

Fair Use and Copyright Law for Teachers

By Jessica Harmon



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North Carolina Computer Technology Skills Curriculum

Kindergarten through 3rd grade:

- Discuss responsible use of multimedia sources
- As a class, students can identify and discuss copyright and fair use guidelines

4th through 5th grade:

- Demonstrate an understanding of fair use and copyright guidelines by explaining selection and use of resources in projects/assignments
- Discuss guidelines for media use in multimedia projects as a class or group



Copyright Law

According to www.Dictionary.com, a copyright is the “legal right granted to an author, a composer, a playwright, a publisher, or a distributor to exclusive publication, production, sale or distribution of literary, musical, dramatic or artistic work”



Fair Use Policy

- Fair Use policy outlines specific situations in the education setting where using other's materials in an appropriate manner is lawful
- There are specific guidelines for the quantity of material used as well as how long it may be used for
- Teachers and students are subject to different guidelines for use of copyrighted material
- All copyrighted material must be properly cited when being used



Fair Use and Teachers

Teachers may use copyrighted material in these situations:

- Face-to-face student instruction
- Directed student self-study
- Presentations at workshops
- Personal use such as interviews or tenure reviews

Starr, L. (1999). applying fair use to new technologies. Retrieved Mar. 30, 2005, from Applying Fair Use to New Technologies Web site:
http://www.educationworld.com/a_curr/curr280d.shtml.



Fair Use and Students

- Students may use copyrighted material according to fair use guidelines in the following ways:
- Portfolios as examples of academic work
- Personal use such as job and school interviews

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Portion Limits

- up to 3 minutes or 10 percent, whichever is less, of a single copyrighted motion media work.
- up to 10 percent or 1,000 words, whichever is less, of a single copyrighted work of text.
- up to 30 seconds or 10 percent, whichever is less, of music and lyrics from a single musical work.
- up to 5 photographs or illustrations by one person and no more than 15 images or 10 percent, whichever is less, of the photographs or illustrations from a single published work.
- up to 2,500 fields or cell entries or 10 percent, whichever is less, from a numerical database or data table.

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Storage

- No more than two copies of a project may be made. One copy may be retained by the creator; the other must be held in the school's library or media center.
- Online instructional projects may be used only over a secure network for a period of 15 days after the initial use.
 - After that period, one of the two copies of the project may be placed in the media center use by students
- Students may not make their own copies
- Projects cannot be replicated or distributed for any purpose other than those listed in the guidelines without obtaining permission from all copyright owners.

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Permission Slips

- To avoid misusing copyrighted material, it is important to ask the author or creator for permission
- This link provides a template for a requesting permission to use copyrighted material:

<http://www.landmark-project.com/permission1.php>



More Information

For more information on Fair Use and Copyright guidelines, please visit:

<http://pinetlibrary.com/links.php?list=120532>

