**Activity**

Copyright, Trademarks, Patents, and Fair Use Matching

MODULE 9: Leadership, Customer Service, and Personal Ethics

This **activity** was written for the Florida Public School System DIGITAL INFORMATION  
TECHNOLOGY (8207310) course. Funded by the Cyber/IT Pathways Program, Cyber  
Florida, and the Florida Department of Education.

***A picture containing text, clock

Description automatically generated***

This project was supported by the Cybersecurity and IT Pathways grant from the Florida Department of Education through Cyber Florida, project number 291-1231C-2C001, funding authority 84.425C-D CRRSA ACT ESSER II 84.425D & GEER II 84.425C, FAIN#: S425C210052. More information at cyberflorida.org/pathways/

# Module 9: Leadership, Customer Service, and Personal Ethics

## Activity: Copyright, Trademarks, Patents, and Fair Use Matching

The student matches a work product to whether it is covered by copyright, trademark, patent, or fair use.

## Standards Assessed

* **10.01** Demonstrate awareness of the following workplace essentials: quality customer service; business ethics; confidentiality of information; copyright violations; accepted workplace rules, regulations, policies, procedures, processes, and workplace safety, and appropriate attire and grooming.

## Teacher Notes

Consider using the following resources as preparation for this activity in addition to the *Ethical Issues in Information Technology* chapter.

Kenton, W. (2022a, March 27). *Copyright Explained: Definition, Types, and How It Works*. Investopedia. <https://www.investopedia.com/terms/c/copyright.asp>

Tardi, C. (2022, March 23). *Trademark*. Investopedia. <https://www.investopedia.com/terms/t/trademark.asp>

Kenton, W. (2022, October 29). *What Is a Patent in Simple Terms? With Examples*. Investopedia. <https://www.investopedia.com/terms/p/patent.asp>

## Estimated Student Completion Time

* 10 minutes to complete the activity

## Activity Rubric

Consider evaluating the student’s work based on measures of quality. For example, with a maximum of 4 Points Possible, the following could be applied to the activity:

* **1 Point Earned** = ***Needs Improvement*** (the student work did not meet more than 50% of the requirements and did not follow instructions)
* **2 Points Earned** = ***Developing*** (the student met between 50% and 75% of the requirements and generally followed the instructions)
* **3 Points Earned** = ***Sufficient*** (the student met between 75% and 90% of the requirements and clearly followed instructions)
* **4 Points Earned** = ***Above Average*** (the student met > 90% of the requirements and followed all instructions)

# Activity: Copyright, Trademarks, Patents, and Fair Use Matching

**Student Instructions**: Using the options below, enter whether the work product is covered by copyright, trademark, patent, or fair use.

|  | **Work Product** | **Covered By** |
| --- | --- | --- |
|  | Music |  |
|  | Logo |  |
|  | Phrase |  |
|  | Industrial Process |  |
|  | News Reporting |  |
|  | Brand Name |  |
|  | Graphic Design |  |
|  | Books |  |
|  | Inventions |  |
|  | Research |  |
| **OPTIONS**  COPYRIGHT TRADEMARK PATENT FAIR USE | | |