



**HackShield Lesson Manual**  
**Class Quest 7 - Copyright**

## Lesson duration

45 minutes

## Target group

Suitable for students between 8 and 12 years.

## Learning objectives

### Students learn...

- they are creators of their creative work and have (copy) rights to it
- not everything on the internet can be used just like that and why that is the case  
*Learn that not all information on the internet can be used for free*
- a lot of use of information is allowed if you deal with it in a media-wise way and respect the ownership of the creator

## Requirements

- Interactive board
- Teacher account for HackShield (create it [here](#))

## Concepts\*:

- **Author:** Author is another word for creator. For example, the creator of a text, a drawing, a work of art or a song.
- **Copyright:** As a creator (author) you have rights over the work you create. This means that you as the author alone can decide about the use and sharing of your work. We often use the © symbol for this.
- **Plagiarism:** Plagiarism is pretending that certain words or images are yours when they are not. By doing so you are violating the rights of the creator. It is therefore very important to always make clear where your information comes from. You must clearly state the source and/or ask permission from the creator.
- **Own Use:** If you only use someone else's work for yourself, for example a drawing of someone printed out, colored it and hang it in your room, that is of course allowed.

*\* Would you like to know more about the above topics? Go to [joinhackshield.com](https://joinhackshield.com) and watch the videos for inspiration and in-depth knowledge. Then you are fully prepared for this class!*

## General

In this class quest, the children learn that if they create original works, they as creators and their work are protected by law and when you can or cannot use someone else's work. Students consider using, posting, or selling the work of others. Can you freely use an image you find on Google? And can you just sell this image? In the Quest the students help Papi on the right path.

## Good to know

Take a look at the website [HackShield](https://HackShield) so you can see what the game environment and the class quest look like, so you know what your students can expect. This takes about thirty minutes.. Don't forget you need a teacher account for this, which you can create [here](#).

# Elaboration

## Introduction - 10 min

Explain to the students you are going to talk about their rights when they have made an original text, drawing, photo or video and when you can or cannot use the work of others and that you will play a game about it together. Also tell them the following:

*If you have made an original photo or drawing, you can decide whether and how your image may be used. If someone uses your image without considering you, that other person will not take your interests and rights as creator into account. There is copyright to protect you from that.*

## Introduction questions

- If I make a website, can I put an image on it that I found on Google?
- Can you download images from the internet for your speech or paper?

## Core - 30 min

Start the quest on the interactive whiteboard. Indicate that you are now going to start the game and discuss rules that suit your class when you play a game on the interactive whiteboard.

## Tips

- Do you want to turn off the sound in the quest? You can do this in the game's menu via the gear (see images on the right). Move all sliders to the left (Music, SFX & Video).
- In the quest Sanne and Papi about copyright. This is described in the text. You can choose to have children read the text of a specific character (for example child X reads Sanne's text and child Y reads Papi's text).
- During the quest choices will have to be made. You can choose to use an active work form for this. For example: If you think Papi can use the picture, you can stand. If you think he shouldn't, you can sit on the floor.

## Class activities in the quest

The questions below are shown as class activities in the purple Queries (a kind of robot) in the quest. As a teacher you can choose whether you want to do the activities. We recommend discussing these questions with your class to promote awareness of the online choices they can make. Of course you can choose to skip this or discuss it at another time.

- **Discuss with the class: Isn't the maker putting it on the internet? Then can I use that too?**

*Answer: Not without adhering to the terms that protect creator and user. A maker remains the only one who can decide what happens to his work. He/she can choose to put it on the internet, but that doesn't mean that you can decide what happens to it afterwards.*

- **Statement: It is good if someone shares your image online.**

*Answer: That is not always the case. A creator may have certain ideas about how to use the image or where it's posted online, or maybe they want a fee for it. You can't determine that for a creator. Always ask permission before sharing anything.*

- **How can you use images or text?**

*Answer:*

*For your own study, practice or use*

- *As an example for a discussion in an essay, paper or lecture if you name the author and the source*
- *If you write or summarize the text in your own words.*

## Final assignment in the quest

At the end of the quest there is an assignment where 10 images can be seen. You will pass there by boat. Each image states how this image was used, where the image comes from and whether it is stated who the maker is.

**Important!** Assume that Papi just took everything from the internet. With that in mind, you decide together whether or not Papi can use the images in the manner described or not. Isn't that the case? Click on the image and indicate that it should be cleaned up.

## Closing - 5 min

Ask the students what they have learned.

## Final questions

- **Statement: I can still print a cool drawing and hang it on my bedroom wall?**  
*Answer: Yes, because it is for personal use.*
- **Statement: I can still print a cool image and sell it on the royal market?**  
*Answer: No, unfortunately! Someone else worked really hard on this image. That person can also decide what happens to that image. Then you can't just sell that image. Always ask permission*

## Shield & points

When you complete the quest with the students, you will receive a code at the end. When students have created their own profile on [joinhackshield.com](https://joinhackshield.com) (look at the appendix to know how you could guide them in this), they can fill in this code, which earns a shield and extra points.

## Tips

- Write the code on the board or have students write the code themselves to take home. In this way, you encourage students to delve further into cyber security at home. What else do you want!?
- Do you want your students to play HackShield more in the classroom? That is of course also possible. The appendix explains step by step how you can guide the children to create an account.

# Appendix

## How to create a HackShield account with the students

The students can continue their cyber path in HackShield at home or at school, but they need their own account for that. By encouraging them to come up with a suitable username and password, you help them make safe choices online. Below are some tips:

(Do you only want to know how to create an account on [joinhackshield.com](https://joinhackshield.com)? Then only read the bold text at point 4)

1. Take the password crack test as a class. Have students count the number of characters in their most commonly used password. So also ask whether it contains capital letters or numbers, for example. Enter a password on the website and you will see how many years or sometimes even seconds it takes to crack a password.
2. State that a passphrase is a good and safe option. Such a sentence does not have to be difficult. As in a written sentence, have them also use the spaces between the words as characters. Bet that a hacker can crack that difficulty? Hackers, as well as automated password crackers, have a hard time trying to figure out many consecutive characters. Just count the characters of a passphrase and fill it in on a password cracking test. Do you see the difference?
3. Hackers always check what they can already find about you online. So never use your name or date of birth in your username or passphrase!
4. **Show the students that they can click LOGIN/REGISTER at the top right of joinhackshield.nl. Then they have to click on the big blue REGISTER button and they can fill in all their details there. Have they created an account? Then they can click on the big orange PLAY button at the top right of the website.**
5. Before everyone gets started, you go through the first steps together. The game speaks for itself. Mention that this game is not about speed, but about answering most questions RIGHT. It contains tips and new insights that can come in handy to prevent hacking.
6. There are a lot of difficult words in it. Students can of course always Google them! It is useful if they write it down immediately, so that you can discuss a number of those concepts with each other at the end of the lesson (power of repetition).