

Universal Design for Learning (UDL) Instructional Framework

As you navigate the many content resources listed on the [Keep Michigan Learning website](#), we encourage you to consider using the [Universal Design for Learning \(UDL\) instructional framework](#) to integrate these varied resources into your classroom. Based on the science of learning, UDL provides a way of offering differentiated learning opportunities that can be customized, personalized, and adjusted to provide all individuals equitable opportunities to learn.

The three main principles of UDL account for the **why**, the **what**, and the **how** of designing learning experiences for the varied needs of all learners. Since each student has unique strengths, needs, and interests, UDL suggests providing *multiple* means of engagement (i.e., the **WHY** of learning), *multiple* means of representation (i.e., the **WHAT** of learning), and *multiple* means of action and expression (i.e., the **HOW** of learning).

Below you will find specific strategies for implementing this framework in your classroom, as well as additional resources to help you dive deeper into UDL.

AFFECTIVE NETWORKS:

The **Why** of Learning



Engagement

For purposeful, motivated learners, stimulate interest and motivation for learning.

RECOGNITION NETWORKS:

The **What** of Learning



Representation

For resourceful, knowledgeable learners, present information and content in different ways.

STRATEGIC NETWORKS:

The **How** of Learning



Action & Expression

For strategic, goal-directed learners, differentiate the ways that students can express what they know.

Source: [About Universal Design for Learning from CAST](#)



[UDL At A Glance](#)



[UDL CAST Website](#)



[Universal Design for Learning: UDL Guidelines](#)



[Macomb ISD: Designing for Access](#)



[Todd Rose: Variability Matters](#)



[Designing Learning for All in Fraser Public Schools](#)

Here are a few strategies for using UDL in your classroom:

Engagement Strategies (The Why of Learning)

- Provide opportunities for individual and group work
- Offer choice to increase motivation and stimulate interest
- Build activities with real-world purposes and audiences (e.g., immersive and hypothetical experiences)
- Provide prompt and frequent feedback



[Universal Design for Learning: Engagement Strategies](#)



[Top 10 UDL Tips for Designing Engaging Learning Environments](#)

Representation Strategies (The What of Learning)

- Provide visual and auditory alternatives to text-based materials (use multiple media)
 - Use lecture capture software such as [Screencastify](#), [Screencastomatic](#), [Loom](#) to record your lessons and/or create multimedia presentations
 - Provide instructional video resources for reinforcement
- Provide read-aloud options for text-based materials
- Provide guided information/instruction for processing
- Use a variety of teaching methods and activities
- Use concept maps to show important relationships between concepts/ideas



[Universal Design for Learning: Representation Strategies](#)



[Research Guides: Universal Design for Learning \(UDL\): UDL Principle: Representation](#)

Action and Expression Strategies (The How of Learning)

- Provide students voice and choice in interacting with the instructional materials and showing what they have learned
- Provide frequent opportunities for feedback and revision
- Provide students with guides and checklists for instructional materials



[Universal Design for Learning: Action and Expression Strategies](#)



[UDL Action and Research Strategies](#)