

# UNIVERSAL DESIGN FOR LEARNING

Universal Design for Learning (UDL) is a comprehensive approach to creating educational environments where all students can acquire knowledge, develop skills, and cultivate a passion for learning. UDL provides a flexible framework for designing instructional goals, methods, materials, and assessments that are inclusive and adaptable, making it possible for every learner to access and fully engage with the content, regardless of their individual needs.

# **KEY PRINCIPLES OF UDL**



### **Provide Multiple Means of Engagement**

Stimulate motivation and interest among learners by offering different ways to engage.



#### **Provide Multiple Means of Representation**

Present information in various formats so that all learners can access it.



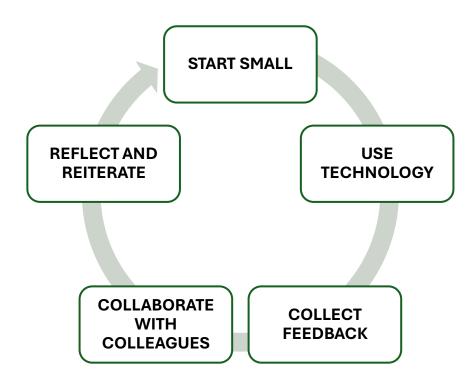
#### Provide Multiple Means of Action and Expression

Give learners various ways to demonstrate what they know.

## STRATEGIES

Strategy	Details
Engagement	<ul> <li>Offer choices of content and tools.</li> <li>Foster collaboration and community.</li> <li>Encourage self-assessment and reflection.</li> <li>Examples:</li> <li>Use polls or surveys to let students choose topics of interest.</li> <li>Incorporate group projects or peer reviews.</li> </ul>
Representation	<ul> <li>Provide alternatives for visual and auditory information.</li> <li>Clarify vocabulary and symbols.</li> <li>Illustrate concepts using multiple media.</li> <li>Examples:         <ul> <li>Offer text, video, and audio options for content delivery.</li> <li>Use captions for videos and transcripts for audio materials.</li> </ul> </li> </ul>
Action and Expression	<ul> <li>Allow students to use different tools to complete assignments.</li> <li>Offer flexible opportunities for communication.</li> <li>Support students' planning and strategy development.</li> <li>Examples:</li> <li>Permit the submission of assignments in text, video, or audio formats.</li> <li>Use online discussion boards, blogs, or digital portfolios.</li> </ul>

## **IMPLEMENTATION TIPS**



**Start Small:** Begin by incorporating one UDL principle into your course. For instance, start by offering content in multiple formats or providing choices in how students can complete an assignment

**Use Technology to Support UDL:** Use tools like LMS, educational apps, and online resources to offer flexible learning options. Blackboard Ally in your course automatically generates alternative formats, provides accessibility scores, and offers feedback for improvement. Review Blackboard's <u>Ally Quick Start</u> information.

**Collect Feedback:** Regularly ask students for feedback on what methods work best for them and be open to adjusting your approach.

**Collaborate with Colleagues:** Work with fellow faculty members to share resources, strategies, and ideas for implementing UDL.

**Reflect and Iterate:** Continuously reflect on your teaching practices and adjust to better meet the needs of all learners.

## HELPFUL RESOURCES

### 1. UDL Guidelines

- Website: <u>CAST UDL Guidelines</u>
- Description: Comprehensive guidelines are provided by CAST, the organization that developed UDL, and offers strategies and resources for implementing UDL in your teaching.

### 2. UDL On Campus

- Website: <u>UDL on Campus</u>
- Description: A resource specifically for higher education, offering examples, videos, and tools for applying UDL principles in college and university settings.

### 3. CAST

- Website: CAST
- Description: Offers a variety of resources, including research, case studies, and UDL tools for educators.

#### 4. Accessible Educational Materials (AEM)

- Website: <u>AEM Center</u>
- Description: A resource for educators on providing accessible educational materials and technologies for all learners.

#### 5. UDL-IRN (Implementation and Research Network)

- Website: <u>UDL-IRN</u>
- Description: Provides a network of resources, including webinars, case studies, and research articles focused on UDL implementation.

#### 6. WebAIM (Web Accessibility in Mind)

- Website: <u>WebAIM</u>
- Description: Offers resources on making web content accessible to people with disabilities, an essential component of UDL.