

All Means All

Universal Design for Learning

What do you see here?



What do you see here?



One Size Does Not Fit All

Want to Learn More?

www.cast.org

www.udlcenter.org

Universal Design for Learning Guidelines

I. Provide Multiple Means of Representation	II. Provide Multiple Means of Action and Expression	III. Provide Multiple Means of Engagement
<p>1. Provide options for perception</p> <ul style="list-style-type: none"> 1.1 Offer ways of customizing the display of information 1.2 Offer alternatives for auditory information 1.3 Offer alternatives for visual information 	<p>4. Provide options for physical action</p> <ul style="list-style-type: none"> 4.1 Use the methods for response and navigation 4.2 Support access to tools and assistive technologies 	<p>5. Provide options for increasing interest</p> <ul style="list-style-type: none"> 5.1 Optimize individual choice and autonomy 5.2 Optimize relevance, value, and authenticity 5.3 Minimize threats and distractions
<p>2. Provide options for language, mathematical expressions, and symbols</p> <ul style="list-style-type: none"> 2.1 Clarify vocabulary and symbols 2.2 Facilitate syntax and structure 2.3 Support decoding of text, mathematical notation, and symbols 2.4 Promote understanding across languages 2.5 Facilitate through multiple media 	<p>6. Provide options for expression and communication</p> <ul style="list-style-type: none"> 6.1 Use multiple modes for communication 6.2 Use multiple modes for construction and comparison 6.3 Support learners with particular levels of support for precision and performance 	<p>6. Provide options for increasing effort and persistence</p> <ul style="list-style-type: none"> 6.1 Highlight relevance of goals and objectives 6.2 Use demands and resources to optimize challenge 6.3 Foster collaboration and community 6.4 Increase sensory-oriented feedback
<p>3. Provide options for comprehension</p> <ul style="list-style-type: none"> 3.1 Activate or supply background knowledge 3.2 Highlight patterns, critical features, key ideas, and relationships 3.3 Guide information processing, visualization, and organization 3.4 Minimize extraneous and distractions 	<p>8. Provide options for executive functions</p> <ul style="list-style-type: none"> 8.1 Build appropriate goal setting 8.2 Support planning and strategy development 8.3 Facilitate managing information and resources 8.4 Enhance capacity for monitoring progress 	<p>4. Provide options for self-regulation</p> <ul style="list-style-type: none"> 4.1 Promote expectations and beliefs that optimize motivation 4.2 Facilitate personalizing goals and strategies 4.3 Develop self-assessment and reflection
<p>Resourceful, knowledgeable learners</p>	<p>Strategic, goal-directed learners</p>	<p>Purposeful, motivated learners</p>

Tools for Teachers and Students

- [Newsela](#)
- [ThinkCERCA](#)
- [Bridges in Mathematics](#)

UDL + UbD = GVC

What?????

UDL = Universal **Design** for Learning

UbD = Understanding by **Design**

GVC = **Guaranteed** and **Viable** Curriculum



GROWTH FOR ALL