

# Impacts of Computing: Safety, Law & Ethics Grade: 3

Standard: 3.IC.SLE.01

Introduce intellectual property concepts and identify types of digital data (music, videos, photos) that may have intellectual property rights preventing copying and/or requiring attribution.

## Essential Skills

Outline the types of digital artifacts that may be considered intellectual property.

Locate information to identify creator and copyright type.

## Essential Questions

What is considered intellectual property?

When is it appropriate to provide attribution and how is it done appropriately?

What are the rights associated with intellectual property?

## Explanation

When someone creates something, which can include a photo, video game, a computer program, music, data, or even an idea, they often have the intellectual property rights to decide “who, what, when, where, why, and how” their creation can be used. Many creations are often available for people to experience or use on the internet and the same “who, what, when, where, why, and how” that the author intended for their creation applies online. Often there is a copyright or a creative commons license that gives information about how the creator wants the creation used and what kind of attribution to provide if it is used. Creators can decide if they want their work copied, shared, broadcast, etc. and if so, what attribution they would like. Violating intellectual property rights is unfair, can affect creators' ability to earn money, and can have legal consequences for the violators.

## Think of this as similar to....

Create a list of sources or bibliography when writing a research paper.

## Implementation Examples—What would this look like in the classroom?

Title	Description	Link	Content Connection & Notes
<b>Let's Give Credit!</b>	<b>Grade 3</b> --In this lesson from Common Sense Media, students learn why it's important to give credit and the right ways to do it when they use any intellectual property-- words, images, or ideas-- that belong to others.	<a href="#">Let's Give Credit</a>	This is a <a href="#">Common Sense Media</a> lesson; teachers need a free account to access the lesson plans.
<b>A Creator's Rights</b>	<b>Grade 3</b> --Students identify the copyright type of intellectual property and how to find the creator. <b>Grade 4</b> --Given an image, the students should determine how to provide attribution.	<a href="#">A Creator's Rights</a>	This is a <a href="#">Common Sense Media</a> lesson; teachers need a free account to access the lesson plans.
<b>Sharing Fairly</b>	<b>Grade 3</b> --After students create an original project (could be art, story, or computer program), they learn about what copyright is, what types of works can be protected by copyright. and then they protect their own work with a copyright. <b>Grade 4</b> --Students learn about Fair Use and distinguish between which items are covered under Fair Use and which are not. They should discuss how to provide attribution for items that are not covered by Fair Use. <b>Grade 5</b> --Students use a portion from another student's work. They react to someone else reusing their project and what type of attribution they would like to be given. The class can have a larger discussion about the impact on society and individuals of violating copyrights.	<a href="#">Sharing Fairly</a>	This lesson also aligns with CS AP.PD.02. To appropriately meet this standard, the students should create a computer program. This is also lesson 10 <a href="#">Digital Sharing</a> from Code.org Course E.

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These annotations are a collaboration between [Maryland Center for Computing Education](#) and the [Maryland State Department of Education](#).