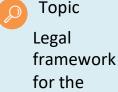
# LEGAL FRAMEWORK FOR O-CITY





Module I





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





