Universal Design for Learning
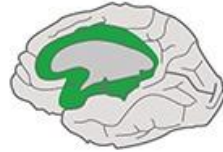
Universal Design for Learning Guidelines

Provide Multiple Means of Engagement
Purposeful, motivated learners

Provide options for self-regulation
+ Promote expectations and beliefs that optimize motivation
+ Facilitate personal coping skills and strategies
+ Develop self-assessment and reflection

Provide options for sustaining effort and persistence
+ Heighten salience of goals and objectives
+ Vary demands and resources to optimize challenge
+ Foster collaboration and community
+ Increase mastery-oriented feedback

Provide options for recruiting interest
+ Optimize individual choice and autonomy
+ Optimize relevance, value, and authenticity
+ Minimize threats and distractions

Provide Multiple Means of Representation
*Resourceful, knowledgeable learners*

Provide options for comprehension
+ Activate or supply background knowledge
+ Highlight patterns, critical features, big ideas, and relationships
+ Guide information processing, visualization, and manipulation
+ Maximize transfer and generalization

Provide options for language, mathematical expressions, and symbols
+ Clarify vocabulary and symbols
+ Clarify syntax and structure
+ Support decoding of text, mathematical notation, and symbols
+ Promote understanding across languages
+ Illustrate through multiple media

Provide options for perception
+ Offer ways of customizing the display of information
+ Offer alternatives for auditory information
+ Offer alternatives for visual information
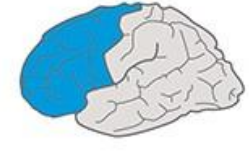
Provide Multiple Means of Action & Expression
Strategic, goal-directed learners

Provide options for executive functions
+ Guide appropriate goal-setting
+ Support planning and strategy development
+ Enhance capacity for monitoring progress

Provide options for expression and communication
+ Use multiple media for communication
+ Use multiple tools for construction and composition
+ Build fluencies with graduated levels of support for practice and performance

Provide options for physical action
+ Vary the methods for response and navigation
+ Optimize access to tools and assistive technologies

What Kind of Cookie Are You?
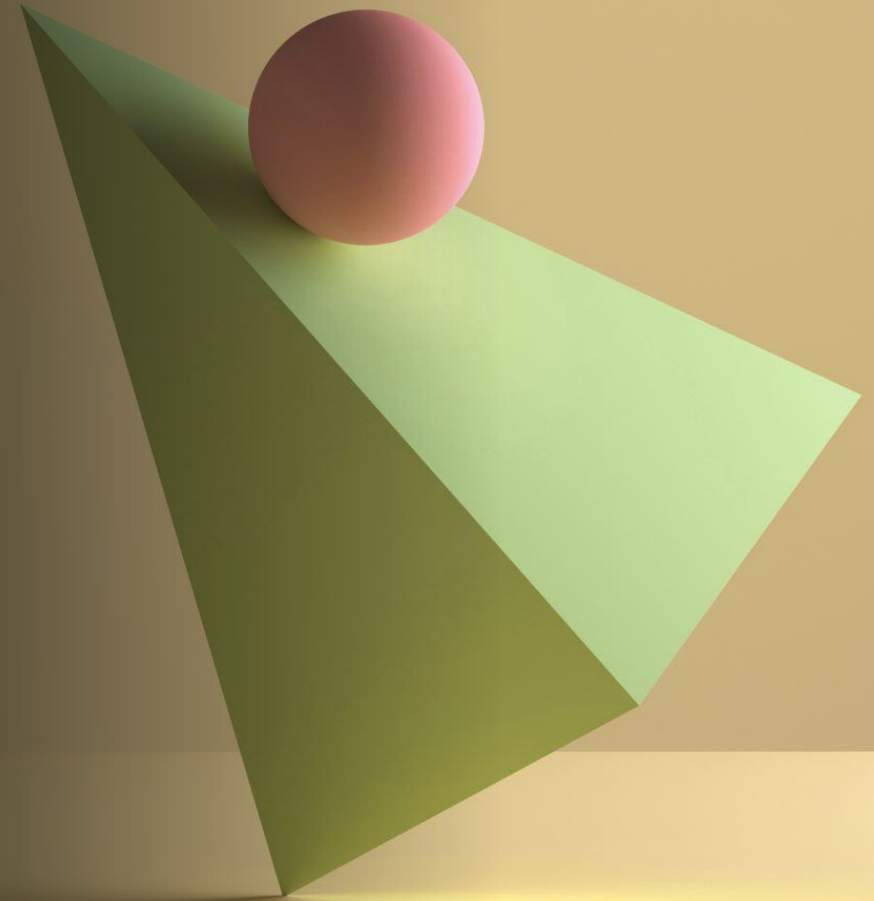
Core tenet of Universal Design for Learning

Multiple Means of Action & Expression

"There is not one means of action and expression that will be optimal for all learners; providing options for action and expression is essential."

UDL Guidelines, CAST

Illustrating to Understand Concepts

During or after a lecture, ask students to illustrate a concept that you lectured.

<u>**In Person:**</u>
Groups
Whiteboard
Verbal Explanation

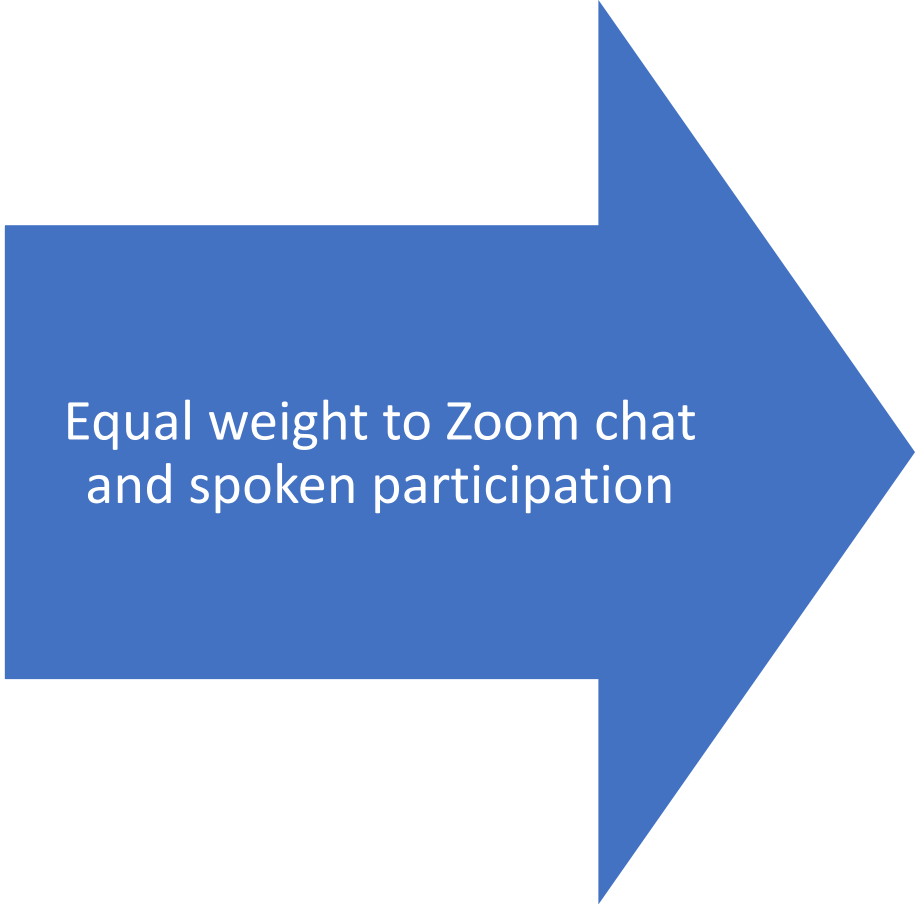<u>**Virtual:**</u>
Breakout Rooms
Paper-photo, etc.
Verbal Explanation

"*If you can't explain your idea to a 6 year old, you don't understand it yourself*."
~ Albert Einstein

Participation Modality

Equal weight to Zoom chat and spoken participation

Equal weight to small-group and class participation

- Allows for differences in hearing, auditory processing, language, as well as neurodivergence
- Trauma-informed

Choose-Your-Own Assignment

Allows for multiple means of expression and multiple levels of skill and familiarity

Adapts to student goals, preferred learning style, skills and skills gaps

Four options are presented:

Hands-on, Goal A, Managerial

Hands-on, Goal B, Operational

Theoretical, Both goals

Hands-on and theoretical, both goals

Allows all students to gain a command of the key concepts

Provides challenge to advanced learners with bonus certification to award effort