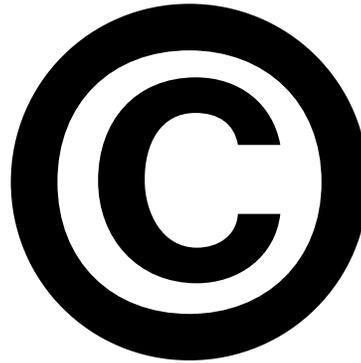
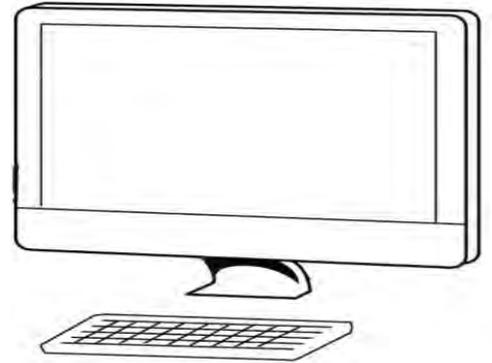
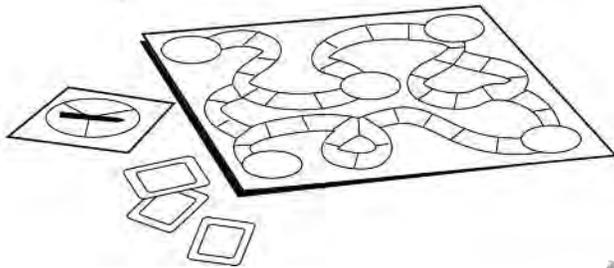


Join the ©TEAM!

Look for these items in your classroom.

Draw a line to show which items have a copyright symbol.



Activity 1

Join The ©Team!

Objectives

- ◆ Identify the creative talents involved in producing books and other copyrighted materials.
- ◆ Introduce the copyright symbol and explain its significance.
- ◆ Raise awareness of the copyright symbol across a range of creative works.

Materials Required

- ◆ Illustrated children's books for class analysis and discussion.
- ◆ Student copies of reproducible worksheet.

Time Required

- ◆ One class period plus follow-up discussion of homework activity.

Instructional Guidelines

Recognizing Creative Talent

- ◆ Begin by giving each student a copy of an illustrated children's book. As they turn the pages, ask them to think about the different people with different creative talents who worked together to make the book.
 - **Who wrote the words?** – The author.
 - **Who made the pictures?** – The artist.
 - **Who put the words and pictures together?** – The designer.
- ◆ List these roles on the chalkboard and help students find the name of each person in their books. If the designer is not named (which is likely), ask students to think of other unnamed people who helped make the book, such as the editor and the publisher. Continue to list all the people students can think of who played a part in producing their books.

Understanding Copyright

- ◆ Write the copyright symbol (©) on the chalkboard and have students find this symbol at the front of their books. Ask if anyone knows what the copyright symbol means. Explain that it tells when the book was first published and who was



responsible for all the creative work that went into making the book. Usually this is the author, since there would be no pictures or pages without the words of the story. But sometimes the copyright belongs to the company that the author and illustrator and everyone else works for.

- ◆ Explain that copyright is important because it protects creative work by making it against the law for anyone else to copy that work or use it on their own without permission. It gives creative people a chance to sell their work without having to worry that someone else will copy it and use it for free, or make copies to sell for themselves. It's like a reward for being creative and tells the world who really owns a creative work and has the right to make copies of it.

Join The ©Team

- ◆ Tell students that the copyright symbol protects all kinds of creative work, not just books. Then introduce The ©Team by referring to the program wall poster. Explain that these characters represent some of the creative people who make video games. They call themselves The ©Team because copyright and creativity always go together.
- ◆ Name the members of The ©Team and have students explain what each contributes to creating a video game.

- **Rick the Writer** – He creates the story line, situations, and characters in the game.
 - **Alan the Artist** – He draws the scenes, characters, and action of the game.
 - **Patty the Programmer** – She writes the computer code that makes the game fun and exciting.
- ◆ Tell students that they are going to join The ©Team on a copyright scavenger hunt. Pass out copies of the worksheet and read the instructions aloud. Then lead students on a search through your classroom for the items pictured on the worksheet. As you find each item, have students examine it for a copyright symbol. When they find the symbol, have them draw a line from the picture of that item to the large copyright symbol on the worksheet. Conclude by talking about the creative people who helped make each copyrighted item you find.

Answers

- Items that have a © symbol:** board game, book, movie (videotape or DVD), poster, computer disks (video game or CD-ROM), T-shirt image or design.
- Items that do not have a © symbol:** pencils, crayons, sneakers/shoes, computer monitor. These items might have a registered trademark symbol (®).
- ◆ For homework, have students conduct a copyright scavenger hunt at home, using the back of the worksheet to draw or name five different items that have a copyright symbol on them. Compile a list of all the things students find and talk about the creative work that went into making each one, and why it is important to protect that creative work with copyright.