



# Finding and Remixing Openly Licensed Resources

This Guidance document will help you to find Open Educational Resources (OER) from a variety of sources. It will also demonstrate how to legally remix OER to create your own content. It explains what Creative Commons licences mean in practice, and how they enable you to share your content with others on terms that you choose.

## Finding openly licensed resources

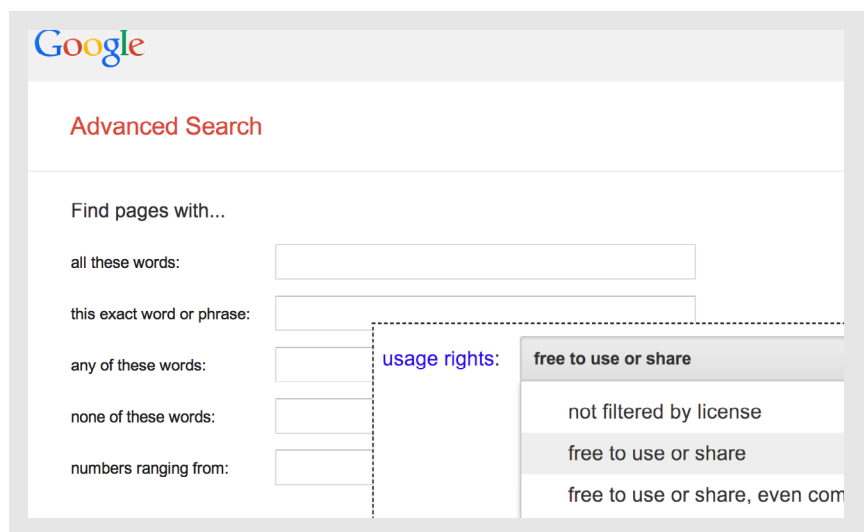
Finding OER is easy. The Creative Commons logo shows that more flexible permissions have been provided to use and reuse content. The public domain logo indicates that resources are available, free from any restrictions.



## Using search engines to find openly licensed resources

You can find Creative Commons licensed content using special search functions of search engines and websites.

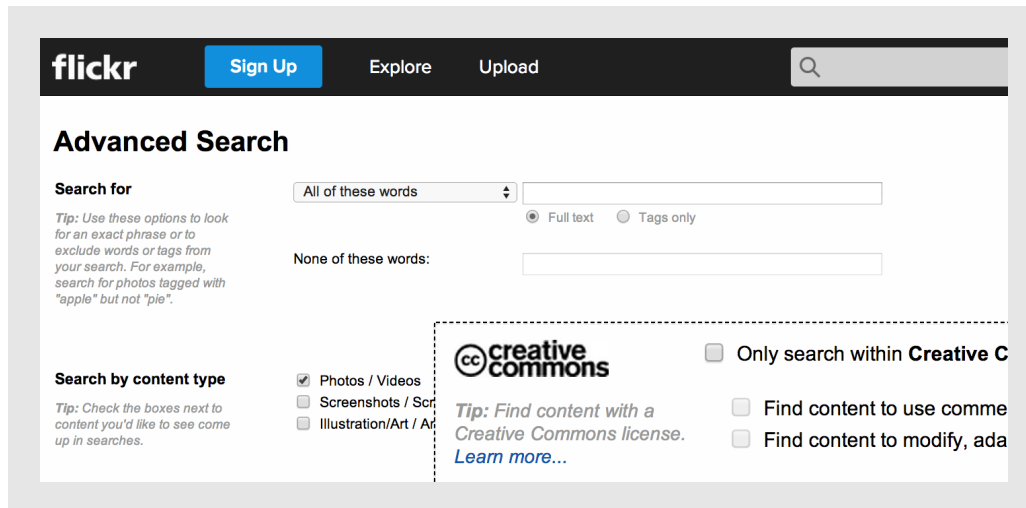
For example, the familiar Google search has an 'advanced search' that lets you search by 'usage rights' for content shared under an open licence:



[http://www.google.com/advanced\\_search](http://www.google.com/advanced_search)

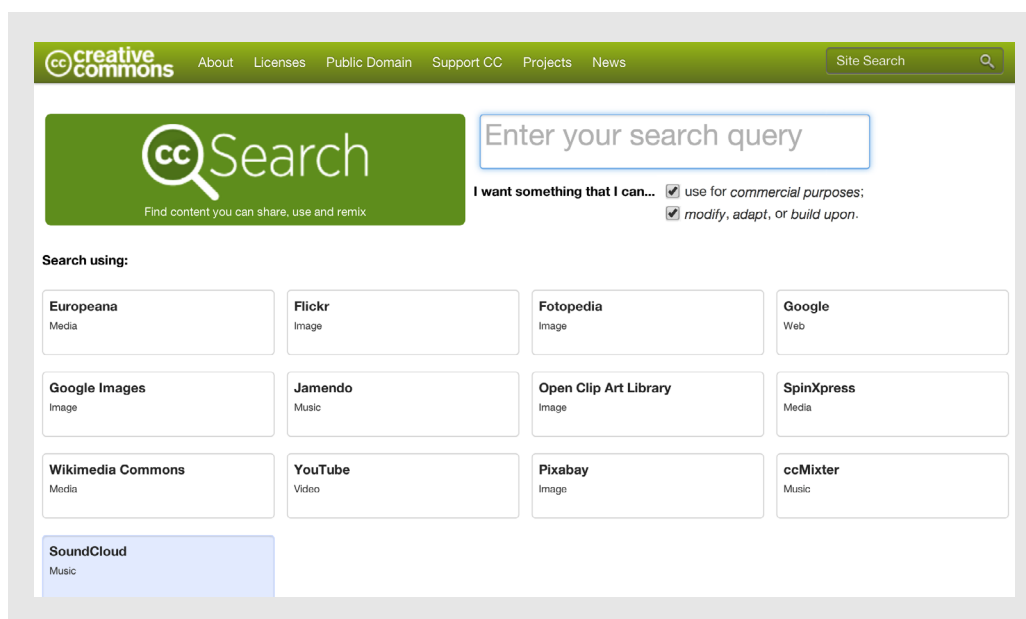


The image sharing site Flickr allows you to specify that you are looking for Creative Commons content:



<https://www.flickr.com/search/advanced/>

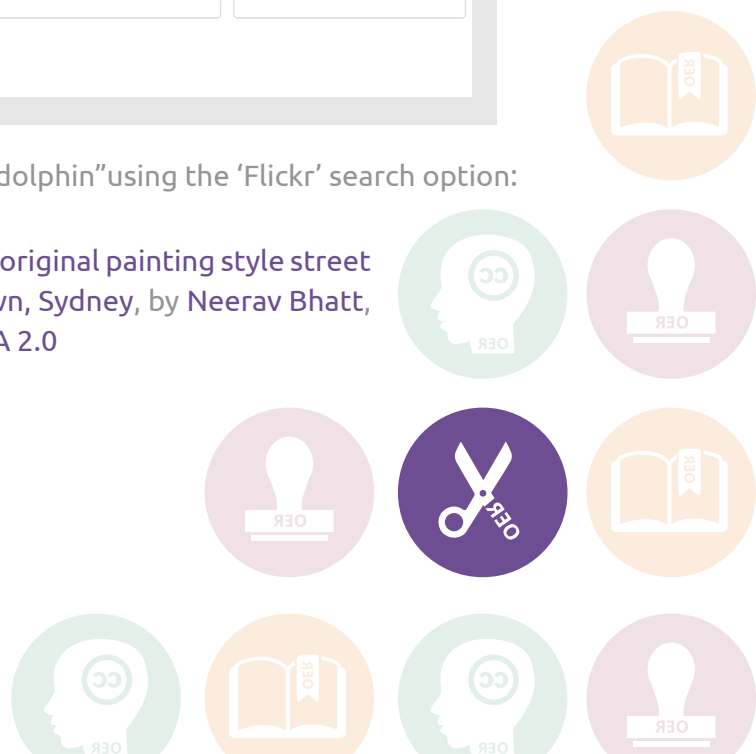
The Creative Commons search page at <http://search.creativecommons.org/> allows you access to a range of different search engines and sites with various types of Creative Commons content including text, music and images:



Here are some images resulting from a search for "dolphin" using the 'Flickr' search option:



Dolphin - aboriginal painting style street art, Newtown, Sydney, by Neerav Bhatt, CC BY-NC-SA 2.0





Spinner Dolphins, Big Island, Hawaii, by Steve Dunleavy, CC BY-NC-ND 2.0



Dolphin and Ship, 8/4/10, by Louis Vest, CC BY-NC 2.0



Dolphins, by lowjumpingfrog, CC BY 2.0

Images are particularly easy to find and there is a large amount of openly licensed content available, covering a huge range of topics. Accompanying this suite of Guidance documents are further documents with activities, suggestions and walk-throughs (see further reading) that will help you to find openly licensed content. Note that in the examples above, we have attributed the images alongside the image. However, this could also be done at the end of the document.

If you are simply looking for content to use in its original form (i.e. without modification), the type of Creative Commons licence doesn't matter; anything with a Creative Commons licence is usable in that way.



## Sites with Open Educational Resources

Apart from using a search engine, another way to find resources is to use dedicated OER sites. This is particularly useful if you are looking for OER for a specific subject or topic. OER content sites that provide school level resources include:

- **ORBIT** (<http://oer.educ.cam.ac.uk/>). The University of Cambridge’s Faculty of Education maintains a site with many OER suitable for teachers. It includes ORBIT, an open resource bank for interactive teaching in maths and science, with many lesson ideas for primary and secondary. Each lesson idea is linked to particular teaching strategies, as well as ICT use. The site also contains a number of resources that are suitable for other subjects.
- The **DigiLit Leicester** project (<http://digilitleicester.com>) focuses on digital literacy in schools, helping teachers and teaching support staff in the effective use of technologies to support learners. All of the project outputs, including the school digital literacy framework and survey content, and the outputs and resources from school-led projects and a range of activities organised by the project team, have been released under Creative Commons licences. These include e-safety resources for staff supporting learners on the autistic spectrum, the Siyabonga project, which involved learners collaborating via Skype on a live concert with children from South Africa, and work on a “Bring Your Own Device” trial.
- **PHET** (<http://phet.colorado.edu/>). Educational simulations covering subjects including physics, chemistry, biology and earth science.
- The **Virtual Genetics Education Centre** (<http://www2.le.ac.uk/departments/genetics/vgec>). An online hub of genetics-related resources for teachers of all age groups. The site features a “Genetics for Schools and Colleges” section, with content available under a Creative Commons licence. There are also links to resources on external websites (with a range of licences).
- **Open Education Europa** (<http://openeducationeuropa.eu/>). A large, searchable site with a range of resources and links to other sites, for different education sectors and under different licences. The search allows you to narrow the resource to primary and secondary education, as well as to Creative Commons resources.
- **Digital Futures in Teacher Education** (<http://www.digitalfutures.org/>). This site offers professional development resources for teachers on new pedagogies facilitated by digital technology and new social media for learning.

**If you plan to reuse content with learners or other staff members, or share resources, remember to record the web address (URL) or source in order to acknowledge it.**



## Using Creative Commons content: Attribution

Creative Commons helps you to easily find materials that you can use, makes permissions and restrictions on use very clear and lets you safely share your work through wider networks. Here are five rules that will help you understand what you can and can't do with licensed resources:

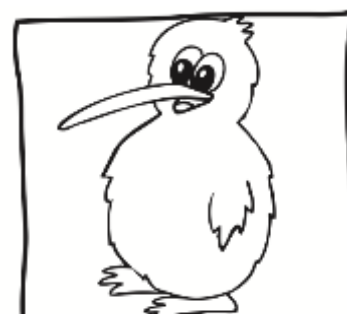


### Rule 1: Attribution.

**When using any Creative Commons content, you always need to attribute your sources.**

The Creative Commons attribution requirement is about acknowledging your sources fairly. Sometimes the creators specify how they would like to be attributed, but a lot of the time the creators of a work don't say how they want to be attributed. In that case, simply include:

- the **title** of the work;
- if the resource is hosted online, the web address (**URL**) where you found the work;
- the **creator** of the work;
- the Creative Commons **licence** under which the work is available (together with the URL for the licence).



There is no standard format for putting together an attribution, so you can rearrange the elements as you see fit, so long as all the information is included.

For instance, to attribute the use of the "CC Kiwi" image on the right, the following elements are needed for the acknowledgement:

- Title: CC Kiwi
- URL: <http://creativecommons.org.nz/resources/>
- Creator: Creative Commons Aotearoa New Zealand
- Licence: Creative Commons Attribution 3.0 New Zealand licence, <http://creativecommons.org/licenses/by/3.0/nz/>.

Your actual acknowledgement will look like this:

CC Kiwi (<http://creativecommons.org.nz/resources/>) by Creative Commons Aotearoa New Zealand, available under Creative Commons Attribution 3.0 New Zealand licence, <http://creativecommons.org/licenses/by/3.0/nz/>

or, with the hyperlinks included in the text:

CC Kiwi by Creative Commons Aotearoa New Zealand, available under Creative Commons Attribution 3.0 New Zealand licence.



If you use the CC Kiwi image in a document, you need to include the above text, either where you use the image, or at the end of your document. For a presentation, you would acknowledge the image at the end of the presentation (e.g. on the final slide). If you were using the image in a movie, you would acknowledge it in the credits at the end of the movie. If you create a new image from the CC Kiwi (for example, by colouring it in), you cannot attribute by adding text, so you would use the 'metadata' function within the software used to create the image.

The attribution requirement applies to the six Creative Commons licences, and other licences that require attribution. Content that is in the public domain (e.g. with CC0 or the Public Domain mark) does not need to be attributed, although it's good practice to do so. The rights in public domain content have expired, but passing other people's work off as your own is still plagiarism.

## Remixing content without modification

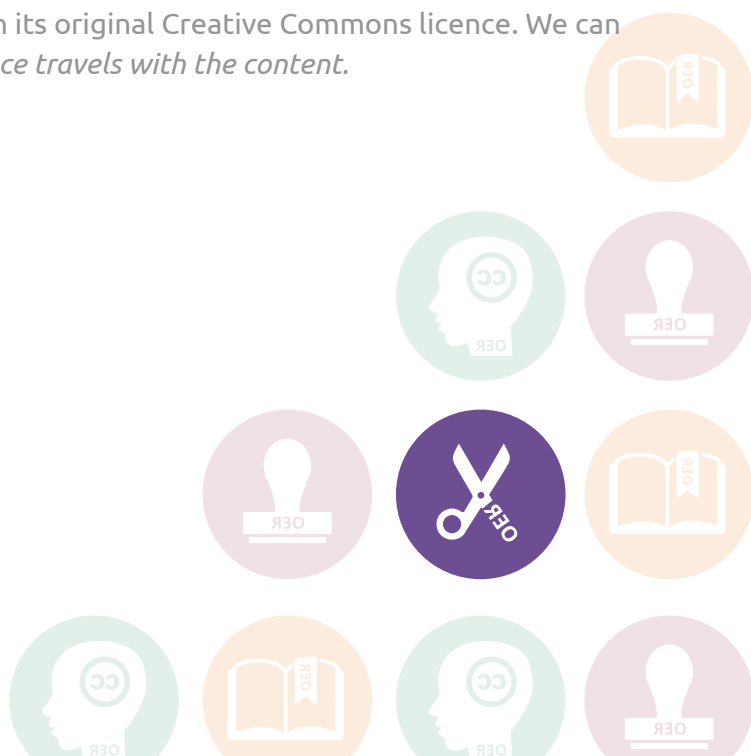
### Rule 2: Using content without modification.

**You are free to use any Creative Commons content *without modification or adaptation*, so long as you attribute your sources, retain the original Creative Commons licence and the use is NonCommercial.**

This means that you can go online to find any Creative Commons content, and:

- make copies, e.g. copying a lesson plan, copying worksheets;
- share it with other educators;
- post it online - on the school's website or school intranet;
- perform the work (e.g. music or plays);
- include it in other documents, e.g. copy images into your presentation (without changing the images themselves).

All you need to do is to **make sure that all your sources are attributed**. Some Creative Commons licences allow you to adapt, and even choose, a different licence. However, content under any of the Share-Alike and NoDerivatives licences always retain its original Creative Commons licence. We can say that for Share-Alike and NoDerivatives, the *licence travels with the content*.



## Remixing through modification and adaptation

### Content that allows free adaptation

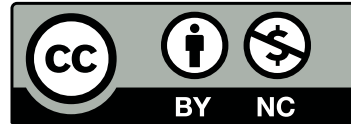
Some Creative Commons licences allow you to make modifications without restrictions. These licences are:



CC0



CC Attribution



CC Attribution - NonCommercial

Here's the rule:

#### **Rule 3: CC0, CC Attribution and CC Attribution - NonCommercial.**

**Creative Commons content under CC0, CC BY and CC BY-NC licences can be used freely (non-commercially, in the case of NonCommercial). You can do what you like, as long as you attribute your sources.**

Content under these licences can be used freely (non-commercially). So you can adapt, modify and build upon work as long as you attribute your sources (as always). Public domain content can be freely adapted.

## Content that requires using the same licence

The final rule covers the Creative Commons Share-Alike licences:



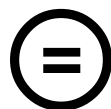
#### **Rule 4: Share-Alike.**

**Creative Commons content licensed with Share-Alike can be used freely (including adaptation), as long as you make the original or adapted version available under the same Share-Alike licence.**

Without adaptation, Rule 2 applies. The documents accompanying this Guidance further explain how to license when you adapt Share-Alike content.

## Content that cannot be adapted

You can use content licensed under any of the Creative Commons NoDerivatives licences, but you cannot change or alter the work in any way. The rule is this:



#### **Rule 5: NoDerivatives.**

**Creative Commons content licensed with NoDerivatives can be used freely, as long as you do not modify or adapt, i.e. as long as you do not create an adaptation. Creative Commons content licensed with NoDerivatives always retains its original licence.**



Rule 2 ('Using content without adaptation') explains how you can use NoDerivatives content.

## What is an adaptation?

The following are examples of adaptations as defined by the Share-Alike / NoDerivatives licence:

- modifying an image to create another image (for example, by cropping) is an adaptation;
- translating a short story from one language to another;
- photoshopping a picture to add to, or alter, its original elements;
- using a sample from one song to make a new song;
- adding a song as a soundtrack to a video.

The following uses are **not** adaptations:

- including a short story in a collection of short stories;
- using an unedited video in the background of a live concert;
- reproducing an unedited image on a website or in a document (such as Word or Powerpoint).

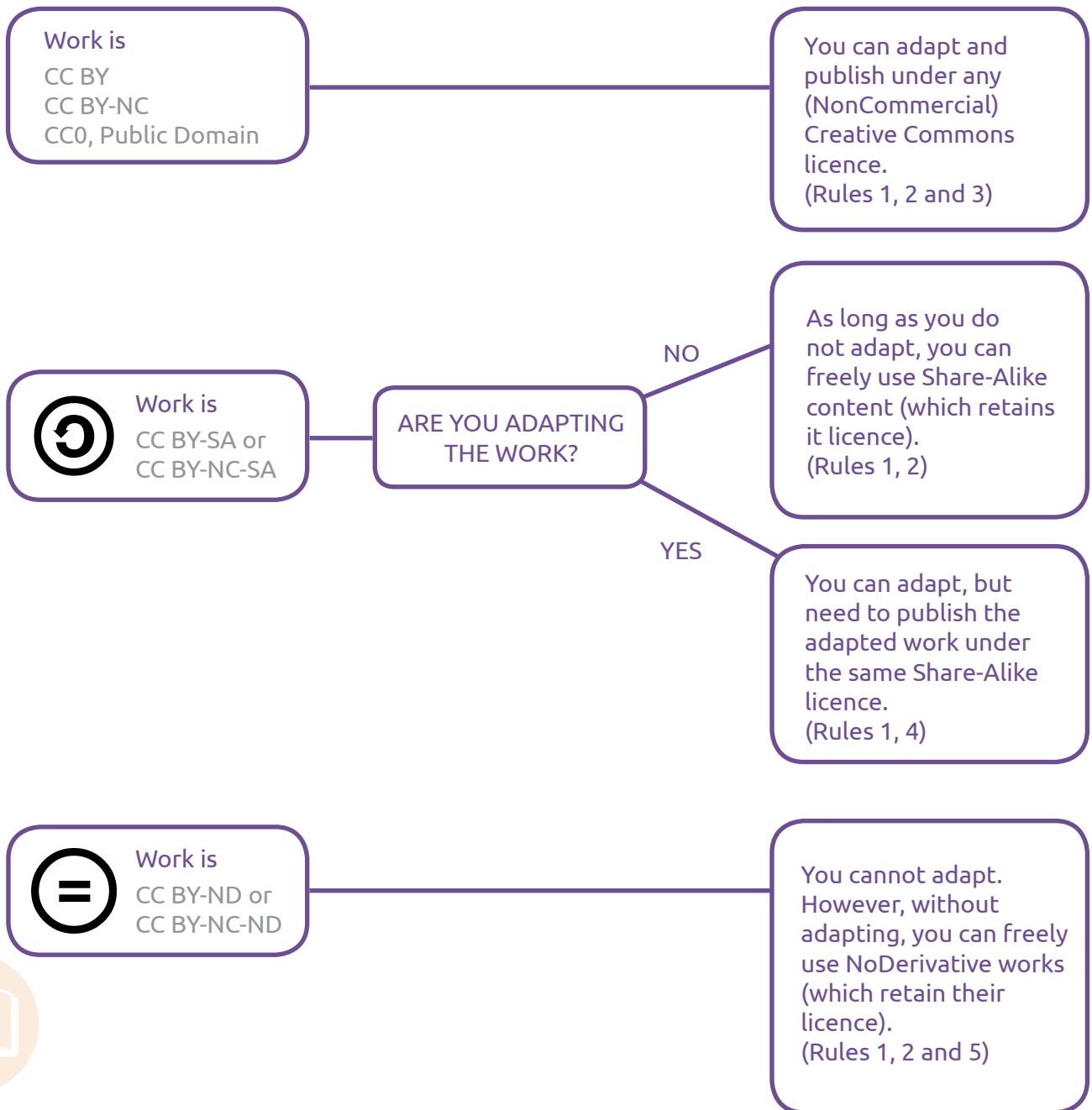
When reproducing an unedited image in a document, you need to make sure that the image is really unaltered; you cannot overlay text, graphics or another image.





# Creative Commons licence pathfinder

The diagram below shows the simple questions you need to ask yourself when finding and creating content for use with your learners and colleagues:



## Further reading

This document is part of a 4-part series, available at <http://schools.leicester.gov.uk/openeducation> for download, and in editable versions, alongside supplementary information sheets, workshop and classroom ideas, as well as step-by-step walk-throughs.

- The Creative Commons wiki provides further information on **best practices for attribution**.
- The **Creative Commons licence chooser** is a useful, quick tool for selecting and exploring the Creative Commons licences.

## Acknowledgements

The Guidance project was initiated and funded by Leicester City Council, and is part of the DigiLit Leicester project (<http://www.digilitleic.com/>). It supports school staff in understanding and making use of Open Licensing, and creating and sharing their own Open Educational Resources.

We gratefully acknowledge the help and suggestions of Nora Ward (St. Paul's Catholic School, Leicester), Suzanne Lavelle (Childrens' Hospital School, Leicester), Naomi Korn and Matt McGregor (Creative Commons Aotearoa New Zealand).

You are free to use the content of these guides to create your own content, as long as you include these attributions:



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- Creative Commons Frequently Asked Questions, When is my use considered an adaptation?, Creative Commons Attribution 4.0.
- Molly Kleinman (2008). CC HOWTO #3: How to use a work with a Share Alike license available under Creative Commons Attribution 3.0.
- Molly Kleinman (2008). CC HowTo #4: How to use a work with a No Derivatives license, available under Creative Commons Attribution 3.0.



The following images were included without adaptation:

- Dolphin - aboriginal painting style street art, Newtown, Sydney, by Neerav Bhatt, CC BY-NC-SA 2.0;
- Spinner Dolphins, Big Island, Hawaii, by Steve Dunleavy, CC BY-NC-ND 2.0;
- Dolphin and Ship, 8/4/10, by Louis Vest, CC BY-NC 2.0;
- Dolphins, by lowjumpingfrog, CC BY 2.0.



The OER Guidance for Schools documents are available from <http://schools.leicester.gov.uk/openeducation>.

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