

The Promise of Universal Design And its Application to Inclusive Work-based Learning

Universal Design for Learning Academy



Design of Four Day Academy

- ▶ **Day 1 included:**
 - ▶ Introductions and overview
 - ▶ Disability Awareness and etiquette
 - ▶ Higher Education Disability legal frameworks
 - ▶ Alumni panel and project work
 - ▶ Keynotes were incorporated later
- ▶ **Day 2 included:**
 - ▶ Project work
 - ▶ Student Panel
 - ▶ Accommodations training.
- ▶ **Day 3 included:**
 - ▶ Principles of UDL
 - ▶ Examples
 - ▶ Resources and project work
- ▶ **Day 4 included:**
 - ▶ Project work
 - ▶ Adaptive technology
 - ▶ Methods to increase accessibility and a final evaluation
 - ▶ Later keynotes were added here as well

Incorporating Universal Design for Learning into the Classroom

UDL Guidelines

See next page

Source: [Universal Design for Learning Guidelines](#) a tool used in the implementation of Universal Design for Learning, a framework to improve and optimize teaching and learning for all people based on scientific insights into how humans learn.

Provide multiple means of **Engagement**



Affective Networks
The "WHY" of Learning

Provide multiple means of **Representation**



Recognition Networks
The "WHAT" of Learning

Provide multiple means of **Action & Expression**



Strategic Networks
The "HOW" of Learning

Access

Provide options for **Recruiting Interest**

- Optimize individual choice and autonomy
- Optimize relevance, value, and authenticity
- Minimize threats and distractions

Provide options for **Perception**

- Offer ways of customizing the display of information
- Offer alternatives for auditory information
- Offer alternatives for visual information

Provide options for **Physical Action**

- Vary the methods for response and navigation
- Optimize access to tools and assistive technologies

Build

Provide options for **Sustaining Effort & Persistence**

- Heighten salience of goals and objectives
- Vary demands and resources to optimize challenge
- Foster collaboration and community
- Increase mastery-oriented feedback

Provide options for **Language & Symbols**

- Clarify vocabulary and symbols
- Clarify syntax and structure
- Support decoding of text, mathematical notation, and symbols
- Promote understanding across languages
- Illustrate through multiple media

Provide options for **Expression & Communication**

- Use multiple media for communication
- Use multiple tools for construction and composition
- Build fluencies with graduated levels of support for practice and performance

Internalize

Provide options for **Self Regulation**

- Promote expectations and beliefs that optimize motivation
- Facilitate personal coping skills and strategies
- Develop self-assessment and reflection

Provide options for **Comprehension**

- Activate or supply background knowledge
- Highlight patterns, critical features, big ideas, and relationships
- Guide information processing and visualization
- Maximize transfer and generalization

Provide options for **Executive Functions**

- Guide appropriate goal-setting
- Support planning and strategy development
- Facilitate managing information and resources
- Enhance capacity for monitoring progress

Goal

Expert learners who are...

Purposeful & Motivated

Resourceful & Knowledgeable

Strategic & Goal-Directed

Academy Project – Example using the UDL Guidelines

Increase student **Engagement**

- ▶ Added discussion board forums to encourage students to reflect on content and related assignments;
- ▶ Ensured faculty participation in discussion forums
- ▶ Expanded assignment directions to include purpose;
- ▶ Allowed for engagement between faculty/student, student/content, and student/other students

Redesigned **Presentation** of content

- ▶ Removed acronyms from assignments
- ▶ Added descriptive texts for graphics and pictures
- ▶ Used standard font and color aligning with ADA standards

Incorporate methods for **Action and Expression**

- ▶ Developed video for simulated activities
- ▶ Redesigned assignments to provide scaffolded approach