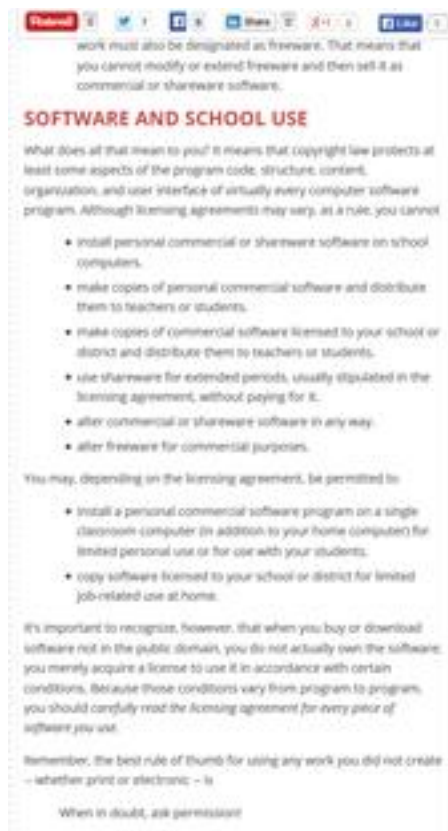


http://www.educationworld.com/a_curr/curr280c.shtml

This website is typically a resource of do's and don'ts when it comes to copyright issues. It first explains what copyrighting is. Then it continues by discussing legal issues such as determining if a website is public domain or is protected by copyrights. I found this helpful firstly because it stated that just because you purchase a software, does not mean that you own it; only that you are allowed to use it under certain conditions. Also, I learned that people can get in more trouble from copyrighting copyrighted information, than just stealing information in the first place. Furthermore, it is always best practice to ask the source to use information before stealing it.



<http://tep.uoregon.edu/technology/onlinelearning/fairuse.html>

This website discussing what qualifies as “okay” uses of copyrighting information when teaching. For example, when a teacher is conducting an online class, posting links and other information that is not that is typically considered safe and not illegal. Also, it provides information about what is “fairly using” other resources when teaching in a classroom. There are four main points that are focused on, including the intended use of the material, and how much of another person’s work is being used. I think this is a good go to site for determining if it is okay to use a resource in class, and provides link to other websites for more information.

Checklist for Compliance with the TEACH Act

Fair Use

Educational use of copyrighted material can sometimes be justified through the "fair use" clause in federal copyright law. The goal of this page is to briefly define the elements of "fair use" and to lead you to more substantial sources for information about how copyright law applies to teaching with the Internet.

Factors of Fair Use If you use a piece of copyrighted material in your teaching, four factors will determine whether or not your use of that material qualifies as "fair use." Note that **ALL FOUR** of these factors must be evaluated for fair use to apply.

- 1. The nature of the use**
Is the reproduction or the distribution for education or for commercial gain?
- 2. The nature of the copyrighted work**
Fiction, high-level analysis, works of art, and musical composition are considered the most creative and therefore receive the most protection from infringement. Compilations and derivative works are usually not protected by copyright at all (except possibly in their format or user interface).
- 3. The quantity of the work used**
If you use 2% of the total substance of the work or less, you are probably safely within fair use. If you use more than 10%, you are in uncertain territory.
- 4. The potential impact on the copyright holder's market**
If your use of some material could materially reduce the creator's ability to profit from it, this factor would point toward your use not being "fair."

The fact that a work is unpublished shall not itself be a finding of fair use if such finding is made upon consideration of all the above factors. The U.S. Copyright Office - Fair Use (PDF File) provides more information on each of the four Fair Use criteria.

Some other sources for information about the guidelines:

- **Harvard College's Interactive Guide to Using Copyrighted Media in Your Courses**
"A free interactive guide to help faculty determine the appropriate copyright guidelines they must follow to use different types of copyright protected media in their courses."
- **Stanford University Copyright and Fair Use**
This site from Stanford contains all the information you could ever want to know on the issues of copyright and fair use, includes information from Lawrence Lessig, i.e. the pioneering lawyer in US vs. Microsoft.
- **Electronic Frontier Foundation**
"EFF is a nonprofit group of passionate people - lawyers, technologists, volunteers, and visionaries - working to protect your digital rights"

<http://kidshealth.org/kid/feeling/school/plagiarism.html#>

This site is great because it explains plagiarism in a child's perspective. It first gives an example of plagiarism, then goes on to define the word in a child's context. This would be great for older children who are learning to write reports such as autobiographies. It also explains how not to steal someone else's work, and what could happen if such behavior takes place. It even provides an option for the information to be read to a child who may struggle with their reading ability.

Plagiarism Sneaky Ideas

The word **plagiarism** comes from a Latin word for kidnapping. You know that kidnapping is stealing a person, well, plagiarism is stealing a person's ideas or writing. You wouldn't take someone's lunch money or bike, right? Well, someone's words and thoughts are personal property, too.

What should Chris have done? He should have written down the name of the website and the name of the person who wrote the article, then he could have added it and given credit to the source.

Teachers have different rules on how you list sources. Sometimes, you provide a list at the end of a report. Other times, a teacher might want you to list the source immediately after the information you took from that source. Or you might just make it part of the sentence (for example: "According to the National Institutes of Health, breathing secondhand smoke can cause problems for kids with asthma.")

It's not always easy to tell what's plagiarism and what's not. Sometimes, it's accidental - you really intended to do your own work, but instead ended up with some sentences that sound just like something you've read. You might not be doing it intentionally, but if you don't identify the original source, you're taking a lot of trouble.

So even if you put the information into your own words, you still should list the source. Ask yourself, "Would I know this if I hadn't read it on that website or in that book?" If the answer is no, list the source.

Be Anti-Plagiarism!

Did I write a lot of all the words, names, numbers, and other sources I used?

Did I take most of what someone's said from one sentence?

Did I just someone's words in their story in the article, and I change just a few words around?

When I summarized what I read, did I give credit to the original source?

Did I ask my teacher if I was allowed to use the information?

Back 1 - 2 continue

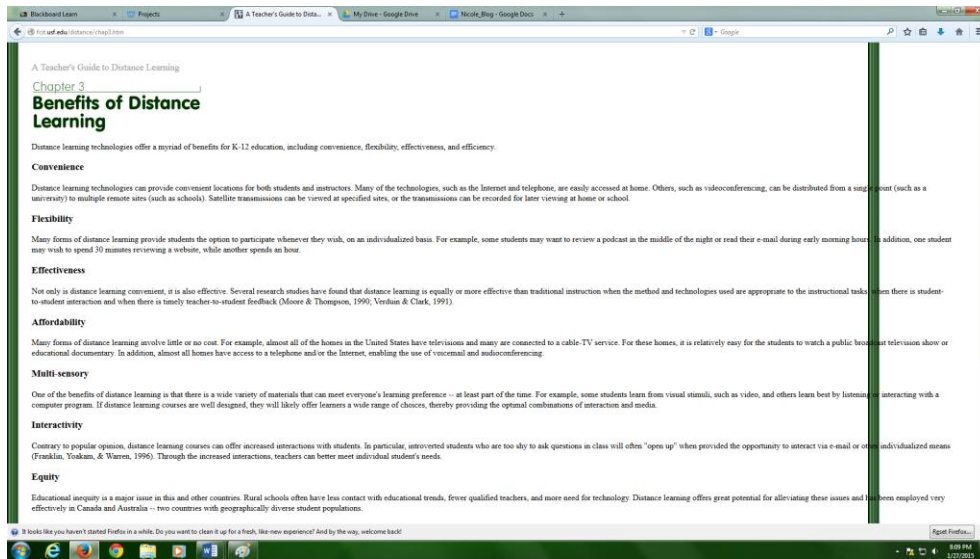
http://www.educationworld.com/a_curr/curr390.shtml

This site first explains children's main reasons for plagiarizing. It then goes on to comment how it is a growing issue in the technological age we are in. Most of the article is dedicated to how teachers can prevent students plagiarizing in their classroom. I found this to be a resourceful tool because as a future educator I want to be able to guide my children to make the right choices. This provides me with a lot of helpful information that I otherwise may not have received that can greatly affect my skills as a teacher.



<http://fcit.usf.edu/distance/chap2.htm>

This site is a link to an e-book like source titled "A teacher's guide to distance learning." This book discusses the growing popularity of non-traditional education. It has various chapters with information such as the benefits of distance learning and how to implement it. I found this resource useful because with homeschooling it is possible for young children to be able to attend school online. Furthermore, teachers in the future may be required to have online classes in which they post videos of them teaching to a traditional classroom. This is good background information for teachers who don't know otherwise.



[http://www.k12.com/what-is-k12/how-k12-education-works#...VMg48mNWV5M](http://www.k12.com/what-is-k12/how-k12-education-works#...)

This website explains the benefits of an online education and what this particular program has to offer. It discusses how it is a personalized approach to a child's education, and what a parent's vs teacher's role is in their development. This program is designed so that teachers are constantly monitoring a child's progress and provides lesson plans for the children, but parents can alter them to help meet the child's needs at a more effective level. As children get older they will become less dependent on their parents and more on themselves through this program. Although I do not personally feel that online education best suits children, it may be the best case scenario for some. As a future educator it is important for me to have background information so that I can provide my students and families with any information they may need.



<http://www.edutopia.org/blog/digital-citizenship-mary-beth-hertz>

This is a blogging site about the importance of respecting digital citizenship when online. It states that children as small as six years old use chat room sites! So, it is extremely important to teach them safety precautions when using these, and to respect everyone on the sites the same as they would want to be treated. Bullied has to be taken out of the norm. It is a useful resources because it provides links to many other sites which provide lesson plans and environments that encouragement pro-social behavior when on online sites.

The screenshot shows a web browser window with the URL www.edutopia.org/blog/digital-citizenship-mary-beth-hertz. The page content includes:


- Header:** "SOCIAL AND EMOTIONAL LEARNING"
- Title:** "Teaching Digital Citizenship in the Elementary Classroom"
- Date:** "OCTOBER 12, 2011"
- Author:** Mary Beth Hertz, K-8 Technology Teacher in Philadelphia, PA
- Text:** "As elementary level teachers, we are charged not just with teaching academics, but teaching social skills as well. 'Ignore bullies and tell an adult if you feel threatened.' 'Don't talk to strangers.' 'Treat people the way you want to be treated.' You're probably familiar with phrases similar to these if you teach the younger grades. Young children are still learning the norms of social behavior and how to handle strangers." and "However, when was the last time you talked to your students about how to use good manners when leaving a comment on a blog post? When was the last time you and your students discussed what to do if someone is harassing you online or wants to meet you in person?"
- Related Tags:** Social and Emotional Learning, Bullying Prevention, Digital Citizenship, 3-5 Upper Elementary, K-2 Primary
- Advertisement:** "LESSON PLANS" by edutopia.org, "7 Super Bowl Lesson Plans and Resources for the Classroom"
- Edutopia Tool Tip:** "Bookmark Your Stuff" with a "Learn More" button.

<http://www.teachinctrl.org/lessons/livingdigitalworld.php>

This source discusses living in a digital world, and points out the fact that children are growing up in a technological lifestyle. It's crucial that children learn how to be safe, precautious, and polite when using the internet and also to refrain from bullying. It continues to provide lesson plans for teachers as well as students, both videos and written plans. I like this source because it doesn't only focus on children's needs. It provides resources for educators and what they can do to impact their student's development and knowledge about digital citizenship.

Sign In | Blackboard Learn | InCtrl - Lesson: Digital Citiz... | www.teachinctrl.org/lessons/livingdigitalworld.php

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LESSON


Living in a Digital World

We live and interact daily in a digital world. Therefore, we are all digital citizens. But how we should act and behave in this world is not always clear, especially to our students. In this lesson students will learn about digital citizenship and how they can be safe and secure, as well as smart and effective participants in the digital world. They will gain an awareness of the rights and responsibilities of digital citizens, how they personally fit into the digital world, and how to embody healthy attributes of a digital citizen.

This lesson consists of two videos and a lesson plan.

For the Teacher





Digital citizenship is a holistic and positive approach to helping students learn how to be safe and secure, as well as smart and effective participants in a digital world. This video explains the importance of digital citizenship education and offers advice on helping students manage their digital lives.

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<http://www.brookings.edu/research/papers/2013/09/17-mobile-learning-education-engaging-students-west>

Education on this site is described as not properly preparing children for the 21st century. Rather, it was decided to guide children through the industrial era. With the emphasis of the benefits of using technology as an aid in the classroom, children would be taught skills such as collaboration and teamwork. I like this website because I have a more old-school perspective. It helps me to realize the benefits of using technology in the classroom.

Sign In | Blackboard Learn | Mobile Learning: Transforming Education and Engaging Students and Teachers | www.brookings.edu/research/papers/2013/09/17-mobile-learning-education-engaging-students-west

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ADDITIONAL RESOURCES



PAST EVENT
Mobile Learning: Transforming Education and Engaging Students and Teachers
 September 17, 2013

Education in the United States


Education is at a critical juncture in the United States. It is vital for workforce development and economic prosperity, yet is in need of serious reform. American education was designed for agrarian and industrial eras, and does not provide all the skills needed for a 21st century economy. [i] This creates major problems for young people about to enter the laborforce.

Mobile learning represents a way to address a number of our educational problems. Devices such as smart phones and tablets enable innovation and help students, teachers, and parents gain access to digital content and personalized assessment vital for a post-industrial world. Mobile devices, used in conjunction with near universal 4G/3G wireless connectivity, are essential tools to improve learning for students. As noted by Irwin Jacobs, the founding chairman of Qualcomm, Inc., "always on, always connected mobile devices in the hands of students has the potential to dramatically improve educational outcomes." [ii]

This paper, part of our **Mobile Economy Project**, looks at ways that mobile devices with cellular connectivity improve learning and engage students and teachers. Wireless technology is a way to provide new content and facilitate information access wherever a student is located. It enables, empowers, and engages learning in ways that transform the learning environment for students inside and outside of school.

Sadly, not every student has access to a computer and the Internet. And given the costs of hardware, it is not affordable for school districts to provide a personal computer to every student. However, most young people have phones, and this provides a real opportunity to transform instruction.

AUTHOR

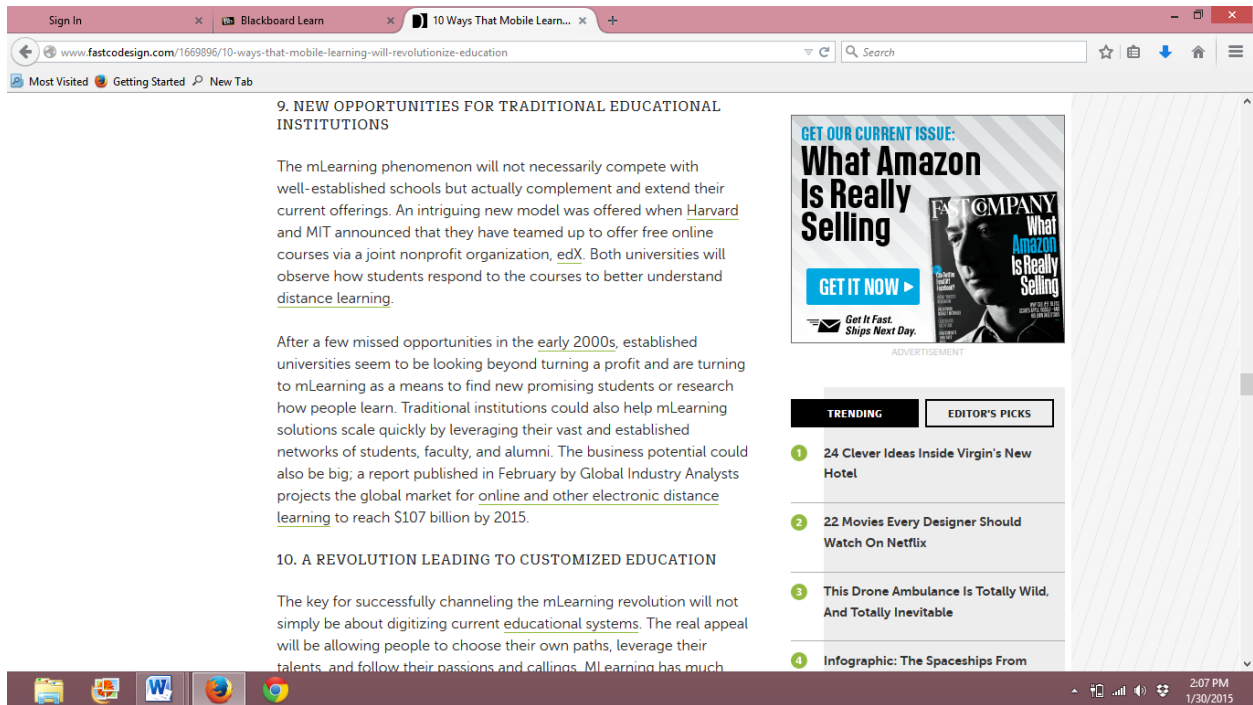


Darrell M. West
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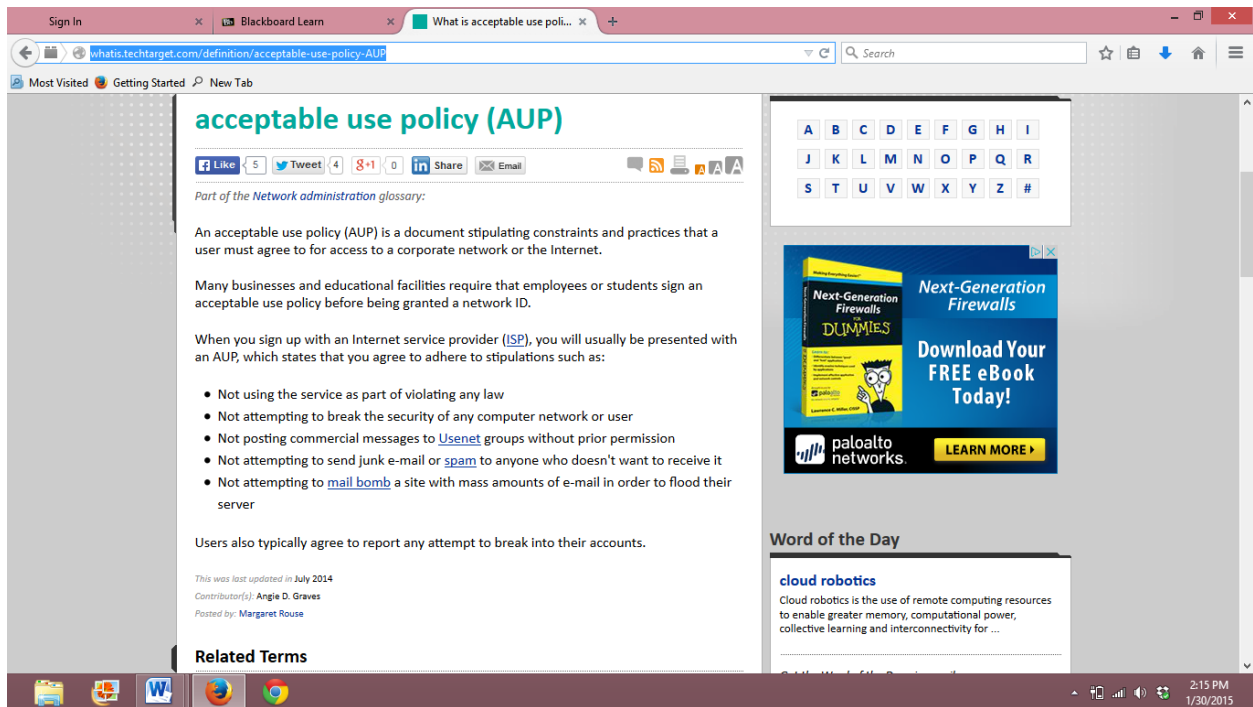
<http://www.fastcodesign.com/1669896/10-ways-that-mobile-learning-will-revolutionize-education>

This website is a list of ten reasons why mobile learning can enhance the education of children. One of which is mobile technology allows learning to be continuous beyond a college level. Even those who can't afford college could get information from thousands of resources online that could help with their ability to apply for a job. Another example is that mobilizing education allows children to customize their education in a way that suits their needs and builds on their strengths and passions. I like this site because it gives a whole new idea of what good can come from using mobile devices in the classroom.



<http://whatis.techtarget.com/definition/acceptable-use-policy-AUP>

This website defines the term acceptable use policy. It is basically defined as the rules that someone must agree to follow before being allowed to use their site or connection. It continues to give examples about what you might find such as not sending junk email or agreeing to not breach a connection. I have never heard this term before so I like this site because it defines it in terms that I can understand, as I'm not very tech savvy. It also provides links to more information about acceptable use policy if need be.



http://compnetworking.about.com/od/filetransferprotocol/a/aup_use_policy.htm

This website is a source that defines acceptable use. It also explains why such conditions are necessary. For example, many user agreements such as Facebook require members to not use profanity or post pornography viewers as there can be many young children viewing posts. In the event that someone wishes to create an acceptable use policy, it gives information about what such a statement should include. I like this site because it gives examples of when someone could be breaking the user agreement, and provides an opportunity for individuals to reflect on what they would do if they were put into that situation.

