Re-Framing Universal Design for Learning

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Southeastern Universal Design for Learning Conference
Nashville, TN – October 30, 2017

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[music playing: *Star Wars Emperor's theme*]

What do you **already know** about Universal Design for Learning?

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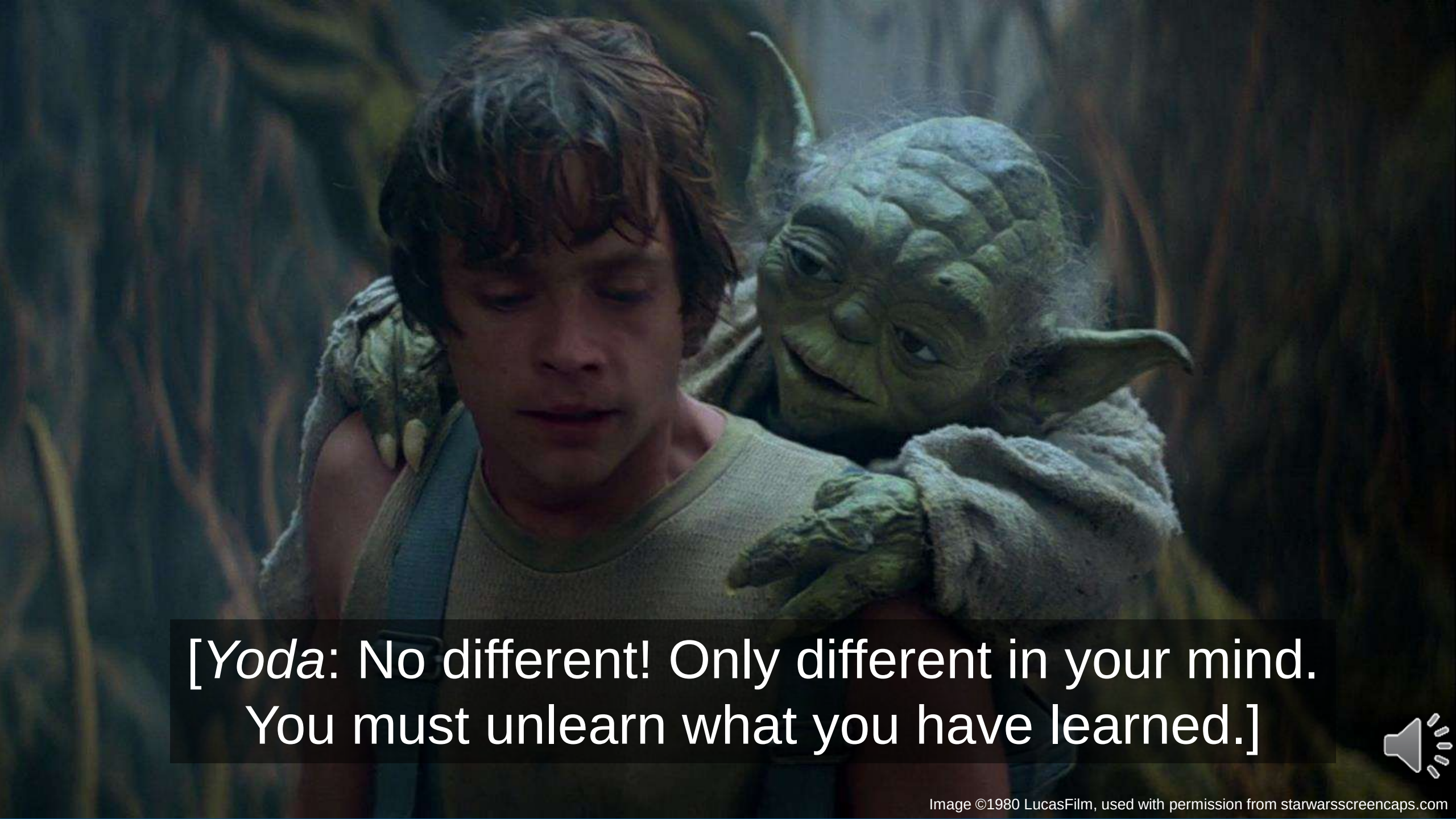

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Help Leia connect to Obi-Wan via his **mobile device**.

Universal Design for Learning: +1

learner engagement
representing info
action choices

[*Han Solo*: It's true. All of it.]

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Wait a second...

[*Audio: Tie Fighter sound.*]

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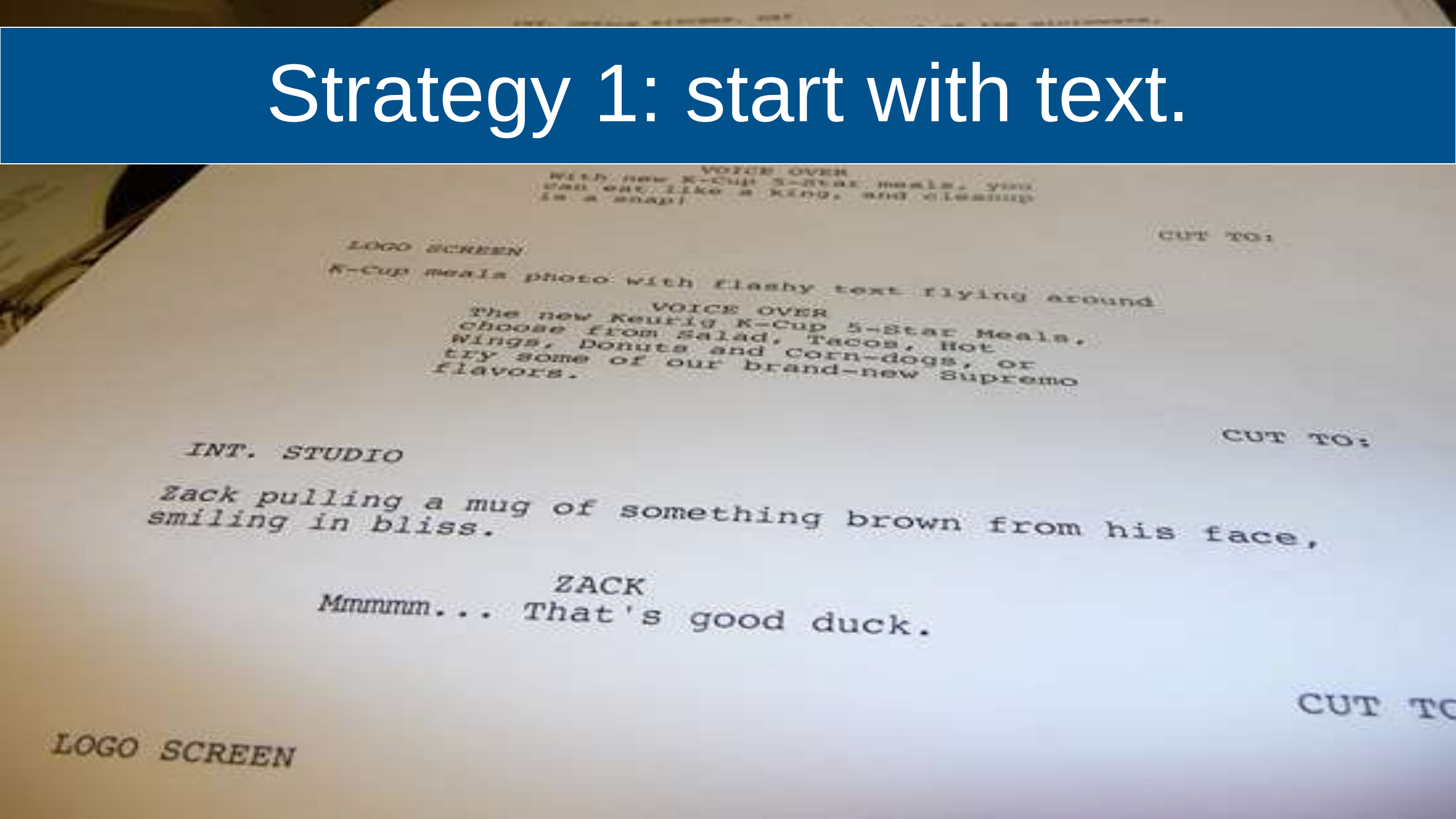
UDL: access
(no matter why)

“We want a situation that is good for everybody . . . part of it is thinking about what has to happen **at the level of design** that makes accommodation less necessary.”

-- Sam Johnston, CAST

Five strategies for UDL

Strategy 1: start with text.



Strategy 2: make alternatives.

Strategy 3: let ‘em do it their way.

Strategy 4: go step by step.

Watch an Intro Video (3 mins)

Read Case Study

Post Case Study Response

Read Scholarly Article

Watch Prof Video #2 (5 mins)

Internet Scavenger Hunt

Update Discussion Response

Watch Prof Video #3 (4 mins)

Watch Prof Video #4 (10 mins)

Ungraded Knowledge Check

Watch Final Video (5 mins)

Create Project / Paper

Strategy 5: set content free.

1. Start new design processes with **text**.
2. Create **alternatives** for all multimedia.
3. Design alternate ways for learners to **demonstrate** each course objective.
4. Break up tasks into separate **components**.
5. Expand, document, and **share interactions** using free-access tools.

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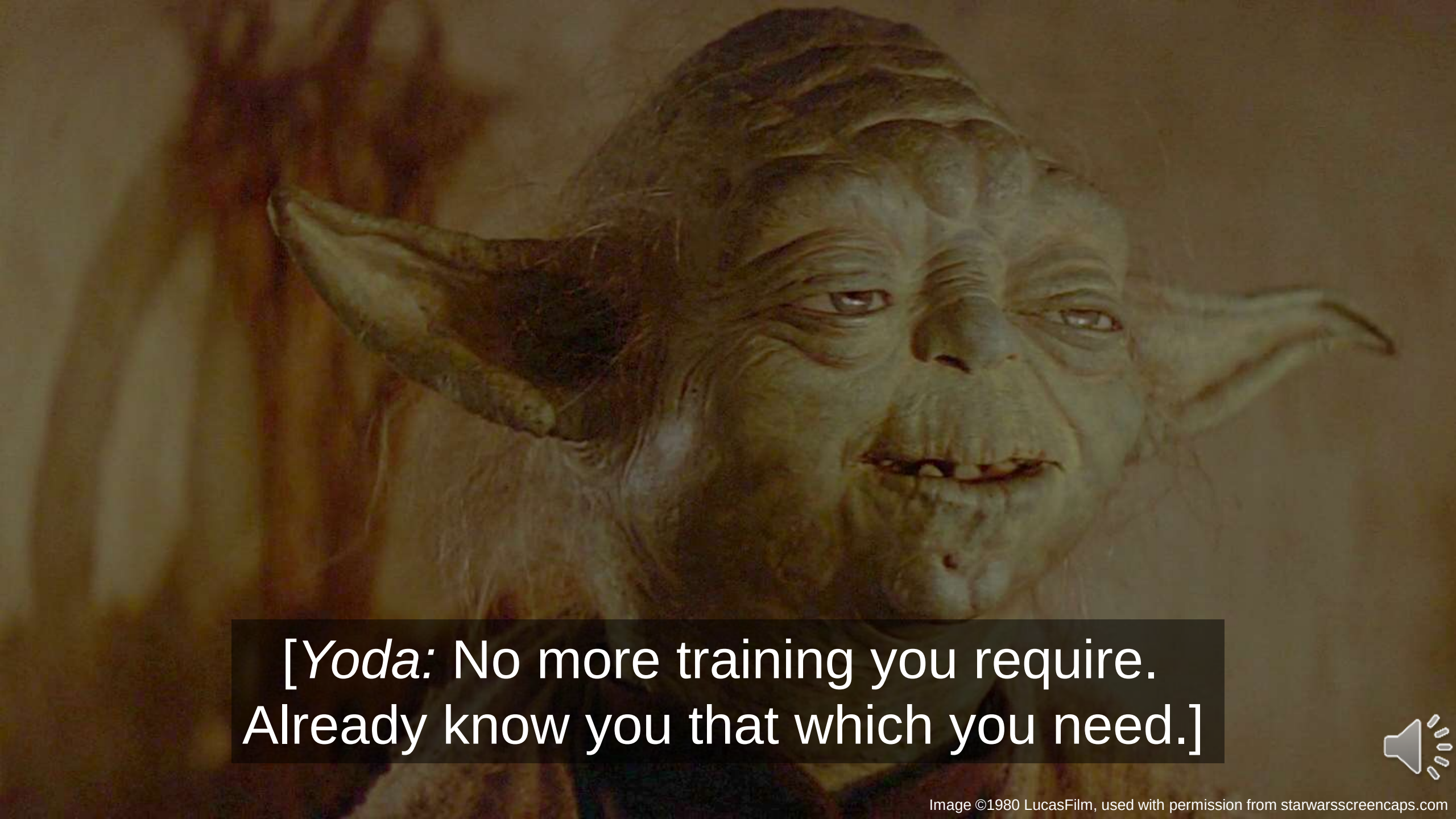

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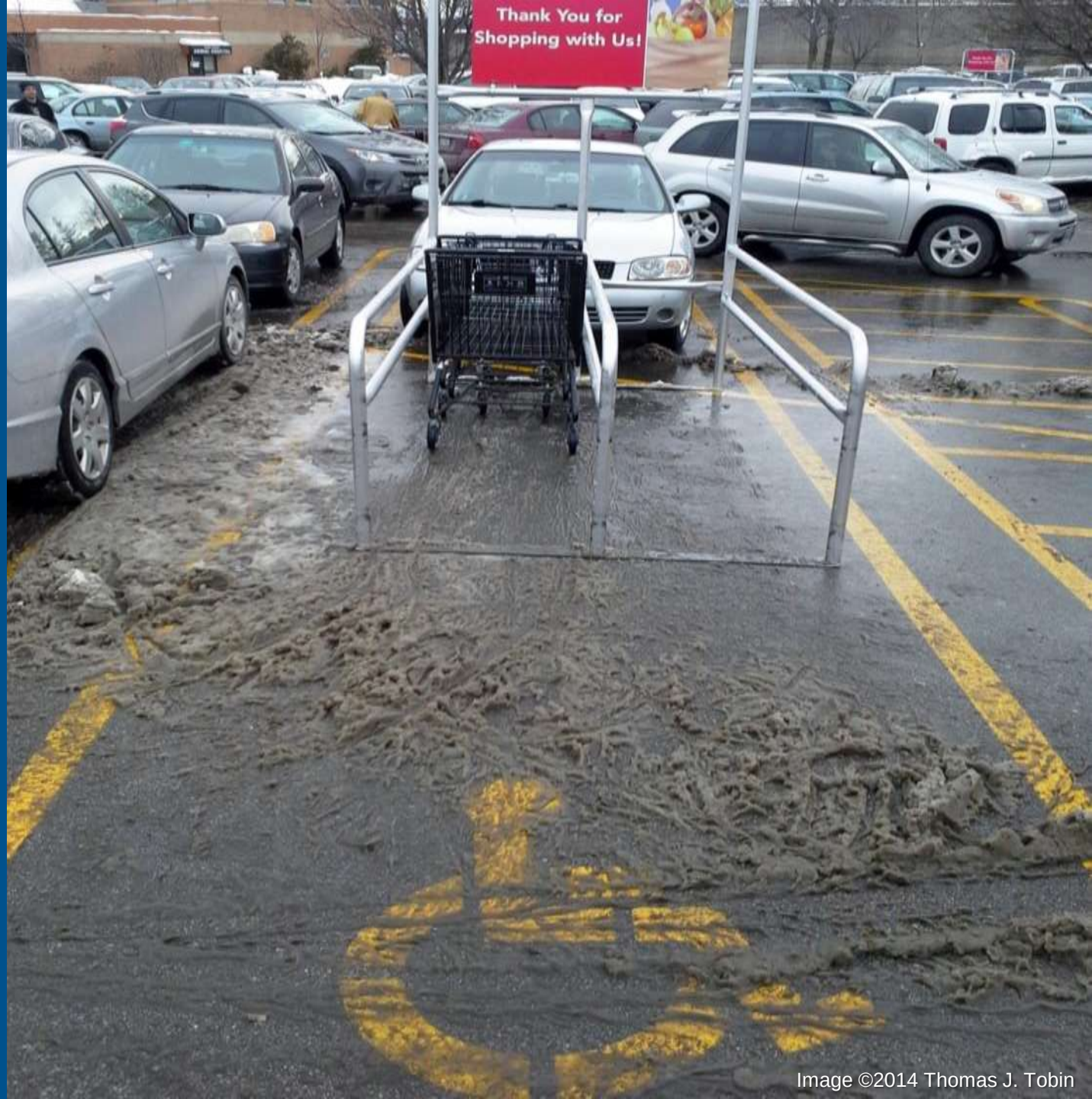
The need to make changes is not **always** this obvious.



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Take-Aways

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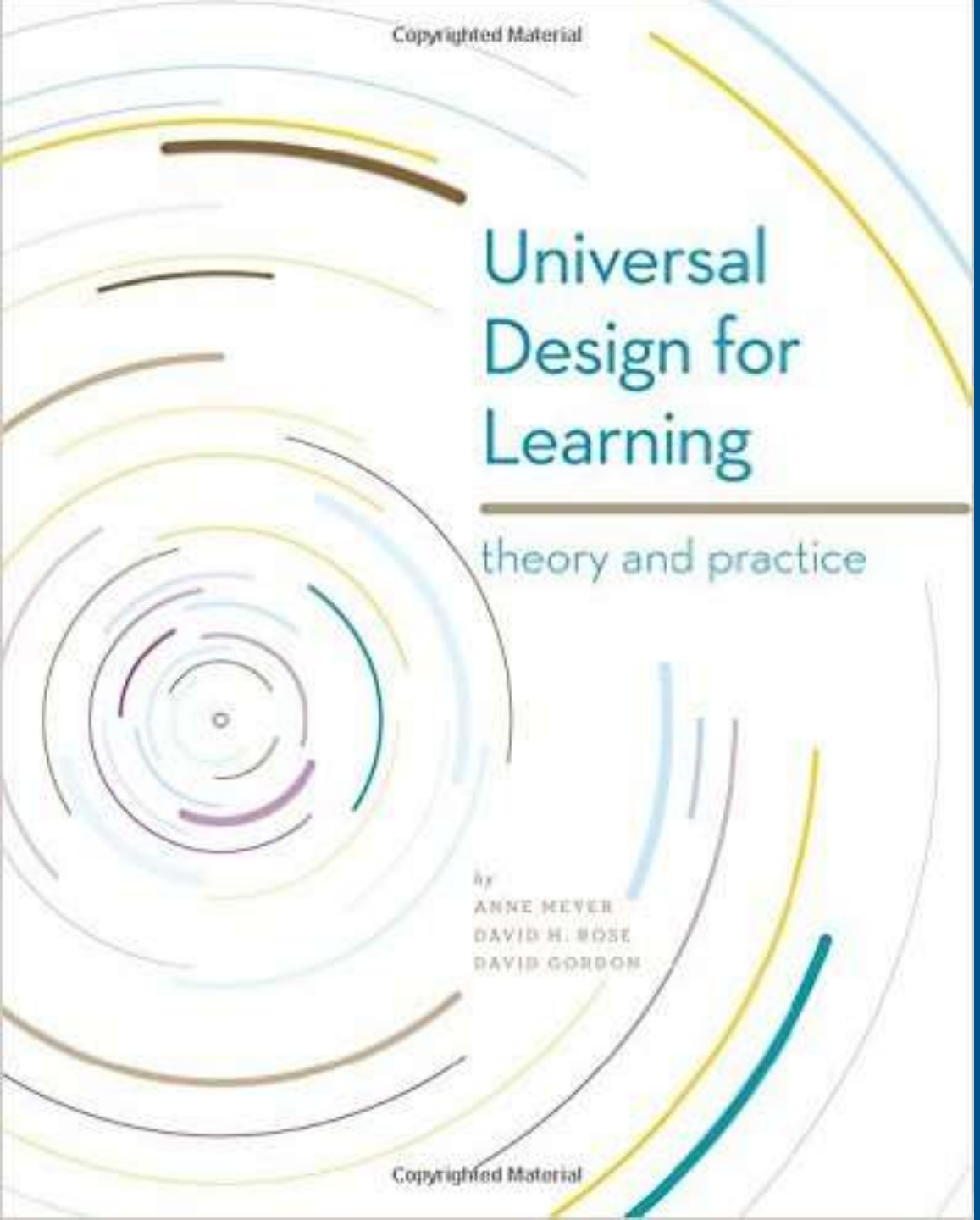

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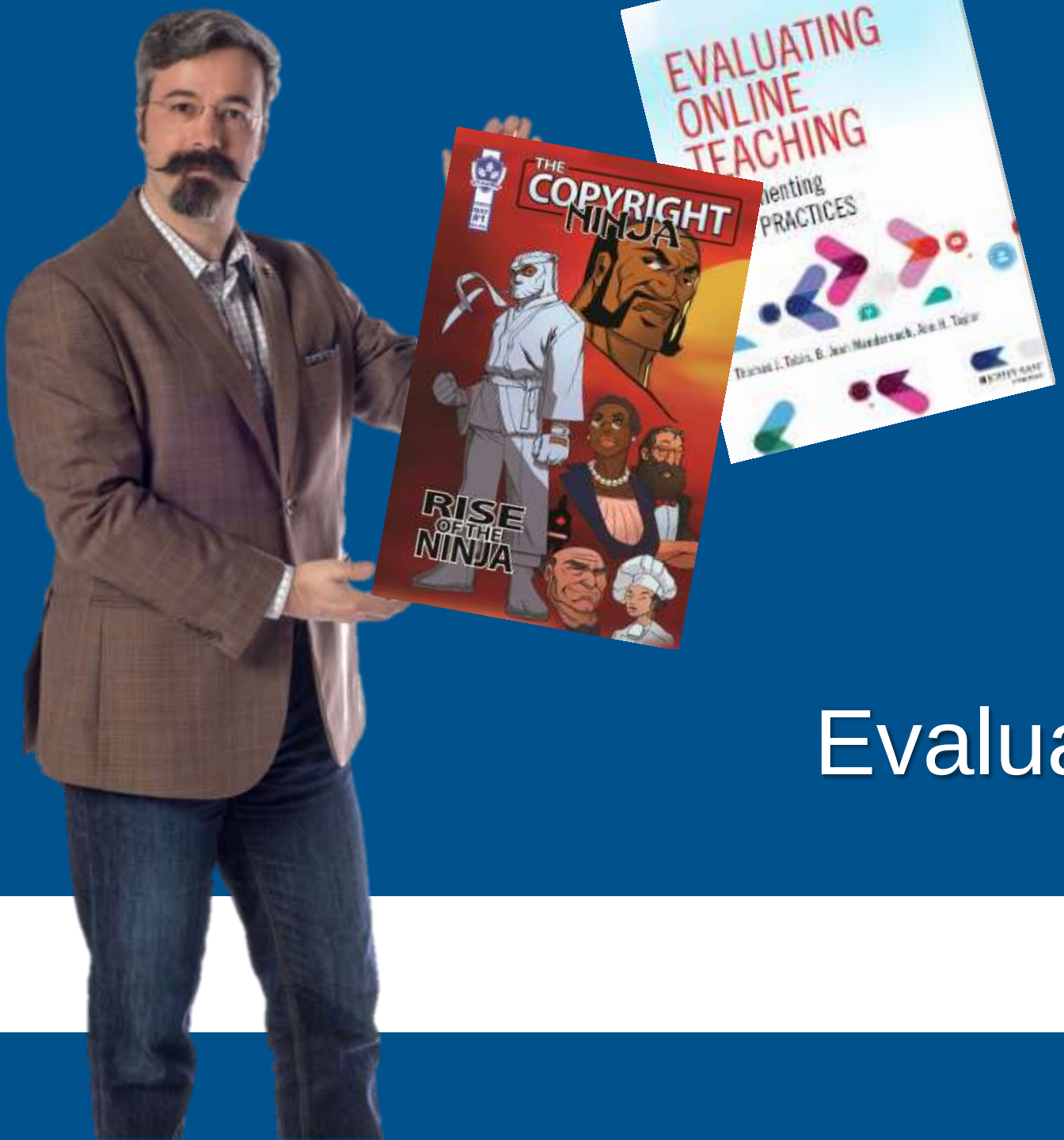

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