Lesson 6: Software Licensing

In this lesson, students will explore the world of software licensing and gain a deeper understanding of the different types of software, their compatibility concerns, and installation best practices. They will learn to analyze and evaluate software licenses and agreements, differentiate between licensing options, and compare open source and proprietary software. Additionally, students will examine subscription-based software versus one-time purchase software and understand the purpose and use of product keys and serial numbers. Through various activities and discussions, students will develop critical thinking skills and enhance their knowledge of software concepts in today's digital world.

Objectives:

- Students will be able to compare and contrast single-platform software and cross-platform software.

- Students will understand the importance of compatibility concerns and software installation best practices.

- Students will be able to analyze and evaluate the differences between reading instructions and reading agreements.

- Students will be able to differentiate between licensing options such as single use, group use/site license, and concurrent license.

- Students will understand the differences between open source and proprietary software.

- Students will be able to compare and contrast subscription-based software and one-time purchase software.

- Students will understand the purpose and use of product keys and serial numbers.

Materials:

- Whiteboard or blackboard

- Markers or chalk

- Handouts with examples of software licenses and agreements

- Computers or laptops with internet access (optional)

Bell-Ringer Activity (10 minutes):

- Display the following question on the board: "What is the difference between single-platform software and cross-platform software?"

- Give students a few minutes to think and write down their answers individually.

- Afterward, ask a few students to share their responses with the class.

Introduction (10 minutes):

- Begin by explaining the importance of understanding different application concepts and users in today's digital world.

- Discuss how software compatibility and installation practices can impact the performance and functionality of applications.

- Introduce the concept of reading instructions and agreements before installing software.

- Explain the significance of different licensing options and the differences between open source and proprietary software.

- Mention the various ways software can be purchased, such as through subscriptions or one-time purchases.

- Finally, briefly explain the purpose of product keys and serial numbers.

Direct Instruction (20 minutes):

- Present a slide or handout that defines and explains single-platform software and cross-platform software.

- Discuss the advantages and disadvantages of each type, including compatibility concerns.

- Provide examples of popular single-platform and cross-platform software.

- Next, explain the importance of reading instructions and agreements before installing software.

- Discuss common elements found in software agreements, such as terms of use, privacy policies, and end-user license agreements (EULAs).

- Highlight the potential risks of not reading agreements carefully.

- Move on to discussing different licensing options, such as single use, group use/site license, and concurrent license.

- Explain the benefits and limitations of each type of license.

- Finally, explain the differences between open source and proprietary software, including the advantages and disadvantages of each.

Guided Practice (20 minutes):

- Divide the class into small groups.

- Distribute handouts with examples of software licenses and agreements.

- Instruct each group to analyze and compare the different licenses and agreements.

- Encourage students to discuss the key points, similarities, and differences they find.

- Afterward, ask each group to share their findings with the class.

Independent Practice (20 minutes):

- Assign students to research and find examples of software that offer subscription-based pricing and one-time purchase options.

- Instruct them to compare and contrast the benefits and drawbacks of each pricing model.

- If computers or laptops are available, students can also explore different software products online and analyze their pricing models.

- Students should take notes and be prepared to share their findings with the class.

Exit Ticket (10 minutes):

- Distribute an exit ticket to each student.

- Ask them to write a brief response to the following question: "What is the purpose of product keys and serial numbers in software?"

- Collect the exit tickets before the end of the class.

Closure (10 minutes):

- Review the main points covered in the lesson, including the differences between single-platform and cross-platform software, the importance of reading instructions and agreements, and the various licensing options.

- Summarize the benefits and drawbacks of open source and proprietary software.

- Finally, discuss the purpose of product keys and serial numbers in software and their role in software activation and protection.

Common Core Standards:

- CCSS.ELA-LITERACY.RI.9-10.1: Cite strong and thorough textual evidence to support analysis of what the text says explicitly as well as inferences drawn from the text.

- CCSS.ELA-LITERACY.RI.9-10.2: Determine a central idea of a text and analyze its development over the course of the text, including how it emerges and is shaped and refined by specific details; provide an objective summary of the text.

- CCSS.ELA-LITERACY.RI.9-10.3: Analyze how the author unfolds an analysis or series of ideas or events, including the order in which the points are made, how they are introduced and developed, and the connections that are drawn between them.