

Module 2:

Digital use of video and music

Instruction kit for teachers

Short topic description

Young people have a huge amount of fun on the Internet with their friends.

Gaming – playing online games – is an integral part of their lives. They also enjoy watching videos and listening to their favorite music. The Internet has developed quickly and become an important competitor of traditional channels, such as TV and radio.

In the module 'Digital use of video and music' module, we cover the main channels of online amusement, such as YouTube and Spotify.

Objectives

This module has the following objectives:

1. Correct use of YouTube and its features for watching videos.
 2. Correct use of Spotify for listening to and playing music.
 3. Provide insight into alternative ways of listening to music.
 4. Raise awareness about various aspects of the right of publicity and copyright.
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ICT attainment levels

This module has the following ICT attainment levels:

- Pupils can use ICT to creatively form their own ideas.
- Pupils can use ICT to communicate safely, responsibly and effectively.

In addition, attention is paid to the attainment levels for 'Artistic Education':

- Pupils can recognize, understand, interpret and critically evaluate image material.
- Pupils can find enjoyment and satisfaction in creating graphic design and can also appreciate graphic design.
- Pupils can listen to and experience music and create musical impressions from the sound environment, paying attention to certain characteristics of the music.

Target group

- Primary education third grade
- Secondary education first grade

Tools

- Min. 5 computers / laptops
- Min. 1 smartphone
- Access to Internet and web browser
- School YouTube channel (if available)
- 'Fun with video and music' diggit module

Duration

1 hour of lessons
(1 x 50')

Preparation

- Charge computers / laptops / smartphone
- Set up 'Fun with video and music' diggit module on the interactive board
- Optional: create a school account on YouTube and / or Spotify

Important terms and definitions

Below you will find an overview of a number of relevant terms and definitions regarding the digital use of video and music:

Blog

Abbreviation of 'weblog'. A blog was initially a kind of diary that a 'blogger' kept on a website, but it has now evolved to become a broader collection of written articles on a website - usually written by one person, often about a particular subject.

Premium account

A paid account, usually on a streaming site, which allows you to watch or listen to more files and/or eliminate adverts. In general, as a user you will receive access to more features if you have a Premium account.

Copyright

Copyright is the right of the maker(s) of a work to publish and distribute the work. So, without the copyright, you cannot distribute this work.

Right of publicity

The rights of each person to refuse publication of images in which they are depicted.

Vlog

Abbreviation of 'video weblog'. A vlog is a filmed video diary. People who film these videos and share them with followers via their social media are called 'vloggers'.

Streaming

An online distribution method for video and audio files, which allows you to listen to or watch something without having to download the entire file. The file is gradually 'buffered' during the listening or watching process, in order to speed everything up.

Mobile app

A mobile application is a computer program that is specifically designed to work on a mobile device, such as a smartphone, smartwatch or tablet.

Desktop app

A desktop application is a computer program that is specifically designed to work on a laptop or PC.

Interesting links

youtube.com

spotify.com

vimeo.com

twitch.tv

tiktok.com

economie.fgov.be/nl/themas/intellectuele-eigendom/auteursrecht

economie.fgov.be/nl/themas/intellectuele-eigendom/auteursrecht/recht-op-afbeelding

Classroom script

Below, you will find an overview of the different steps in the lesson about digital use of video and music:

Part 1: Introduction

Part 2: Conversation starters

Part 3: Videos

Part 4: Music

Part 5: Copyright and right of publicity

Part 1: Introduction

Gaming, watching videos and listening to music are just some of the fun activities available to young people online. In this module, we will take a look at two popular platforms:

1. YouTube for watching and sharing videos online.
2. Spotify for listening to music online.

We will also focus on two aspects of sharing photos, videos and music which do not often receive sufficient attention, i.e. copyright and right of publicity. After all, it's important for young people to understand these concepts so that they can put them into practice constructively and avoid any problems in their countless online interactions.

Part 2: Conversation starters

Pupils are often very active in the digital world so it's important for them to share their experiences. What do they do online? What do they find interesting? What goes right and what goes wrong sometimes? Getting the conversation started in class is one way of making pupils more digitally savvy. Below you will find a few questions that are meant as 'conversation starters' for the topic 'Digital use of video and music'.

- Put yourself in your mum or dad's shoes: which vlogs might they allow you to watch? And which are 'off limits'? Explain why.
- You can't just share music by Billie Eilish or Ariana Grande under your own name. Why do you think that isn't allowed?

Part 3: Video

Short description

In this chapter, we will cover the correct use of YouTube. In addition to YouTube, we will take a quick look at some alternative ways of watching videos. We will also explain the difference between the desktop version and the mobile app version.

Step-by-step

Contents per step	Methodology	Media
Question: Who uses YouTube on a regular basis? Which video channels do you watch the most? What do you like about them?	Interactive moment in classroom	
Task: Show the children in your group your favorite YouTube channel. Explain what you do to get to that channel from the Internet browser Google Chrome.	Work in small groups, with one pupil demonstrating his / her favorite YouTube channel	Computer / laptop Google Chrome Desktop version of YouTube

Contents per step	Methodology	Media
<p>Explanation: The easiest and most popular way to watch videos online is YouTube. This is how to find the videos you are looking for:</p> <ol style="list-style-type: none"> 1. Open the YouTube app or go to www.youtube.com. 2. Click on the video you are interested in and watch it. You can pause, play and turn the volume up and down using the buttons you recognize from other websites and programs. If you want to fast-forward, drag the circle along the play bar at the bottom of the video. 3. You can find a specific video as follows: go to the search bar at the top of the screen and enter a topic or name. YouTube will autocomplete your searches and suggest various options. 4. If you want to make the video bigger, click on the 'corners' icon on the bottom right. 5. While you are watching a video, other videos about similar topics or made by the same YouTuber will appear. On a laptop or PC, they will appear in the right-hand column. On a mobile device, they will be below the video you are watching. 	<p>Classroom teaching</p>	<p>Appendices 1 and 2</p>

Contents per step	Methodology	Media
<p>Tips: YouTube is an American site. That means there is a huge number of videos in English. If you are looking for a purely visual video, it's best to enter English search terms.</p> <ol style="list-style-type: none">1. There are lots of different kinds of videos. Tutorials are videos in which experts explain how to do something. Popular topics include make-up, playing a musical instrument, and crafting.2. 'Oddly Satisfying' videos show almost hypnotic, calming images of blocks that fit together perfectly or colored sand, for example.3. In gaming videos, a 'gamer' demonstrates how they play a video game, giving comments.	Classroom teaching	

Contents per step	Methodology	Media
<p>Explanation: Alternatives to YouTube. Besides YouTube, you can also find videos on these apps and websites:</p> <ul style="list-style-type: none"> • Vimeo is very similar to YouTube, but doesn't offer many videos in Dutch. • TikTok is an app you can use to film yourself lip syncing, to share those videos and to watch other people's videos too. • Twitch is a fast-growing platform used to post gaming videos. 	Classroom teaching	Appendix 3
<p>Extra tips:</p> <ul style="list-style-type: none"> • If you want to use YouTube on your smartphone, it's best to download the app. • If you watch videos while connected to 3G or 4G, you'll use a lot of data. Make sure you keep an eye on your data usage or discuss how to limit it with your parents. • With a YouTube Premium account, you can download videos and watch them without an Internet connection. You also no longer have to watch adverts. A Premium account is always a paid service. 	Classroom teaching	

Part 4: Music

Short description

People are listening to music online more and more. In this module, we will explain the use of Spotify and exactly what 'Premium' means. We will also explain the difference between the desktop version and the mobile app version.

Step-by-step

Contents per step	Methodology	Media
Question: How do you listen to music at home? What device do you use?	Classroom discussion	

Contents per step	Methodology	Media
<p>Demo: Demonstration of the steps below to create a Spotify account and listen to music.</p> <ul style="list-style-type: none"> • To use Spotify, you first need to create an account. You can also register using your Facebook account. • Once you have registered, you will arrive at the ‘Home’ screen. Here, you will see some suggested artists and tracks. At first, these are very general but the more you listen, the more they will reflect your own music taste. • You find an artist or track by typing the name in the search bar at the top. Click on the artist or track to listen. Spotify also automatically suggests certain genres for you. • While you listen to a track, you will see various buttons: <ol style="list-style-type: none"> 1. This is the timeline. It shows you how much of the track is left to play. 2. By clicking on the heart, you can like particular tracks, so that Spotify can offer you better suggestions of music to listen to, based on your music taste. 3. This is how you skip a song or listen to it again. 4. You can use the big button to pause tracks or start them again. 5. The minus button indicates that you don’t like a number. If you click on this, Spotify will no longer suggest it for you. <p>You can collect your favorite songs in a playlist in your ‘Library’. To do that, click on ‘Create playlist’, give the list a name and add music by clicking on the plus symbol.</p>	<p>Classroom teaching</p> <p>(This could also be explained by a pupil who uses Spotify a lot)</p>	<p>Smartphone with Spotify account</p> <p>Appendices 4, 5, and 6</p>

Contents per step	Methodology	Media
<p>Tips:</p> <ul style="list-style-type: none">• When listening to Spotify, you hear regular adverts for ‘Spotify Premium’. This is a paid service that eliminates the adverts between songs and the compulsory shuffle mode.• There is also a desktop version of Spotify, called Spotify Web Player, which allows you to listen to music on your PC or laptop.• The same applies as for YouTube: if you listen to Spotify tracks or playlists while connected to 3G or 4G, you will be using data.• You can also listen to music online through YouTube Music.	Classroom teaching	

Part 5: Copyright and portrait rights

Short description

We briefly explain exactly what copyright and right of publicity mean. After all, it's important for young people to understand these concepts so that they can put them into practice constructively and avoid any problems in their countless online interactions.

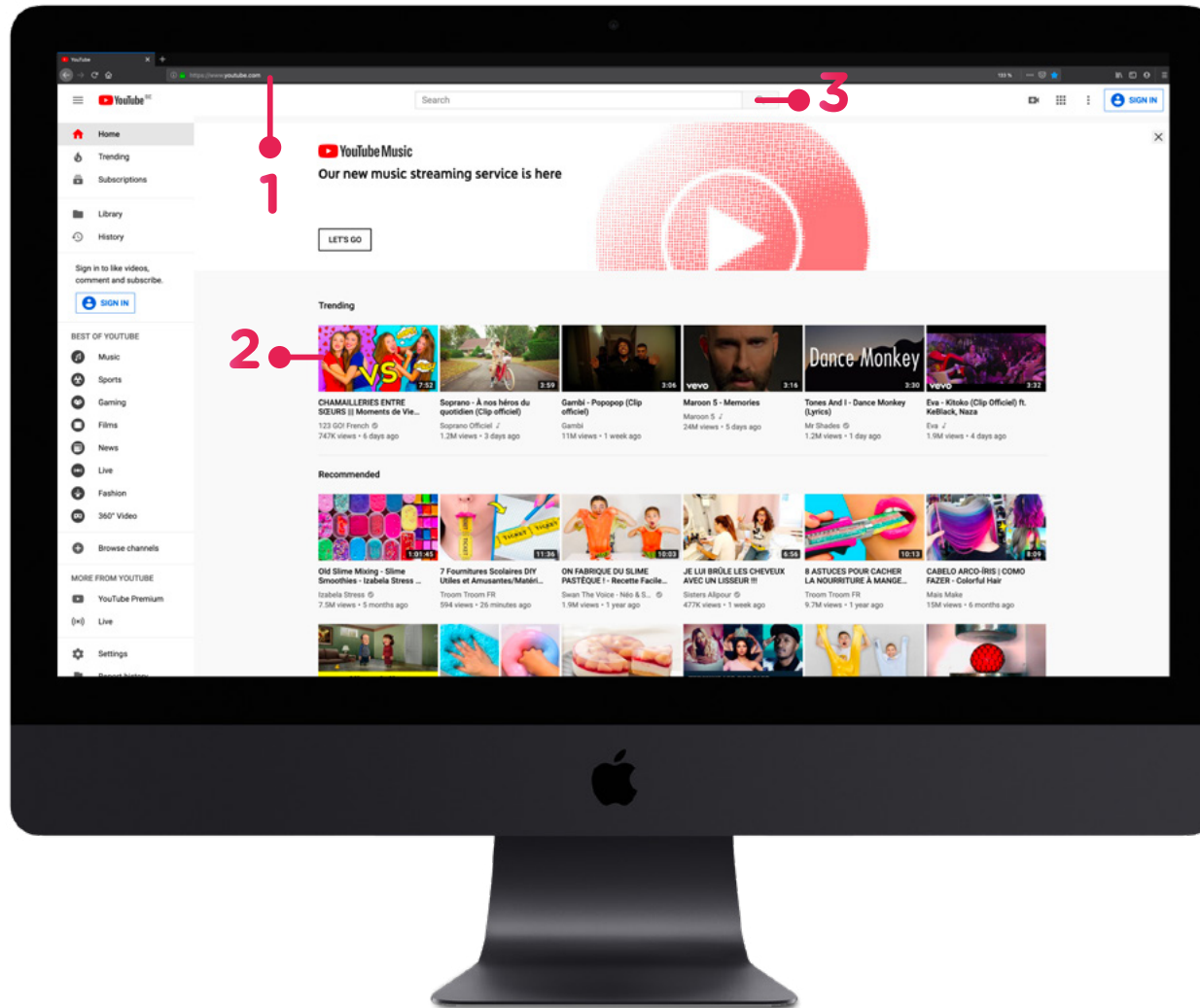
Step-by-step

Contents per step	Methodology	Media
<p>Explanation: What is the difference between right of publicity and copyright?</p> <p>Right of publicity and copyright are important terms you should know if you use the Internet actively, particularly if you create and/or share photo and video material.</p> <ul style="list-style-type: none">• Right of publicity means that you have the right to decide how your own image is used and that no one can publish photos or videos of you without your permission.• Copyright is the right that gives only the maker of a work (a video, photo or song, for example) the ability to publish and/or distribute that work. So, if you are not the creator, you cannot simply distribute that work without contacting the real artist to request explicit permission.	Classroom teaching	
<p>Question: Why is it important to take these concepts into account?</p>	Classroom discussion	

Contents per step	Methodology	Media
<p>Tips: What should you definitely not do with other people's videos and photos?</p> <ul style="list-style-type: none">• Never tag someone in a photo or video if that person hasn't given their express permission.• Never share a photo or video that someone else has taken under your own name. Otherwise it might look like you want people to think that you took it yourself.• Always let people know if you're not happy with a photo or video of you being shared or tagged. You always have that right.	Classroom teaching	

Appendices

1.



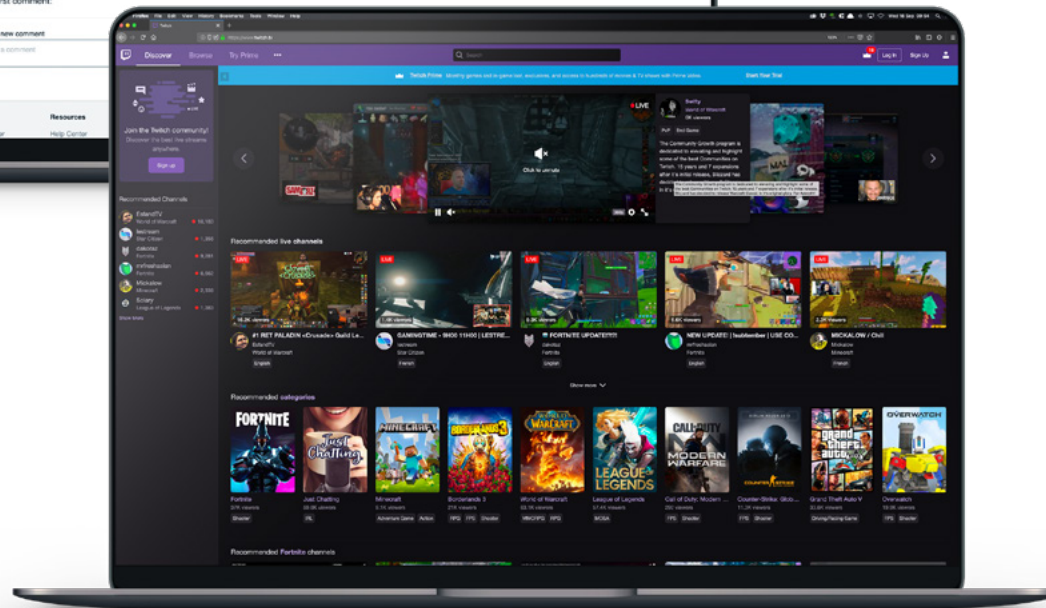
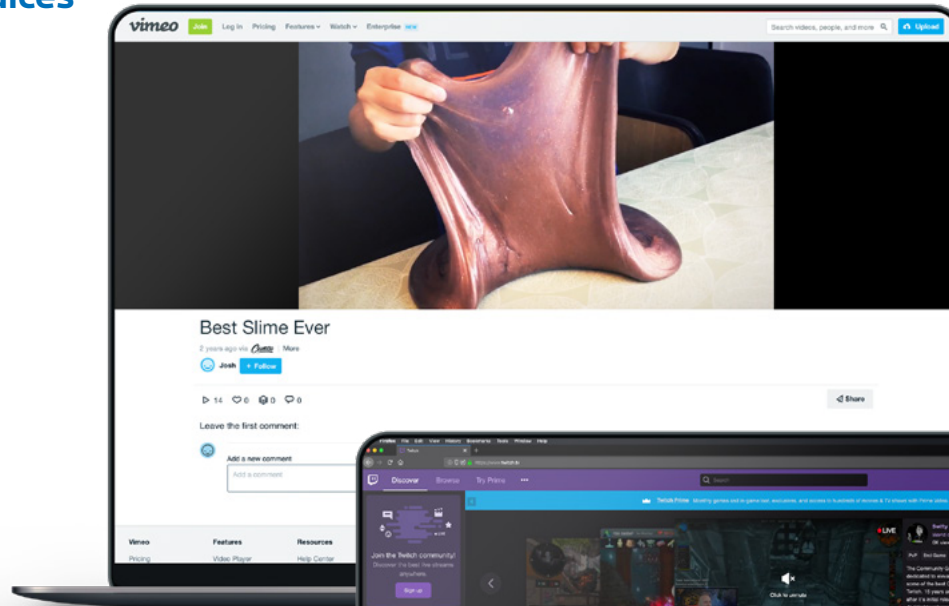
Appendices

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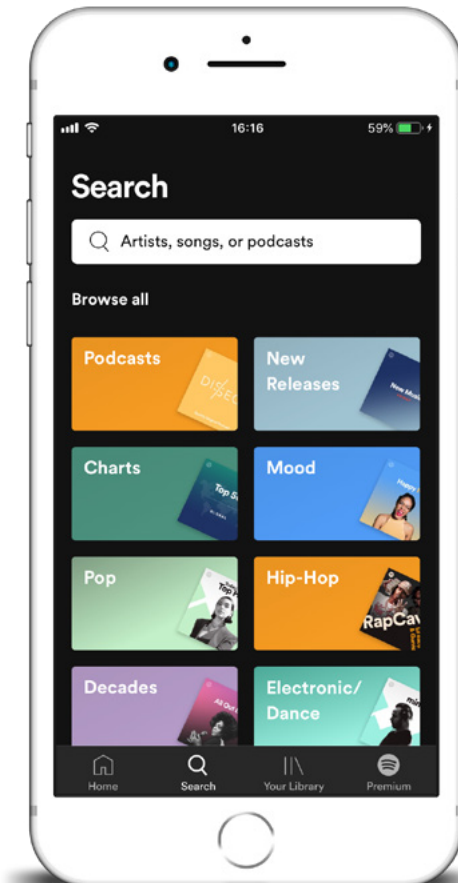
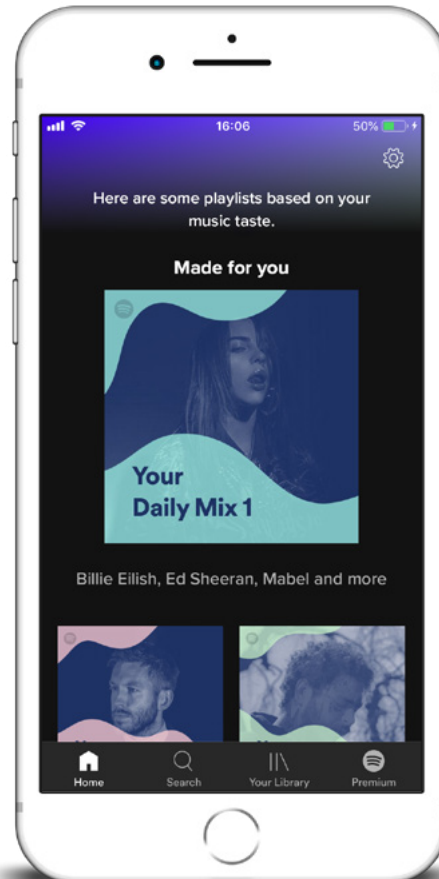
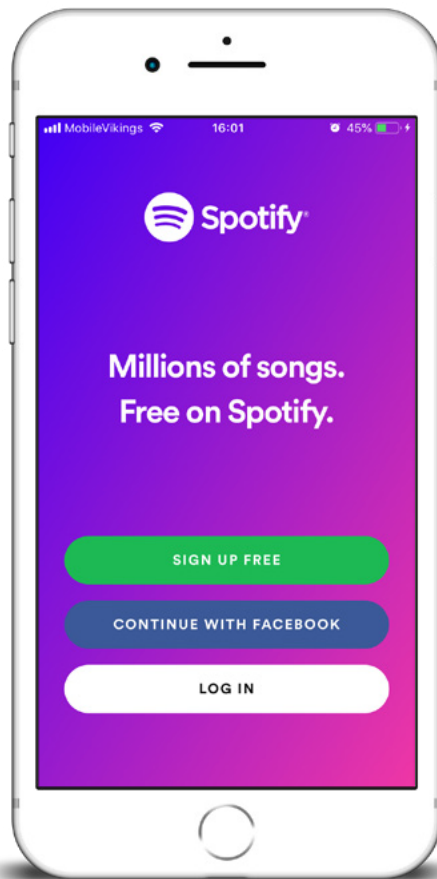
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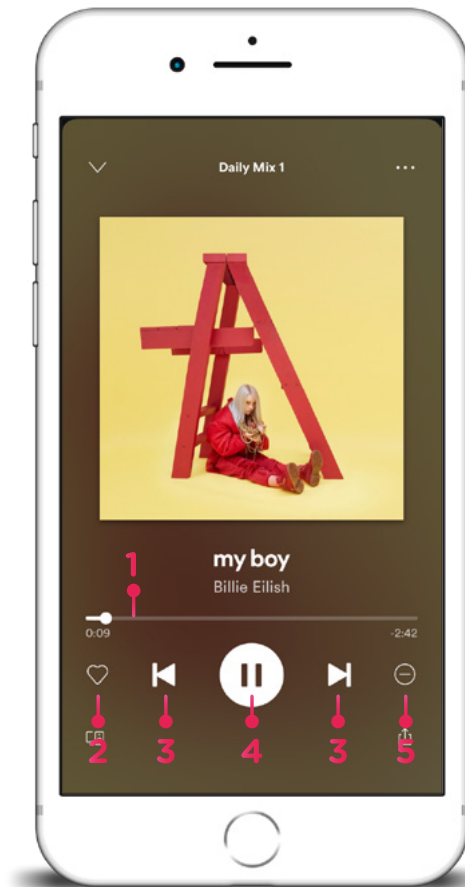
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Appendices

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Appendices

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