

Think Before You Share

Textbook

Think Before You Share



Why Responsible Use Matters in Team Projects

When students work together on computer science projects—whether it's coding a website, building an app, or designing a slideshow—they often need to do research and bring in outside content. Using other people's work in a responsible way shows respect for their effort and talent. It also builds a habit of honesty and creativity in your own work. Irresponsible use—like copying someone else's code, music, or images without permission—can lead to plagiarism, broken trust in teams, and even legal trouble.

What Is Copyright and Intellectual Property?

Copyright is a law that protects a person's original work—like a photo, song, video, story, or even a computer program. These creations are called **intellectual property** because they come from someone's ideas and effort. Copyright gives the creator the right to say how their work can be used. That means you can't just copy and paste an image or download a song into your project unless you have permission—or unless it qualifies under *fair use*.

Understanding Fair Use

Fair use allows limited use of copyrighted material without asking for permission, but only in special situations—like for schoolwork, news reporting, criticism, or parody. Even in a school setting, fair use doesn't mean you can take anything. You still need to:

- Use only small amounts
- Give credit to the original creator
- Avoid copying the "heart" of the work (the most important part)
- Make sure your use doesn't hurt the original creator's ability to sell or use their work

What Is Licensing?

Creators can choose to *license* their work so others can use it legally. A license is like a permission slip. Some licenses, like *Creative Commons*, let people share their work with certain rules, like:

- You can use this image, but you must give credit.
- You can't use this for commercial (money-making) purposes.
- You can change the work, but only if you say how you changed it.

Knowing how to find and follow licenses helps your team stay safe and respectful when using media in your projects.

The Consequences of Plagiarism

Plagiarism means using someone else's work or ideas without giving them credit. This can happen in many ways—copying code, pasting music into a video, or turning in someone else's words as your own. It's not just wrong—it's unfair to the original creator. In school, plagiarism can result in a failing grade or loss of trust. In the real world, it can damage careers or lead to lawsuits. Even when collaborating with classmates, it's important to keep creative work original or properly cited.

Critical Thinking Questions

1. Why do you think it's important to follow copyright laws, even on small school projects?
2. How can you tell if something is safe and legal to include in a collaborative project?

Questions (5)

1. What is intellectual property?

MULTIPLE CHOICE

Choose the correct answer:

- A. Any object made by hand
- B. A person's idea or creation protected by copyright
- C. A physical computer part
- D. A public domain video

2. Which of the following is an example of plagiarism?**Choose the correct answer:**

- A. Giving credit to the author of a quote
- B. Using a song that has a Creative Commons license
- C. Copying someone's code into your project and saying you wrote it
- D. Linking to an article in your references

3. What does the fair use rule allow you to do?**Choose the correct answer:**

- A. Use any copyrighted material for fun
- B. Use small parts of copyrighted works in school projects under certain conditions
- C. Use music from a streaming service in your YouTube video
- D. Sell other people's artwork if it's online

4. What is a license in the context of copyrighted material?**Choose the correct answer:**

- A. A document to drive a car
- B. A rule that says you can never share media
- C. A program that tracks your downloads
- D. A type of permission for how someone's work can be used

5. What could happen if you plagiarize someone's work?**Choose the correct answer:**

- A. You could lose trust, fail the project, or face legal consequences
- B. Nothing, if no one finds out
- C. You will be rewarded for your efficiency
- D. The original creator will get paid automatically

Answer Keys & Solutions

Questions

1. What is intellectual property?

MULTIPLE CHOICE

Correct Answer:

- A. Any object made by hand ✗ Incorrect
- B. A person's idea or creation protected by copyright ✓ Correct
- C. A physical computer part ✗ Incorrect
- D. A public domain video ✗ Incorrect

2. Which of the following is an example of plagiarism?

MULTIPLE CHOICE

Correct Answer:

- A. Giving credit to the author of a quote ✗ Incorrect
- B. Using a song that has a Creative Commons license ✗ Incorrect
- C. Copying someone's code into your project and saying you wrote it ✓ Correct
- D. Linking to an article in your references ✗ Incorrect

3. What does the fair use rule allow you to do?

MULTIPLE CHOICE

Correct Answer:

- A. Use any copyrighted material for fun ✗ Incorrect
- B. Use small parts of copyrighted works in school projects under certain conditions ✓ Correct
- C. Use music from a streaming service in your YouTube video ✗ Incorrect
- D. Sell other people's artwork if it's online ✗ Incorrect

MULTIPLE CHOICE

4. What is a license in the context of copyrighted material?

Correct Answer:

- A. A document to drive a car ✗ Incorrect
- B. A rule that says you can never share media ✗ Incorrect
- C. A program that tracks your downloads ✗ Incorrect
- D. A type of permission for how someone's work can be used ✓ Correct

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Correct Answer:

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- D. The original creator will get paid automatically ✗ Incorrect