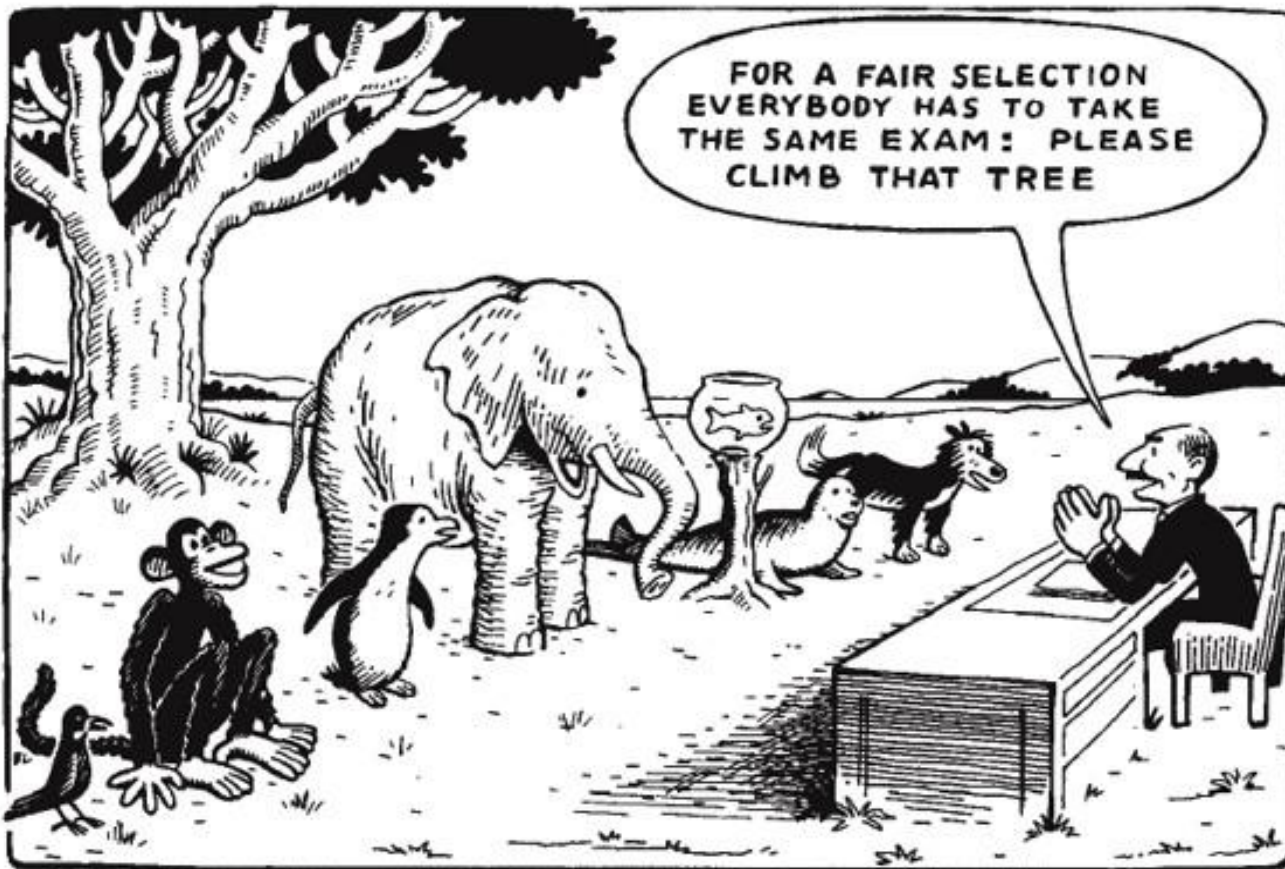# Universal Design for Learning

Presenters:

Beth Arthur, Patrick Costello, Matt Lefsky, Andy Materna, Theresa Skinner, and

Joan Woodward

Town wide Parent Council and SEPAC

March 11, 2014

Agenda

- Introductions
- Presentation Goals
- Background on UDL in Weymouth
- Todd Rose Video and Discussion
- UDL Guidelines
- Example of UDL in Practice

Presentation Goals

- To introduce you to the framework of <u>Universal Design for Learning</u>

- To experience concrete examples of UDL

- To recognize how UDL can be incorporated into classrooms (and work environments)

Background on UDL Initiative

- <u>How</u>- Grant 274, Special Education Program Improvement funded the initial UDL Initiative

- <u>Purpose of Grant</u>- "…to fund professional development activities that will improve the skills and capacity of educators to meet the diverse needs of students with disabilities and to promote inclusive practices across all settings."

- <u>When</u> – Academic Year 2011-12, 2012-13, and 2013-14

- Who- **General Educators and Special Educators (PK-12)** working collaboratively to develop curriculum, integrate technology, and embed the principles of UDL into classroom practice.

- Grant 324- Mass. Tiered System of Support (Chapman-2012-13)

- Purpose of Grant-"…the grant will support teams in deepening their knowledge and understanding of the principles of Universal Design in Learning (UDL). Teams will work to embed the principles of UDL into district and school level systems, classroom level instruction, and curriculum and assessment."

Background Con't.

- *CAST is a nonprofit research and development organization that works to expand learning opportunities for all individuals, especially those with disabilities, through Universal Design for Learning.*

  Founded in 1984 as the Center for Applied Special Technology, CAST has earned international recognition for its innovative contributions to educational products, classroom practices, and policies. Its staff includes specialists in education research and policy, neuropsychology, clinical/school psychology, technology, engineering, curriculum development, K-12 professional development, and more. (www.cast.org)

Todd Rose Video

- http://www.youtube.com/watch?v=8WCInVjCEVM

Brain Networks

- **Recognition Networks**

The "what" of learning
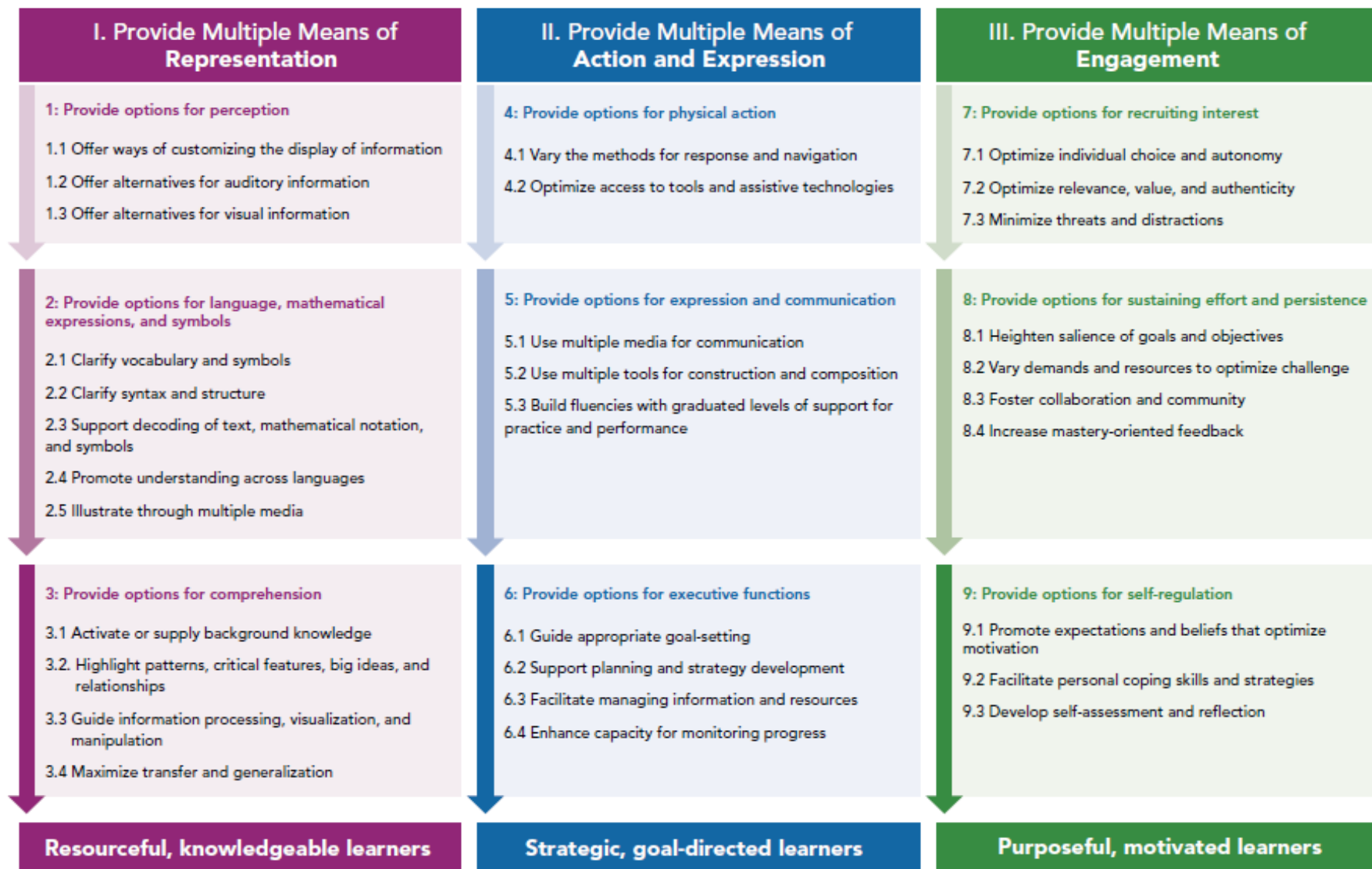
- **Strategic Networks**

The "how" of learning

- **Affective Networks**

The "why" of learning

Universal Design for Learning Guidelines

I. Provide Multiple Means of Representation

1: Provide options for perception

1.1 Offer ways of customizing the display of information

1.2 Offer alternatives for auditory information

1.3 Offer alternatives for visual information

2: Provide options for language, mathematical expressions, and symbols

2.1 Clarify vocabulary and symbols

2.2 Clarify syntax and structure

2.3 Support decoding of text, mathematical notation, and symbols

2.4 Promote understanding across languages

2.5 Illustrate through multiple media

3: Provide options for comprehension

3.1 Activate or supply background knowledge

3.2. Highlight patterns, critical features, big ideas, and relationships

3.3 Guide information processing, visualization, and manipulation

3.4 Maximize transfer and generalization

Resourceful, knowledgeable learners

II. Provide Multiple Means of Action and Expression

4: Provide options for physical action

4.1 Vary the methods for response and navigation

4.2 Optimize access to tools and assistive technologies

5: Provide options for expression and communication

5.1 Use multiple media for communication

5.2 Use multiple tools for construction and composition

5.3 Build fluencies with graduated levels of support for practice and performance

6: Provide options for executive functions

6.1 Guide appropriate goal-setting

6.2 Support planning and strategy development

6.3 Facilitate managing information and resources

6.4 Enhance capacity for monitoring progress

Strategic, goal-directed learners

III. Provide Multiple Means of Engagement

7: Provide options for recruiting interest

7.1 Optimize individual choice and autonomy

7.2 Optimize relevance, value, and authenticity

7.3 Minimize threats and distractions

8: Provide options for sustaining effort and persistence

8.1 Heighten salience of goals and objectives

8.2 Vary demands and resources to optimize challenge

8.3 Foster collaboration and community

8.4 Increase mastery-oriented feedback

9: Provide options for self-regulation

9.1 Promote expectations and beliefs that optimize motivation

9.2 Facilitate personal coping skills and strategies

9.3 Develop self-assessment and reflection

Purposeful, motivated learners

CAST

Multiple Ways of Representation

Andy Materna

- [Prezi](#)

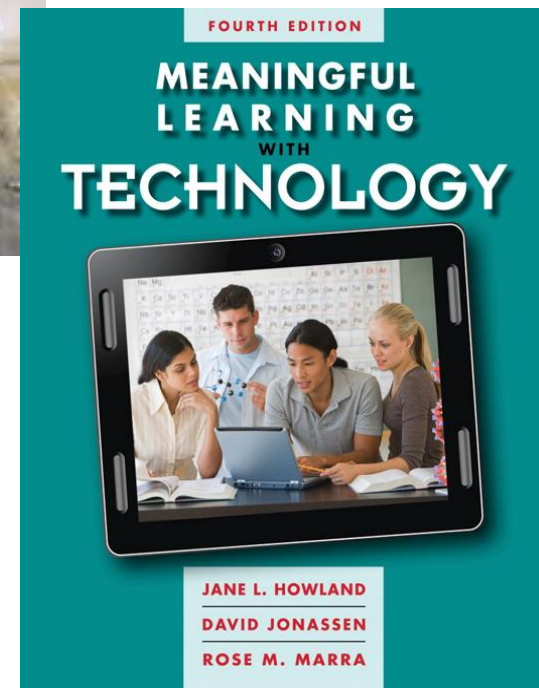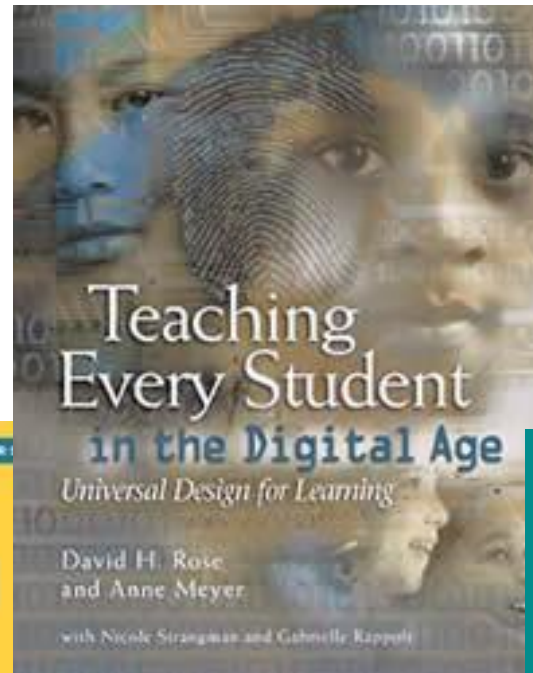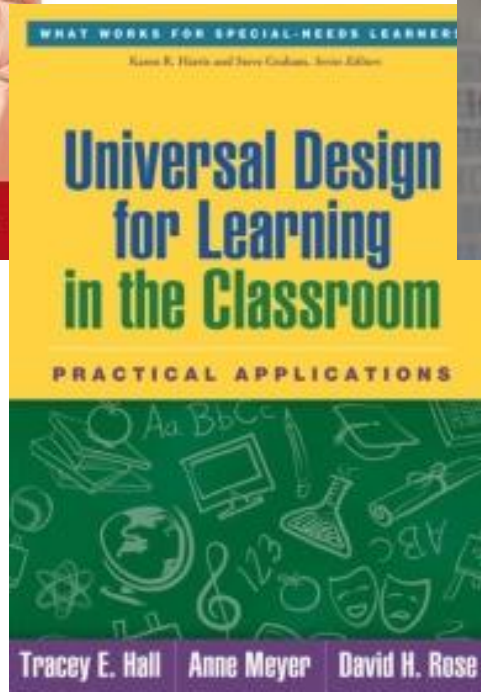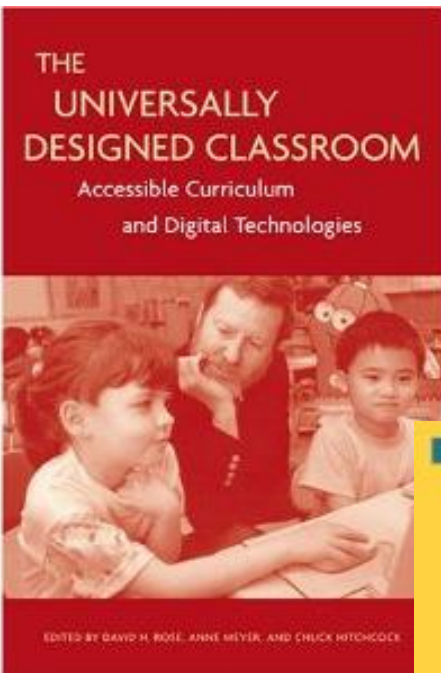# Multiple Means of Action and Expression

Beth Arthur

- GlogsterEdu

Multiple Means Of Engagement

Matt Lefsky

- http://prezi.com/wsyeb15diftg/?utm_campaign=share&utm_medium=copy&rc=ex0share

Books available for check out in the library or via a UDL trained faculty member…

THE UNIVERSALLY DESIGNED CLASSROOM
Accessible Curriculum and Digital Technologies
EDITED BY DAVID H. ROSE, ANNE MEYER, AND CHUCK HITCHCOCK

WHAT WORKS FOR SPECIAL-NEEDS LEARNERS
Karen R. Harris and Steve Graham, Series Editors
Universal Design for Learning in the Classroom
PRACTICAL APPLICATIONS
Tracey E. Hall   Anne Meyer   David H. Rose

Teaching Every Student in the Digital Age
Universal Design for Learning
David H. Rose and Anne Meyer
with Nicole Strangman and Gabrielle Rappolt

FOURTH EDITION
MEANINGFUL LEARNING WITH TECHNOLOGY
JANE L. HOWLAND
DAVID JONASSEN
ROSE M. MARRA

With Universal Design for Learning we can clear the path for all learners.

Many Roads Lead to the Same Destination

Example of UDL
Task: Create the Perfect Sundae

- *Multiple Means of Representation*
- Choose one of the following options to learn how to make a sundae:
- Find a recipe in a cookbook
- Watch a video
- Read an informative article

- *Multiple Means of Action and Expression*
- Choose one of the following methods to generate a tutorial on how to make a sundae.
- Create a recipe.
- Use a multimedia tool to create a podcast.
- Draw and label the sequential directions.

- *Multiple Means of Engagement*
- Choose your preferred method to create a sundae.
- Use the app entitled Sundae Maker to design your Sundae
- Create your own Sundae using the ingredients provided