

# Copyright Cliffnotes

## ❖ Definitions...

- If we expect our students to adhere to copyright and fair use, we need to model responsible use.

**Copyright:** the exclusive right to make copies, license, and otherwise exploit a literary, musical, or artistic work, whether printed, audio, video, etc.

**Fair Use:** the conditions under which you can use material that is copyrighted by someone else without paying royalties

**Attribution:** identifying the original source.

<http://dictionary.reference.com/browse/webster>

- There are specific guidelines and laws that help determine what is considered fair use (or educational use), even in a school setting. (see handout link below)  
[http://www.newtrier.k12.il.us/media/files/content/New\\_Trier\\_Web\\_Site/Administration/Technology/Copyright\\_9-23-08.pdf](http://www.newtrier.k12.il.us/media/files/content/New_Trier_Web_Site/Administration/Technology/Copyright_9-23-08.pdf)

## ISTE standard

### 4. Promote and Model Digital Citizenship and Responsibility

Teachers understand local and global societal issues and responsibilities in an evolving digital culture and exhibit legal and ethical behavior in their professional practices. Teachers:

- a. advocate, model, and teach safe, legal, and ethical use of digital information and technology, including respect for copyright, intellectual property, and the appropriate documentation of sources.
- b. address the diverse needs of all learners by using learner-centered strategies providing equitable access to appropriate digital tools and resources.
- c. promote and model digital etiquette and responsible social interactions related to the use of technology and information.
- d. develop and model cultural understanding and global awareness by engaging with colleagues and students of other cultures using digital-age communication and collaboration tools.

[www.iste.org](http://www.iste.org)

## ❖ Determining Fair Use: Four Factors To Think About:

- Purpose: Educational? To make money?
- Nature: Factual rather than creative
- Amount: How much of the original work was used (see handout for guidelines)
- Effect: Will it cause economic loss to the copyright holder?

## ❖ Other Resources

- <http://www.thecopyrightsite.org/faq.html>
- <http://www.koce.org/Classroom/copyright.htm>
- <http://www.teachingcopyright.org>