

### Software Theft

Grade Level: 4-5

#### Objectives:

1. Students will learn that copying software no different than stealing from a store.

#### Materials:

Student scripts, mock classroom store.

#### Procedures:

1. Set up a classroom store that contains computer programs.
2. Next distribute the roles that some students in the classroom are to play in two short skits.
3. Give time for the students who are involved to practice/memorize their roles in the skits.
4. Act out the first skit, "Stealing from a Store."
5. Have a classroom discussion in which the students answer the following questions.
  - a. Who was hurt by theft that they witnessed?
    - i. Consumers, business owners, the person who stole.
  - b. How are each of these people hurt?
  - c. What happens as a result of this person stealing?
6. Act out the second skit, "Copying a Program from A Friend."
7. Have a classroom discussion in which the students answer the following questions.
  - a. Who was hurt by what they witnessed?
    - i. Consumers, business owners, the person who stole.
  - b. How are each of these people hurt?
  - c. What happens as a result of this person stealing?

Closing:

Discuss with the students that copying a program from a friend is no different than stealing directly from a store. Also discuss with the students that stealing from an unknown person on the internet is no different that stealing from a friend or directly from a store. Downloading music from the Internet is also stealing.

#### Extension Activity:

Have students develop skits that show how downloading music from the Internet and stealing from an unknown person on the Internet is also stealing. Have the students show who is hurt by these types of theft.

#### Indiana Academic Standards:

##### Grade 4:

##### Language Arts:

- 4.3.3 Use knowledge of the situation, setting, and a character's traits, motivations, and feelings to determine the causes for that character's actions.
- 4.7.6 Use traditional structures for conveying information, including cause and effect, similarity and difference, and posing and answering a question.
- 4.7.7 Emphasize points in ways that help the listener or viewer to follow important ideas and concepts.
- 4.7.9 Engage the audience with appropriate words, facial expressions, and gestures.

##### Grade 5:

##### Language Arts:

- 5.7.1 Ask questions that seek information not already discussed.
- 5.7.3 Make inferences or draw conclusions based on an oral report.
- 5.7.4 Select a focus, organizational structure, and point of view for an oral presentation.

5.7.5 Clarify and support spoken ideas with evidence and examples.

5.7.6 Use volume, phrasing, timing, and gestures appropriately to enhance meaning.

### Roles for Skit One: "Stealing from a Store"

**Thief:** You enter the store and start looking around. You find a game that you really want to play on your computer. You ask the Cashier how much the game is. The Cashier tells you that it is \$35. You don't have that much money so you continue to browse the store to try and find a cheaper game. You cannot find a cheaper game that you want to play. You decide that because the store is pretty empty and the Cashier and Store Owner are busy helping other customers you should just take the game and leave the store without being caught.

**Store Owner:** You are busy working at your store. You are too busy helping another customer in the store to notice that the Thief had stolen the game. That night after all of the customers have left you notice that the game is missing. You ask the Cashier if he/she sold the game during the day. The cashier tells you, "no." Not being able to afford the lost money from the stolen game you make the prices of all the other games more expensive to make up for the money that you lost because of the stolen game.

**Cashier:** You help the Thief when he enters the store. You tell the Thief the price of the game (\$35) and ask the Thief if they want to buy the game. When the Thief says, "No," you help another customer who was in the

store. After all the customers have left the Store Owner asks you if you sold the game during the day. You tell the Store Owner, "No."

**Store Customer 1:** You are in the store you find a program that you want to buy and purchase it. You do not notice the Thief stealing the game.

**Store Customer 2:** You are in the store you find a program that you want to buy and purchase it. You do not notice the Thief stealing the game.

### Roles for Skit 2: "Copying a Program from a Friend"

**Friend 1:** You and your friend are at your house playing a video game that you got for your birthday. It is the newest and most fun game out there. Your friend's mom calls and he/she has to go home. Your friend asks you if you can make a copy of the game so he can play it when he gets home. You decide to make a copy for your friend and he/she takes the game home.

**Friend 2:** You are over at your friend's house playing a video game on his computer that he got for his birthday. Your birthday is not coming up for six months and you know your parents would never buy the game for you. Your mom calls and tells you that you have to come home. You want to play the game when you get home so you ask your friend to make a copy. Your friend makes the copy and you go home and play it.