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



Universal Design for Learning: UDL Guidelines



Todd Rose: Variability
Matters



UDL CAST Website



Macomb ISD: Designing for Access



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

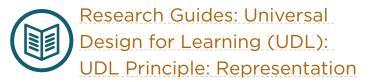




Representation Strategies (The What of Learning)

- Provide visual and auditory alternatives to text-based materials (use multiple media)
 - Use lecture capture software such as <u>Screencastify</u>, <u>Screencastomatic</u>, <u>Loom</u> 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





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



