CREATE A ©TEAM PLAYBOOK

My ©Team Playbook

Use this sheet to record the names of committee members and their team assignments, and to keep a log of the work you do on this project.

My Name _____

My Teacher _____

My Team Assignment

The ©Team Committee members are:

Team Rick

Name _____ Teacher _____

Name _____ Teacher _____

Name _____ Teacher _____

Name _____ Teacher _____

Our responsibilities:

Team Alan

Name _____ Teacher _____

Name _____ Teacher _____

Name _____ Teacher _____

Name _____ Teacher _____

Our responsibilities:

Team Rick

Name _____ Teacher _____

Name _____ Teacher _____

Name _____ Teacher _____

Name _____ Teacher _____

Our responsibilities:

Our goal is to complete our school's ©Team Playbook by (date): _____

Use the back of this paper to keep a log of the work you do on this project—the research you do, the interest you have, etc. Be sure to write the date and time for each entry you make on your activity log.

OBJECTIVES

- To help students understand the importance of copyright
- To engage students in developing a "playbook" that will educate all students in the school and motivate them to respect intellectual property and obey the rules of copyright
- To introduce students to some of the different jobs that are involved in the publishing process

MATERIALS REQUIRED

- Access to the Internet and to the materials in the school library
- A copy of the reproducible worksheet for each student

TIME REQUIRED

- 4-5 student activity or class periods, as necessary

INSTRUCTIONAL GUIDELINES

Talk with teachers from the upper grades in your school to identify students who would be good candidates for your ©Team Playbook committee. Although you can be flexible, we suggest that the committee include four students each from grades 3-5. Secure parent permission to participate if necessary.

At your first meeting, introduce students to the copyright symbol and the kinds of creative works—books, poems, films, music, drawings, paintings, photographs, software, video games, etc.—that it protects. Introduce the ©Team characters and explain the role each plays in producing many kinds of creative works:

- Rick the Writer, who brings the story, lyrics, or characters to life with words

- Alan the Artist, who creates the pictures and illustrations and who decides how the work will look

- Patty the Programmer, who does all the technical work needed to put the finished product online

Divide the students into teams:

- Team Rick will include researchers, who will learn more about copyright rules and make recommendations about what the Playbook should contain; writers, who will create the draft copy once the entire committee agrees on what should be included; and editors, who will make sure that everything is spelled correctly and the grammar is correct.
- Team Alan will decide how the Playbook will look, design the layout and the cover, and create original drawings or find free clip art for any illustrations that will be needed.
- Team Patty will produce the Playbook using desktop publishing software and, if possible at your school, produce a web version of the Playbook that all students can consult both in school and at home. These students can work with your school webmaster to learn what is involved, what they need to provide, and to help with posting the Playbook online.

Establish a schedule for each team and a deadline for when you would like to have the Playbook completed. Then, work with your students, providing guidance as necessary as they go through the process of creating their Playbook.

Have all team members help you photocopy and bind their completed Playbook and place copies in the school library in addition to posting it on the school website. Be sure to promote the Playbook to all the students in your school. You can hold a special Playbook party, include an article about it in the school newspaper/newsletter, and have the committee members give talks to all the classes.

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