

**UNIVERSAL DESIGN
FOR LEARNING:
BACK TO THE BASICS**



Session 2: Recognition Network

SESSION GOALS:

- Understand what is meant by “UDL”
- Increase knowledge and understanding of key UDL vocabulary and principles
- Identify methods of engaging students



WHAT DO YOU THINK YOU KNOW?

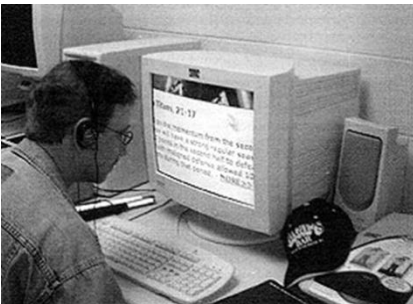
- UDL is just good teaching.
- UDL is differentiated instruction
- What else?



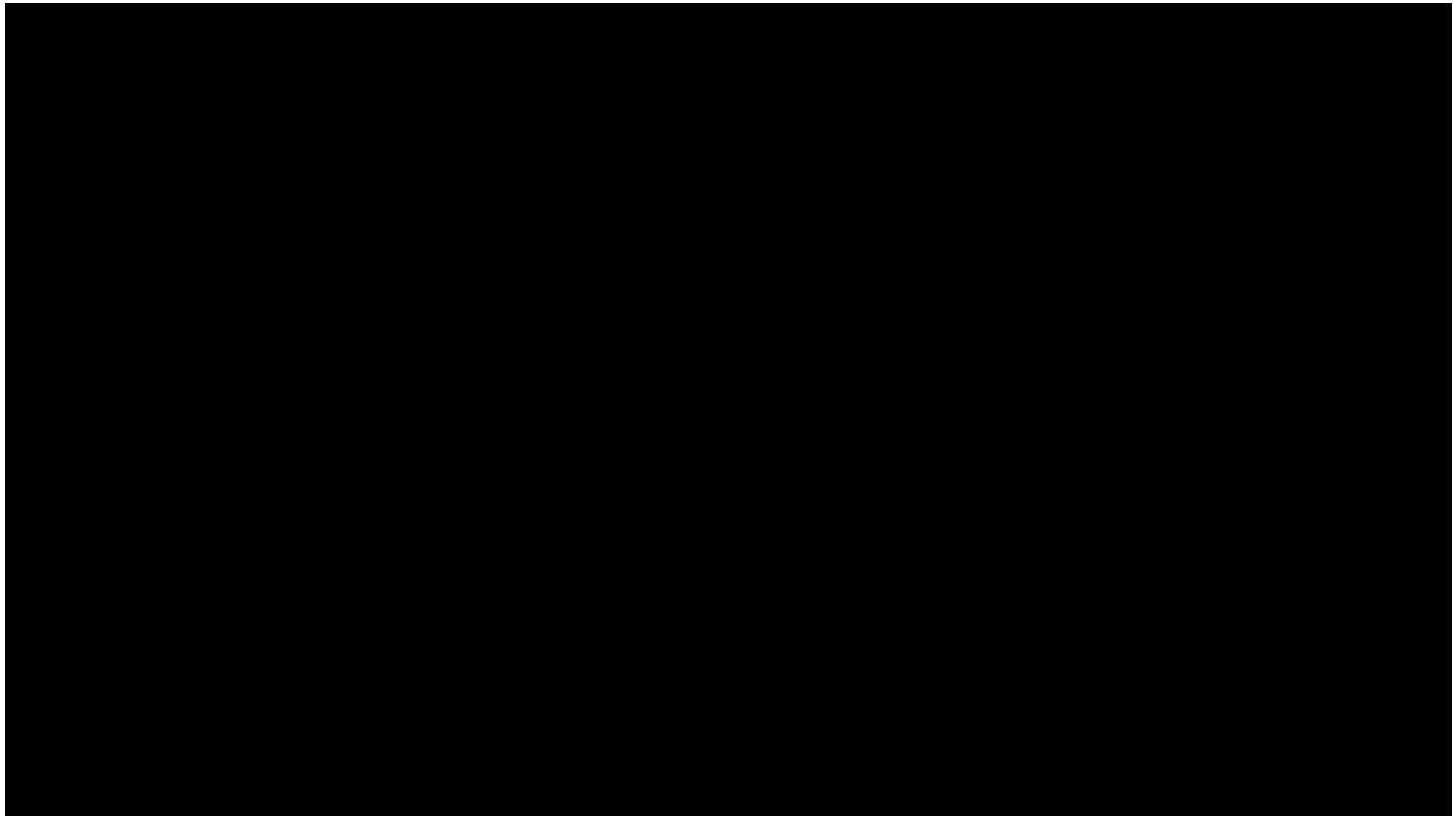
UNIVERSAL DESIGN FOR LEARNING

“An approach to designing instructional methods and materials that are flexible enough from the outset to adapt and allow for learner differences”

Meyer and Rose, 2006, pg. 2



WHY UDL? BECAUSE OF THE AVERAGE



UNIVERSAL MEANS EVERYONE



Intentionally Designed



UDL IN PRACTICE...

- UDL draws upon and extends educational approaches with which many educators are already familiar, and
- UDL emphasizes
 - Teachers as guides or facilitators
 - Learning as a process
 - Student construction of knowledge with active rather than passive engagement

Rose & Meyer, 2006



THE GOAL OF UDL

To eliminate unnecessary barriers to learning without eliminating challenges in order to ensure all learners achieve standards.

- Maintains high expectations for ALL learners
- Ensures access to academic standards for ALL learners
- Ensures student interaction and engagement with content for ALL learners

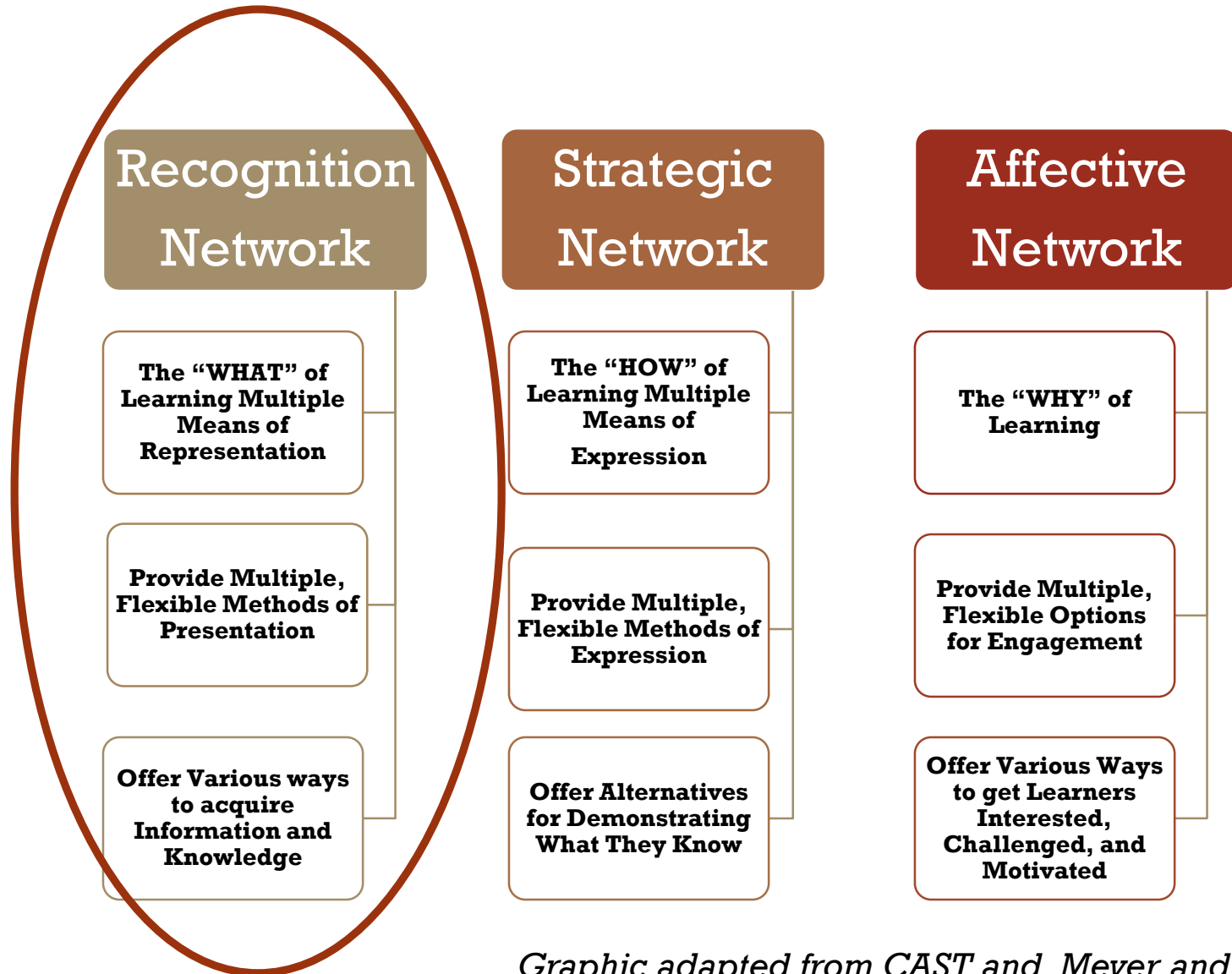


BENEFITS OF UNIVERSAL DESIGN

- Proactively addresses anticipated barriers to increase the effectiveness and efficiency of instructional planning
- Provides options for everyone, engaging and supporting all students
- Increases effectiveness of instruction, reducing the need for remediation and intervention



THREE PRIMARY LEARNING NETWORKS



Graphic adapted from CAST and Meyer and Rose, 2006

RECOGNITION NETWORK: THE "WHAT" OF LEARNING



Provide Multiple Means of
Representation

Resourceful, knowledgeable learners





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 text, mathematical notation, and symbols
- + Promote understanding across languages
- + Illustrate through multiple media

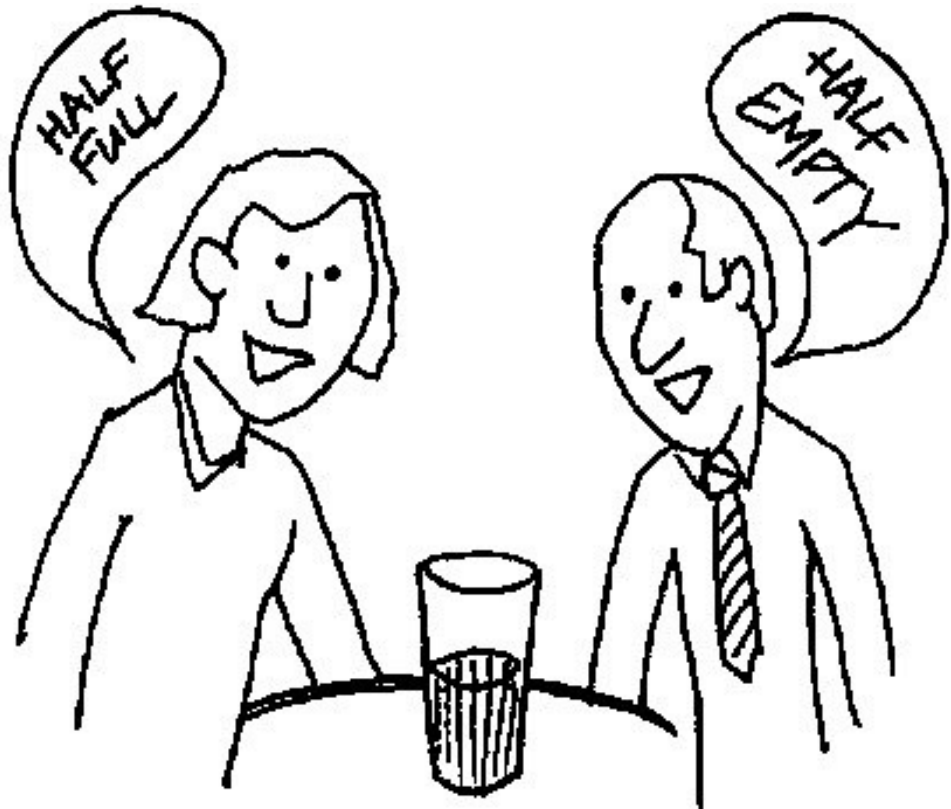
Provide options for perception

- + Offer ways of customizing the display of information
- + Offer alternatives for auditory information
- + Offer alternatives for visual information



MULTIPLE MEANS OF REPRESENTATION

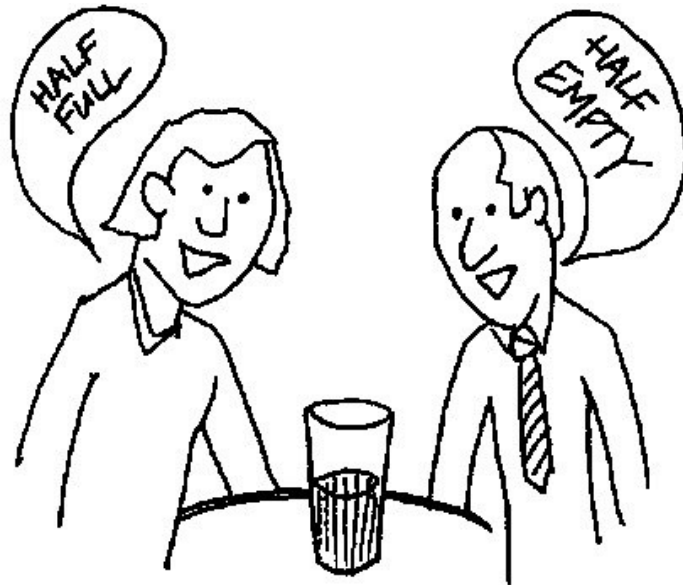
- Perception



MULTIPLE MEANS OF REPRESENTATION

■ Perception

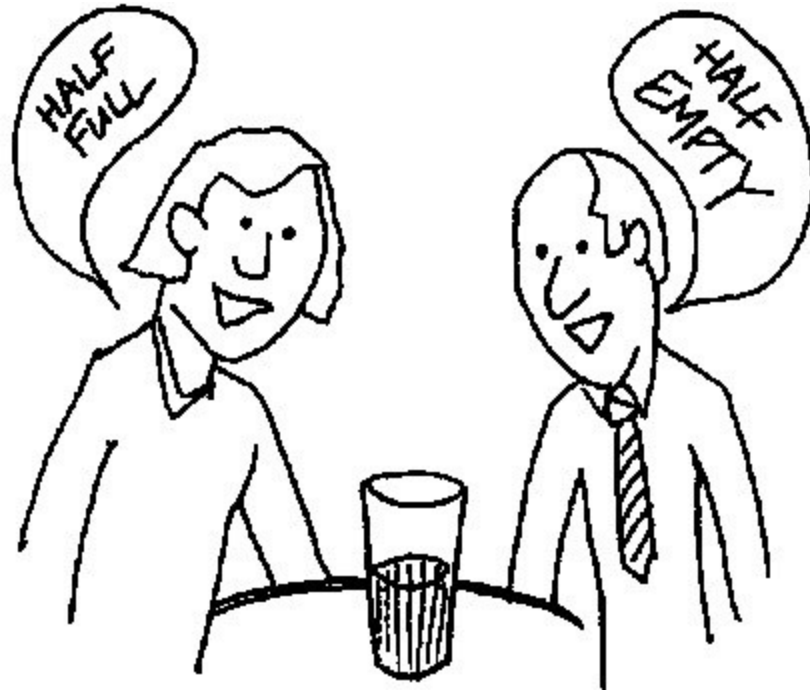
- Offer ways of customizing the display of information



MULTIPLE MEANS OF REPRESENTATION

■ Perception

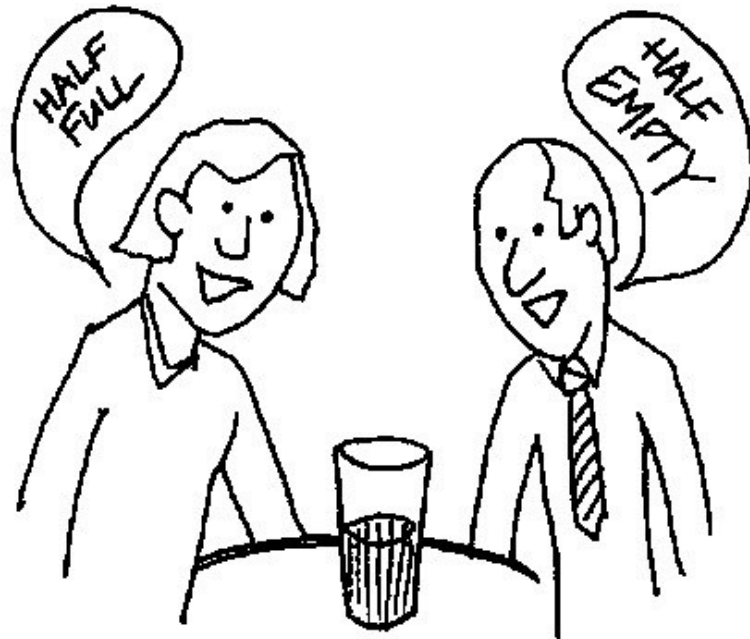
- Offer ways of customizing the display of information
- Offer alternatives for auditory information



MULTIPLE MEANS OF PRESENTATION

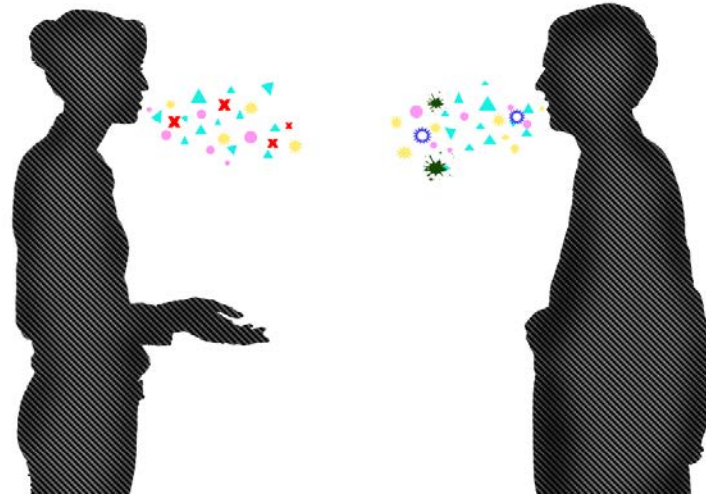
■ Perception

- Offer ways of customizing the display of information
- Offer alternatives for auditory information
- Offer alternatives for visual information
 - Text



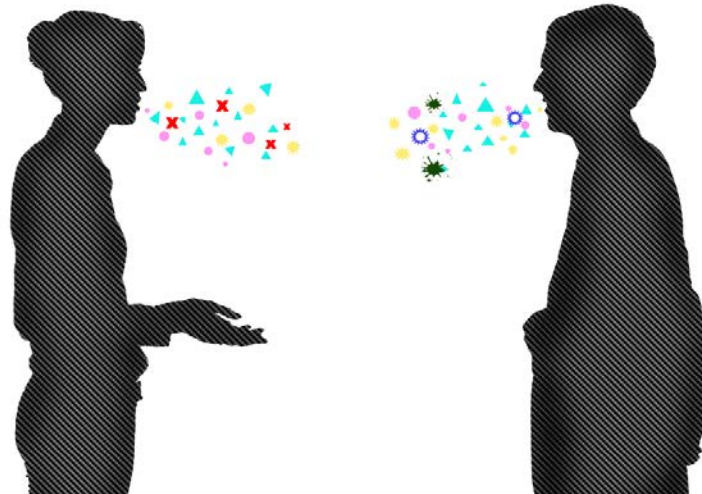
MULTIPLE MEANS OF PRESENTATION

- Language, Expressions, and Symbols



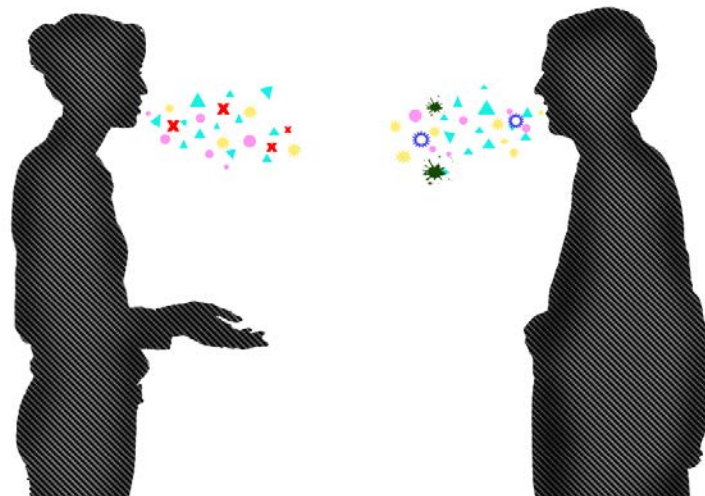
MULTIPLE MEANS OF PRESENTATION

- Language, Expressions, and Symbols
 - Clarify Vocabulary and Symbols



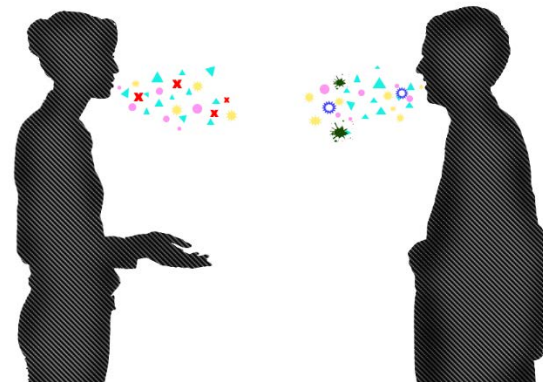
MULTIPLE MEANS OF PRESENTATION

- Language, Expressions, and Symbols
 - Clarify Vocabulary and Symbols
 - Clarify Syntax and Structure



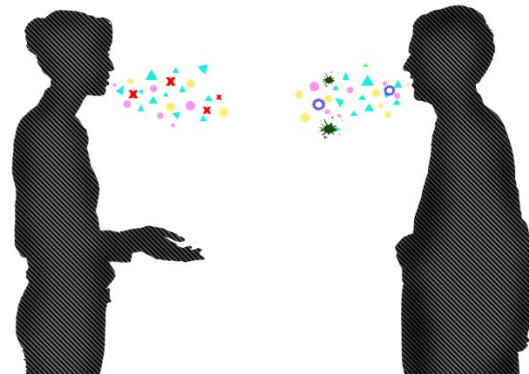
MULTIPLE MEANS OF PRESENTATION

- **Language, Expressions, and Symbols**
 - Clarify Vocabulary and Symbols
 - Clarify Syntax and Structure
 - Support Decoding Text, Mathematical Notation, and Symbols



MULTIPLE MEANS OF PRESENTATION

- **Language, Expressions, and Symbols**
 - Clarify Vocabulary and Symbols
 - Clarify Syntax and Structure
 - Support Decoding Text, Mathematical Notation, and Symbols
 - Illustrate through Multi-Media



MULTIPLE MEANS OF PRESENTATION

- Comprehension



MULTIPLE MEANS OF PRESENTATION

■ Comprehension

- Activate or Supply Background Knowledge



MULTIPLE MEANS OF PRESENTATION

■ Comprehension

- Activate or Supply Background Knowledge
- Highlight Patterns, Critical Features, Big Ideas, and Relationships
- Guide Information Processing, Visualization, and Manipulation



MULTIPLE MEANS OF PRESENTATION

■ Comprehension

- Activate or Supply Background Knowledge
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- Maximize Transfer and Generalization



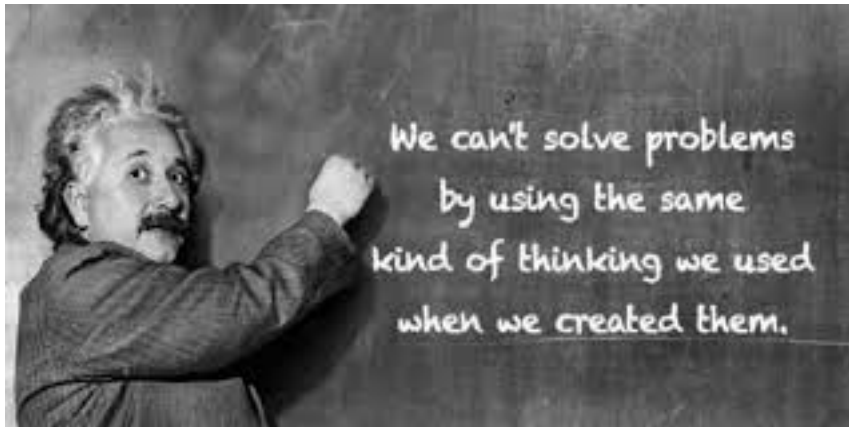
UDL AND TECHNOLOGY

- Technology can help teachers create more flexible learning environments – but they are not the only way to do so
- Educators who do not have access to the latest multimedia and computer-based technologies can still apply UDL in powerful ways



THE NEW WAY OF THINKING

“Our work taught us that when education fails, barriers to learning are likely found in the curriculum - not in individual learners, who fall along a long continuum of diverse abilities, interests, and skills. As a result, the burden to adapt must, as a first step, be placed where it belongs: on the curriculum itself.”



Rose and Meyer, 2006, pg. vii

RESOURCES & CONTACT

- www.CAST.org
- <http://www.udlcenter.org/>

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