**4.2 Safety, Health, Legal & Ethical Use**

Candidates model and facilitate the safe, healthy, legal and ethical uses of digital information and technologies.

Reflection

The Skills 1 Copyright Presentation was completed to showcase my ability to define, model, and facilitate the safe, healthy, legal, and ethical uses of digital information and technologies. I created a PowerPoint presentation that I could use to inform and educate others within my school about copyright guidelines, laws, and issues. The copyright presentation meets the International Society for Technology in Education’s (ISTE) Essential Condition of Support Policies- “Policies and initiatives at the national, regional, and local levels to support schools in the effective implementation of technology for achieving curriculum and technology standards” (Williamson and Redish, 2009, p.13).

4.2 Safety, Health, Legal & Ethical Use outlines the criteria candidates require to model and facilitate the safe, healthy, legal and ethical uses of digital information and technologies.

The artifact I chose, demonstrates my understanding of copyright and fair use is a skills assignment PowerPoint presentation. After studying and learning about copyright, I used the information gained to create a visual presentation. I created this presentation free of sound including narration. I was required to incorporate eight to fifteen slides in my presentation, I used eighteen. I incorporated the four basic design principles of alignment, proximity, repetition, and contrast. Williams and Tollett (2006) wrote about these in their book The non-Designer’s Web Book (p. 113). Each slide includes a graphic, aligned on the left side. The background color repeats on each slide for continuity, and font colors although consistent, do include the occasional contrast for emphasis and to compliment the graphics. Proximity was built into the theme of the presentation. Words and text appear in close proximity to one another, creating uniformity on each slide. I personalized the slides with the four design elements in mind. Five of the first six slides include information about copyright followed by fair use. I addressed the four fair use factors: purpose, nature, amount, and effect on individual slides. An informal assessment was included to promote engagement and to increase accountability of the target audience of teachers.

Completing this PowerPoint presentation demonstrates my ability to share knowledge, inform others, and to promote safe, healthy, legal, and ethical use of digital tools without infringing on copyright and affair use laws. This artifact follows a simple format. I listed information, defined the information, and provided three scenarios to apply the concepts learned within the presentation. The presentation was teacher-friendly, and full of helpful information that teachers need to understand to promote fair use within their classrooms. As educators, we must model first, so that we can promote healthy, legal, and ethical internet later with our students. Once students observe teachers using technology responsibly, they will notice best practices for copyright and fair use in authentic situations that teachers provide through modeling as they teach. I would redesign this presentation a to make it more kid-friendly and share it with my students rather than teach them about copyright and fair use in a lecture style- I talk, and they listen. With a kid-friendly presentation, I can make learning about safe, healthy, legal, and ethical internet use fun, or at the very least more interesting than just talking about it.

The work that went into creating this artifact was useful when I spoke to colleagues about copyright and fair use. Often teachers think that they are using technology responsibly, but, they are not. I too believe that teachers could use any amount of printed material as long as it is used in the practice of teaching. Boy, was I wrong. The impact on student achievement will manifest in digital works created by students and in students’ increased awareness of safe, healthy, legal, and ethical, internet use. When students blog and post responsibly, conduct safe and appropriate searches, and are engaging in ethical internet practices the school climate can change in a positive way. Often students’ inappropriate online behavior from home spill over into the class and school environments. When students are focused more on learning and less on posting negative comments the greater school community is impacted with a body of students positively engaged in the responsible, safe, and healthy use of digital tools for learning and not shaming. Student, parent, and teacher surveys will reflect a feeling of learning (and teaching) in a safe environment with more engaged learning opportunities.

For more information on copyright and fair use please visit the following sites:

<http://fairuse.stanford.edu/>

[www.halldavidson.net](http://www.halldavidson.net/).

[www.techlearning.com](http://www.techlearning.com/)

<http://www.copyright.com/Services/copyrightoncampus/basics/>

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