



# Universal Design for Learning

## Explaining UDL and its relationship to change

- A presentation by David Wizer, Ph. D, Towson University
- For an excellent online resource see- [www.udlcenter.org](http://www.udlcenter.org)

AIAI Grant UDL Example ~ Towson University

Title: UDL Change Process

Faculty Developer: David Wizer

Course/Program or Department: Education Technology  
& Literacy ISTC 711

Notes: 1 Ppt



# Behind most change

in this course are these notions

- Your projects and work all deal with education
- At the heart of educational change is-  
**learning**
- How to improve student learning?
- UDL is the best model to address learning through excellent teaching that I have found- ever!



# Designing Challenge & Engagement

“Learning does not occur simply as a result of access. In all learning activities, the entry point must provide physical, sensory, and cognitive access and be sufficiently supported to ensure success.”

CAST (Rose & Meyer, 2002)

# UDL concepts are built upon:

- Understanding individual learning needs of the students
- All students have special learning needs
- Development of students
- Differentiation of instruction
- Multiple intelligences
- Knowledge, process and feelings



# 3 UDL Principles

(from CAST – Center for Applied Special Technology)

**Multiple and flexible means of:**

- **Representation**
- **Expression**
- **Engagement**





# UDL Elements- individualizing instruction

- Diverse, multiple tools & media
- Flexibility built into materials
- 1. Recognition networks- methods of presentation with examples and alternatives.
- 2. Strategic networks- methods of expression, feedback, and apprenticeship.
- 3. Affective networks- options for engagement which provide choice, support and challenges. Plus concern for feelings.



# How to implement UDL?

Consider the solutions noted in the Word attachment

- Multiple examples, media & formats
- Highlight critical features
- Support background & prior knowledge
- Model skill performance, Practice
- On-going, relevant feedback
- Choice of tools, context, rewards
- Adjustable support & challenge



# UDL examples

- Graphic organizers- Inspiration  
<http://www.inspiration.com/Educators>
- PowerPoint has many capabilities including pictures, sound, importing spreadsheets, graphs, charts.
- Consider voice threads





# UDL examples

- UDL Center- multiple examples  
<http://www.udlcenter.org/implementation/examples>
- Webquest- inquiry oriented projects  
<http://webquest.org/>
- Digital stories- vivid presentations  
<http://www.storycenter.org/>

UDL format provides OPTIONS,  
these are some examples:

- Read aloud – computer or screen reader
- Printed on a Braille printer
- Spoken or written translation
- Organizational supports
- Include hyperlinks to more in-depth ideas & examples

