# WHAT IS UDL?

UDL is Universal Design for Learning, an education framework based on decades of research in neuroscience and endorsed by the Every Student Succeeds Act. UDL is considered best practice for teaching all students in an inclusive learning environment.

The goal of UDL is to foster learners who are

Purposeful & Reflective

Resourceful & Authentic

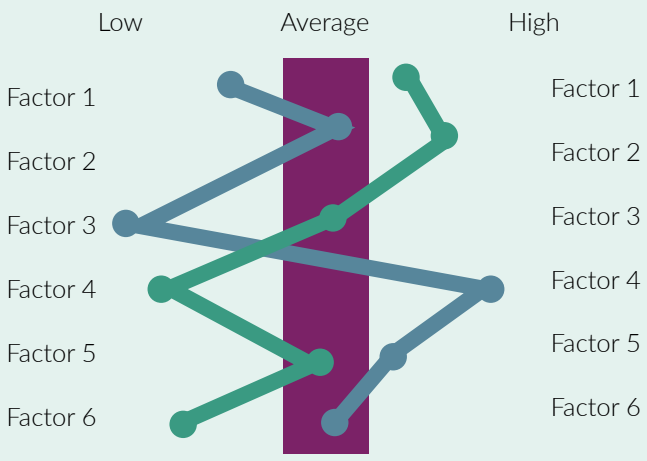
Strategic & Action-Oriented

## Goal of UDL: Learner Agency

Start by embracing learner variability. There is no such thing as an "average" student. Every student has different strengths and areas for growth.



"Average" Student A






"Average" Student B

Todd Rose demonstrates student variability with the "Jaggedness Principle" in his book, "The End of Average"

With UDL, teachers transition their role to facilitator, removing barriers to learning by designing options and choices that empower students to take control of their own learning and reach rigorous grade-level standards. To universally design lessons, teachers must design:

### Multiple means of ENGAGEMENT

The "why" of learning

### Multiple means of REPRESENTATION

The "what" of learning

### Multiple means of ACTION & EXPRESSION

The "how" of learning

## IMPLEMENTATION TIPS

**Allow students to make choices** so they remain invested and engaged

Explicitly tell students **why a lesson is relevant**

Offer students tips on **how to stay motivated**

Provide a **variety of resources** to prevent frustration

Encourage students to **assess their own learning** using checklists and rubrics

Provide **varying levels of challenge**

Offer opportunities for **consistent feedback** like self-reflection, peer review, and teacher feedback

Provide **visual, auditory, and digital materials** for each lesson

**Provide scaffolds** to support students with reading materials

Simplify **complicated instructions** and provide visuals to increase understanding

**Offer visuals** like charts, pictures, movies, audio clips, and resources students can touch and manipulate

**Model comprehension** strategies like note-taking, highlighting, monitoring, and asking questions

Help students see how the **information is transferable** to other classes and lessons

**Allow students to use technology, resources, and tools** to express knowledge, such as speech recognition software, dictionaries, graphic organizers, calculators, exemplars and so on

**Give students a choice in how they express what they know** or what they can do as evidence that can meet or exceed a standard

**Provide action-oriented feedback while students work**

Have **students reflect on their own learning** and evaluate the choices they made to express knowledge

Provide tips on how to stay organized

To learn more about Universal Design for Learning, check out UDL Now! by Dr. Katie Novak (available on Amazon and other book resellers) and explore the UDL Guidelines at udlguidelines.cast.org

Novak EDUCATION