

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

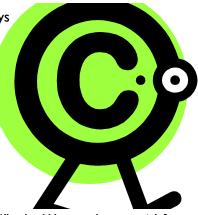


As an Educator, what can I do?

- 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