



TIPS FOR TEACHING – SECONDARY SCHOOLS

The purpose of Copyright Classroom's educational materials is to inspire and encourage teachers and students to engage in creative work in a way that respects copyright. The Copyright Classroom resources are divided into three components: copyright know-how, what you can do with various types of works, and research skills and critical literacy. Each component has resources and games to support the learning process.

There are both ethical and legal guidelines that need to be taught in relation to creative use of copyright works. In relation to copyright, the teacher's role is threefold: they need to understand and master copyright from the perspectives of the user of copyright works, the creator of new and original works, and as educator and rolemodel.

These teaching tips can be used during lessons in any subject. You can use the suggestions as they are, or you can select tasks and materials suitable for your own specific lesson plan.

A student can also work through all the materials on their own with the help of the Copyright Classroom study instructions.

1. Knowledge of copyright

| | GOALS AND CONTENT | RESOURCES IN COPYRIGHT CLASSROOM | TIPS FOR TEACHING |
|--------------------------------------|--|---|--|
| COPYRIGHT | <p>Understand copyright in practice based on different licences and publishing methods.</p> <p>Be familiar with basic copyright-related concepts.</p> | <p>Copyright Guide</p> <p>Video:</p> <p>Copyright Creators' economic and moral rights</p> <p>Resources:</p> <p>Copyright Protects Creative Works</p> <p>Copyright Know-how Quiz</p> | <p>At the start of the lesson, review basic copyright-related concepts like authorship, originality threshold, copyright protection. Discuss why it is important to respect copyright.</p> <p>Test your knowledge of copyright with the quiz exercise.</p> <p>Students can look for answers to their questions in Copyright Classroom's videos and in the copyright guides</p> |
| SHARING CONTENT CREATED BY OTHERS | <p>Understand protection of people's reputation as creators. Understand that copyright protects the creative work.</p> <p>Be able to use the correct permission or licence when sharing content or using material in one's own work. Understand one's own responsibility and the consequences of copyright infringement.</p> | <p>Copyright Guide</p> <p>Checklists:</p> <p>Copyright, internet, and social media Filming and photography School/college projects Video projects</p> <p>Resources:</p> <p>Project work</p> <p>Video:</p> <p>How can copyright works be used?</p> | <p>Review different permission solutions and licences that are important when creating one's own work.</p> <p>Review the principles for the protection of privacy and reputation applicable to photography and the sharing of images.</p> |
| COPYRIGHT AND SHARING ONE'S OWN WORK | <p>Benefit from copyright in one's own work.</p> <p>Be able to use content and works produced by others in one's own work with respect for copyright. Understand that copyright protects creative work.</p> | <p>Copyright Guide</p> <p>Checklists:</p> <p>School/college projects Video projects Your work – your rights Fair dealing exceptions</p> <p>Video:</p> <p>Copyright Creators' economic and moral rights</p> | <p>Discuss what authorship and creative work mean and what rights one has to one's own work.</p> <p>Review different permission solutions and licences in relation to one's own work.</p> |

2. Use of various types of works

| | GOALS AND CONTENT | RESOURCES IN COPYRIGHT CLASSROOM | TIPS FOR TEACHING |
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| USING VARIOUS TYPES OF WORKS IN ONE'S OWN CREATIVE PRODUCTION | <p>Be able to use text, images, music, sound, moving images, and combinations of these in one's own work with respect for copyright.</p> <p>Understand how much images and text-based works can be edited with respect for the creator/rightsholder's moral rights.</p> <p>Be able to use embedded links in multimedia works with respect for copyright.</p> | <p>Checklists:</p> <p>School/college projects Video projects Filming and photography</p> <p>Checklist Generator</p> <p>Video:</p> <p>How can copyright works be used?</p> <p>Resources:</p> <p>Project work Quoting</p> <p>Use of Works True or False</p> | <p>Before starting your own project, familiarise yourself with Copyright Classroom's checklists relevant to the project and watch the video Use of Works. Basic questions regarding the use of works (for example, copyright symbols, quotation and source referencing) can also be discussed.</p> <p>Look for materials related to the topic being covered during the lesson or in the assignment on the internet and in other sources (books, magazines, etc.). When referencing various materials in the assignment, make accurate source citations.</p> <p>With the help of the checklist generator, create customised instructions for the use of material relevant to the specific project.</p> <p>Knowledge of how to use works can be practised through the True or False exercises.</p> |
| SOURCE REFERENCING | <p>Be able to use and reference a variety of sources.</p> | <p>Resources:</p> <p>Quoting Best practice when referencing</p> | <p>Start by finding out what is meant by quotation and summary. Use the guide for tips on how to reference various types of sources.</p> <p>The teacher can in advance find sources suitable for the assignment or allow the students to search for sources themselves during the lesson. The students refer to these sources using the referencing guidelines.</p> |

3. Research skills and source criticism

| | GOALS AND CONTENT | RESOURCES IN COPYRIGHT CLASSROOM | TIPS FOR TEACHING |
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| RESEARCH SKILLS | <p>Be able to find relevant information in a variety of sources. Be able to identify key concepts suitable for the topic. Be able to use search engines and library information retrieval systems effectively. Understand the importance of considering different perspectives and examining the topic comprehensively.</p> <p>Be able to make references according to good practice.</p> | <p>Resources:</p> <p>The Creative Process Quoting</p> <p>Expand your Know-how Bingo</p> | <p>Discuss the types of texts that can be used as sources, where such texts can be found, how the information search can be facilitated, and which search engines can be utilized for finding information.</p> <p>Practise searching for information on the topic being covered in the lesson or assignment. This practice can also be turned into a competition to see who can find the requested information the fastest. For example, the teacher could create questions related to the subject for the students to answer as quickly as possible.</p> <p>Review the 'The Creative Process' and the instructions for source referencing.</p> <p>Use the Expand your Know-how Bingo to test your skills.</p> |
| SOURCE CRITICISM | <p>Be able to assess the reliability of different sources and evaluate search results, and identify different perspectives on a topic.</p> | <p>Resources:</p> <p>The Creative Process</p> | <p>The teacher or students search for two or three different sources related to the topic discussed in the lesson or assignment. One is reliable and relevant to the assignment. One is reliable but irrelevant. The third is both unreliable and irrelevant to the assignment. After reading through the texts, discuss how to determine if a source is reliable or appropriate and what makes a source unreliable.</p> |

4. Copyright Know-how

| | GOALS AND CONTENT | RESOURCES IN COPYRIGHT CLASSROOM | TIPS FOR TEACHING |
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| COPYRIGHT KNOW-HOW FINAL TEST | <p>Understand copyright and the protection of privacy and reputation in practice, including various types of permissions and publication methods. Be familiar with basic copyright-related concepts as well as permission and licensing solutions. Be able to use a variety of materials in one's own work with respect for copyright.</p> | <p>All of Copyright Classroom's resources</p> <p>Games to practise different skills: Quiz, True or False and Bingo</p> <p>Final test</p> <p>Certificate for printing</p> | <p>First, the students practise various copyright-related skills through game-like exercises, then they demonstrate their knowledge in the final test. The students can take the final test independently.</p> <p>Students can search for answers to their questions in Copyright Classroom's resources.</p> <p>Once the student has passed the final test, they can print out a certificate from their profile as proof of their copyright know-how.</p> |