




Improving Accessibility with Technology and UDL

Self-Paced Course | 15 Continuing Education Hours

Instructor	
 <p data-bbox="261 846 462 884">Jeff Horwitz</p>	<p data-bbox="602 564 1445 793">With over 20 years experience in education, Jeff Horwitz has worked as an administrator and teacher in both public and private schools. He is an advocate for Universal Design for Learning, Social-Emotional development and Project-Based Learning and has presented at many conferences and schools including the International Society for Technology Educators (ISTE), Building Learning Communities (BLC) and Midwest Education Technology Committee (METC).</p> <p data-bbox="602 833 922 894">Learn More Follow Jeff @mrteachersir</p>

Course Description

Technology is not our foe. When leveraged as a tool, technology can help to remove barriers and improve access to grade-level content, make things more efficient for us as educators, and even be fun!

We know technology is rapidly changing and just when you dive into the latest app, the next best thing is in focus. This course will lay the groundwork for how to create an accessible space for all learners in workspaces such as Google Suite and/or Microsoft Office. Then we will dive into the latest apps, websites, and extensions (yes, AI too!) to allow for more voice and choice in the classroom, improve engagement, and increase accessibility for all our learners.

Our goal is that when you complete this course you'll walk away with a clear understanding of how to boost student success - by clicking with tech :-)

This course is recommended for grade 2-12 educators and instructors.



Course Texts


All course materials will be freely linked within the course modules.

Course Objectives & Learning Outcomes

- To approach lesson design from a barrier removal perspective
- To explore various technology solutions that create greater accessibility or engagement for our students
- To learn how to apply technology tools in an environment of choice and inclusivity

Course Content/Topical Outline

MODULE	Topics
	<p>Welcome and Introduction</p> <p>Objectives</p> <ul style="list-style-type: none"> • Learn how technology can help eliminate barriers • Develop an understanding of barriers, what it means and who it affects.
	<p>Module 1: Word Processing Wizardry: Unleashing Inclusive Learning with Google Docs and Microsoft Word</p> <p>Objectives</p> <ul style="list-style-type: none"> • Learn how tools within Google Docs and/or Microsoft Word can be used to remove barriers to access and engagement. <p>Essential Question</p> <ul style="list-style-type: none"> • How can we empower students to use the options within Google Docs and/or Microsoft Word to remove barriers? <p>Activities</p> <ul style="list-style-type: none"> • Engage in lesson and video • Explore resources • Self reflection/discussion (optional) • Self-assessment
	<p>Module 2: Slide into Inclusion: Empowering Learners with PowerPoint and Google Slides</p> <p>Objectives</p> <ul style="list-style-type: none"> • To learn how to leverage tools within Google Slides and/or PowerPoint to eliminate access and engagement barriers. • To learn strategies and approaches to engage all learners through Google Slides and/or PowerPoint

	<p>Essential Question</p> <ul style="list-style-type: none"> • How can tools we use on a daily basis, like Google Slides and/or PowerPoint, be used in a different way to eliminate barriers to learning? <p>Activities</p> <ul style="list-style-type: none"> • Engage in lesson and video • Explore resources • Self reflection/discussion (optional) • Self-assessment
	<p>Module 3: Web Wonders: Unleashing the Potential of Online Tools for Accessible and Engaging Learning</p> <p>Objectives</p> <ul style="list-style-type: none"> • To learn web based tools like Padlet, Flip, and Autodraw, that will increase access and engagement in a universally designed classroom • To learn how to use AI tools like ChatGPT and Scribbled Diffusion to remove barriers for students and engage all students in learning <p>Essential Question</p> <ul style="list-style-type: none"> • How do we offer our students voice and choice in how they learn and how they show what they know? <p>Activities</p> <ul style="list-style-type: none"> • Engage in lesson and video • Explore resources • Self reflection/discussion (optional) • Self-assessment
	<p>Final Project (for those enrolled in graduate credits for professional learning)</p>

Graduate Credits

Upon successful completion of the course and final project, you will receive 1 accredited continuing education graduate credit from either University of Massachusetts Global or Teachers College of San Joaquin.

Applicability of professional development hours and credits towards salary advancement, graduate, or post-baccalaureate objective is determined by the evaluating authority for each program. Please confirm with your contact prior to enrolling.

Final Project

Students will demonstrate their understanding of how to apply the technology tools reviewed throughout the course through a Universal Design for Learning (UDL) lens and how to implement its use in their evolving classroom.

Final Project Rubric

We will provide feedback on a holistic rubric. Learn more about [universally designed rubrics here](#). The rubric below highlights project requirements. All projects need to “meet expectations” in all sections. Worry not - you are welcome to resubmit as many times as it takes to be successful.

Not There Yet	Met Expectations	Exceeded Expectations
	<p style="text-align: center;">Annotated Bibliography:</p> <p>You cited at least 3 resources from the course to support what you have learned in the process of this course and the creation of your final project. Your comments show how these resources impacted you and how you will use them to move your work forward.</p> <p style="text-align: center;">(1 point)</p>	
	<p style="text-align: center;">Practical Understandings and Implementations</p> <p>Your “product” is something tangible that you are/will/can use in your role. You have incorporated equitable and UDL best practices in your work and highlighted the technology tool(s) you are using and which barriers you are eliminating.</p> <p style="text-align: center;">(2 points)</p>	
	<p style="text-align: center;">Reflection</p> <p>You have reflected on your time in this course, the final product you created, and what’s next for you and your work with UDL. (2 points)</p>	
<p>5 Points Meeting the standard, or going above and beyond, will earn you the full point value for the assignment.</p>		