

Copyright Fair Use—At A Glance

For more information, visit

www.copyright.gov

FAIR USE GUIDELINES

| Purpose of the use |
|--------------------------|
| Nature of the work used |
| Amount of the work |
| Effect the use will have |



As an Educator, what can I do?

- Use 10% or 3 minutes of a movie
- Use 10% or 30 seconds of music and lyrics from a single work
- Use an entire image, but no more than 5 images by a single artist or photographer—but must give credit
- Link to movies on Discovery education
- Link to resources that are directly related to the curriculum
- Make a class set of print copies
- Show a video of a television program within 10 days of the broadcast
- Show a movie if it is <u>not</u> rented and if it is part of face-to-face instruction supporting the lesson
- Link to resources purchased by the school or District

What shouldn't I do?

- Take actual documents or PDFs from a site to link to your own site
- Link to or post a movie taped from a premium cable channel
- Make multiple copies of computer software
- Make copies for each student that I teach
- Use copies of cartoons or film characters for bulletin boards, displays, or web sites
- Show a movie for reward or entertainment
- Use portions of copyrighted materials beyond the Fair Use limits



Why should I worry about copyright?

Special points of

interest:

• Any resources used must be given proper credit

- Ask the copyright owner for permission to use work
- Search for music and pictures that are public domain or copyright free
- Usually only 10% of any multimedia can be used