



Universal Design for Learning in the classroom

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Let's share









What can you do to support your students with and without special needs?

Share your ideas with your elbow budy.

Universal Design

"Universal design is the design of products and environments to be usable by all people, to the greatest extent possible, without the need for adaptation or specialized design."

(Ron Mace)





Universal Design for Learning

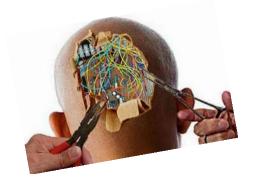
- ✓ Minimizes barriers in order to maximize learning for ALL students
- ✓ Just as there are barriers in the physical environment, there are barriers in our classrooms and curriculum too.



Universal Design for Learning

- x one size fits all.
- design for access and flexible alternatives for all!
- x think about deficiencies in students
- think about fixing curriculum instead of fixing students.





Variability of language learners



UDL Design Cycle

Step 1: Identify BARRIERS

Step 6: REFLECT & REVISE

Step 2: Develop GOALS

Step 5: TEACH

Step 3: Develop ASSESSMENTS

Step 4: Develop flexible METHODS & MATERIALS

How to use Universal Design for Learning

1. Identify barriers:

In curriculum? Materials? What background knowledge do students have?



What are the skills and concepts that we want students to master?

3. Plan flexible assessments:

How can students demonstrate achievement of the identified goals in varied ways?







How to use Universal Design for Learning

4. Plan flexible methods & materials:

What supports and scafolds can be used as part of instruction to help students acquire the content and demonstrate what they have learned?

5. Teach:

The standards-based lesson (s) designed with consideration of UDL



6. Reflect & revise:

What went well? What can be changed to reduce barriers and increase access?

Principles of UDL

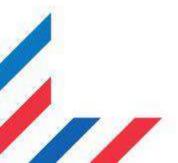
Provide multiple means of representation

Ways to present information with technology

- Text-to-speech applications
- Videos with captions
- EdPuzzle videos with embedded questions
- Read & Write Gold







Principles of UDL





Provide multiple means of action and expression



Ways to demonstrate learning

Provide options for submitting assignments

- Allow students to record their responses instead of writing or typing.
- Allow students to create a PPT, video, or Infographic instead of writing a response.
- Include verbal and written responses
- Include dialogue and activities

Ways to Demonstrate Learning with Technology

- Online graphic organizers
- Google Slides
- Book Builder/ Book Creator
- Grammarly



Principles of UDL



Provide multiple means of engagement



Ways to demonstrate learning

Provide opportunities for recruiting interest

- Contextualize and make content relevant
- Use authentic texts/ tasks

Provide opportunities for group work and interaction.

- Think-Pair-Share
- Mini-Whiteboards
- Poll Everywhere

Ways to Engage and Motivate Students with Technology

- Flipgrid for informal sharing
- Padlet for brainstorming/ sharing
- Kahoot
- Poll Everywhere

SUPPORTING DIVERSE LEARNERS

- 1. Making input comprehensible
- 2. Providing support for language production and interaction
- 3. Providing feedback and opportunities to practice

(Torres & Rao, 2019)

UDL FOR ELS

Example:

Research project/ essay – many barriers!

Consider:

- ✓ Group research & collaborative Google slides
- ✓ Students can read, watch videos, and interview relatives or other experts.
- ✓ Collect information using graphic organizers
- ✓ Create Google Slides following a guiding template
- ✓ Students can pre-record their presentation if they are anxious about speaking in front of the class
- ✓ Use these scaffolds to then write an essay.

"Start small and keep building"

to fix me... I just need you to love me you to love me while I fix myself.

References

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