

INTELLECTUAL PROPERTY OF THE MONA LISA



Module I



Course
Intellectual
Property



Topic
What is
intellectual
property?



Lesson 1

Activity

- **Short Description:** Students will learn about intellectual property through Leonardo Da Vinci and the Mona Lisa.
- **Methodology:** Induction learning
- **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:** The following activity will help the students get familiarized with the concept of intellectual property.

Activity 1- Intellectual Property of the Mona Lisa

Investigate and develop a story of:



- How Leonardo Da Vinci was defined as the author of the Mona Lisa.
- Inquire if Da Vinci's works generate "earnings" for being exhibited: Whose "earnings" are they?

Instructions

1. STEP 1: Research about Da Vinci and the Mona Lisa.
2. STEP 2: Research about the earnings generated by the Mona Lisa.
3. STEP 3: Make a story about it.

Expected outcomes

- Students to understand the concept of intellectual property by researching real cases.

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. DIGITAL CONTENT CREATION

- 2.1 Copyright and licenses

ENTRECOMP (Competences developed):

1. INTO ACTION

- 1.1 Learning through experience

