Universal Design for Learning

- Inspired by the “design for all” concept of Universal Design
- Research based framework for providing a positive learning environment for ALL students with equal access to the curriculum
- Addresses universally designing the curriculum from the outset to meet the needs of the greatest number of users
- A foundation for making it easier to differentiate instruction
- Based upon 3 principles - multiple means of representation, expression, and engagement
- Incorporates technology to meet unique and diverse learning needs
- Builds interactivity within the curriculum
- Seeks to create expert learners (learners that know how to learn)
- Not "just one more thing". It is an integral component of improving student learning, compatible with other approaches to education reform.

http://tinyurl.com/lcpsatvste09
## Universal Design for Learning Guidelines

### I. Representation

**Use multiple means of representation**

1. **Provide options for perception**
   - Options that customize the display of information
   - Options that provide alternatives for auditory information
   - Options that provide alternatives for visual information

2. **Provide options for language and symbols**
   - Options that define vocabulary and symbols
   - Options that clarify syntax and structure
   - Options for decoding text or mathematical notation
   - Options that promote cross-linguistic understanding
   - Options that illustrate key concepts non-linguistically

3. **Provide options for comprehension**
   - Options that provide or activate background knowledge
   - Options that highlight critical features, big ideas, and relationships
   - Options that guide information processing
   - Options that support memory and transfer

### II. Expression

**Use multiple means of expression**

4. **Provide options for physical action**
   - Options in the mode of physical response
   - Options in the means of navigation
   - Options for accessing tools and assistive technologies

5. **Provide options for expressive skills and fluency**
   - Options in the media for communication
   - Options in the tools for composition and problem solving
   - Options in the scaffolds for practice and performance

6. **Provide options for executive functions**
   - Options that guide effective goal-setting
   - Options that support planning and strategy development
   - Options that facilitate managing information and resources
   - Options that enhance capacity for monitoring progress

### III. Engagement

**Use multiple means of engagement**

7. **Provide options for recruiting interest**
   - Options that increase individual choice and autonomy
   - Options that enhance relevance, value, and authenticity
   - Options that reduce threats and distractions

8. **Provide options for sustaining effort and persistence**
   - Options that heighten salience of goals and objectives
   - Options that vary levels of challenge and support
   - Options that foster collaboration and communication
   - Options that increase mastery-oriented feedback

9. **Provide options for self-regulation**
   - Options that guide personal goal-setting and expectations
   - Options that scaffold coping skills and strategies
   - Options that develop self-assessment and reflection