MODULE I IMPACTS AND THE LAW · I6

The Copyright, Designs and Patents Act 1988

Original practice questions · 20 marks · ~25 minutes · OCR J277 spec 1.6.1

Name _____ Date _____

Instructions. Answer all questions in the spaces provided. The marks for each part are shown in brackets [ ]. The total for this worksheet is **20 marks**. All questions are about UK law as at November 2026.

1

Total: 2 marks

State the purpose of the Copyright, Designs and Patents Act 1988. **[2]**

2

Total: 5 marks

A freelance graphic designer makes leaflets, adverts and websites for local businesses. She is checking which of her actions follow the law.

Tick (✓) **one** box in each row to show whether each action is allowed or prohibited by the Copyright, Designs and Patents Act 1988. **[5]**

Action	Allowed	Prohibited
Making copies of a paid-for design program and giving them to friends		
Using a photographer's picture in a client's leaflet after buying a licence from the photographer that allows this use		
Using a piece of music the designer wrote and recorded herself in a client's advert		
Copying the text from another company's website onto a client's website without permission		
Selling copies of a film that the designer downloaded from a file-sharing website		

3 **Total: 4 marks**

The owner of a mobile dog-grooming business is making a website. She searches the internet for photographs of dogs and plans to copy some of them onto her website without asking anyone.

(a) Explain why the owner could be breaking the Copyright, Designs and Patents Act 1988. **[2]**

(b) Give **two** ways the owner could put photographs on her website without breaking the Copyright, Designs and Patents Act 1988. **[2]**

1

2

4 **Total: 6 marks**

A two-person games studio spent two years writing a game, which it sells online. A website has started letting people download copies of the game for free. The studio did not give the website permission to do this.

(a) Identify **two** actions in this scenario that are prohibited by the Copyright, Designs and Patents Act 1988. **[2]**

1

2

(b) Explain **two** ways this illegal copying could affect the games studio. **[4]**

1

2

5 **Total: 3 marks**

An architecture firm buys an off-the-shelf drawing program. The licence it buys allows the program to be installed on 10 computers. The firm installs the program on 15 computers.

Explain why the firm is breaking the Copyright, Designs and Patents Act 1988. **[3]**

Total for this worksheet: 20 marks