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			
Resource Used for Analysis	Navigating Traditional Knowledge and Intellectual Property: The story of the Yakuanoi		
Describe 3 characteristics of traditional knowledge mentioned in the video			
3. Describe 3 characteristics of scientific knowledge or innovation mentioned in the video.			
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











