

Helping students become expert learners

Using Universal Design for Learning to support
learner success

Overview of the session

- How we may already be using UDL in our teaching
- A bit of the history of Universal Design for Learning (UDL)
- A close look at the Framework
- Getting started: integrating it into our current teaching

How we are already using UDL in our teaching

Take a moment and answer the following questions:

- What's working?
- What's going really well in your classrooms/courses?

History of UDL

- Inspired by universal design concept from architecture and product development pioneered by Ron Mace in the 1980's
- Curricula is designed for the mythical "average student"
- Further inspired by a recognition that most learning was text heavy and learners' reading skills didn't support the tasks at hand

Universal Design for Learning (UDL)

- Universal Design for Learning (UDL) is a research-based set of principles to guide the design of learning environments that are accessible and effective for all.

Universal Design for Learning (UDL)

- It is a framework to improve and optimize teaching and learning for all people based on scientific insights into how humans learn.

Universal Design for Learning (UDL)

Three learning networks

Recognition Networks

The "what" of learning



How we gather facts and categorize what we see, hear, and read. Identifying letters, words, or an author's style are recognition tasks.



Present information and content in different ways

More ways to provide Multiple Means of Representation

Strategic Networks

The "how" of learning



Planning and performing tasks. How we organize and express our ideas. Writing an essay or solving a math problem are strategic tasks.



Differentiate the ways that students can express what they know

More ways to provide Multiple Means of Action and Expression

Affective Networks

The "why" of learning



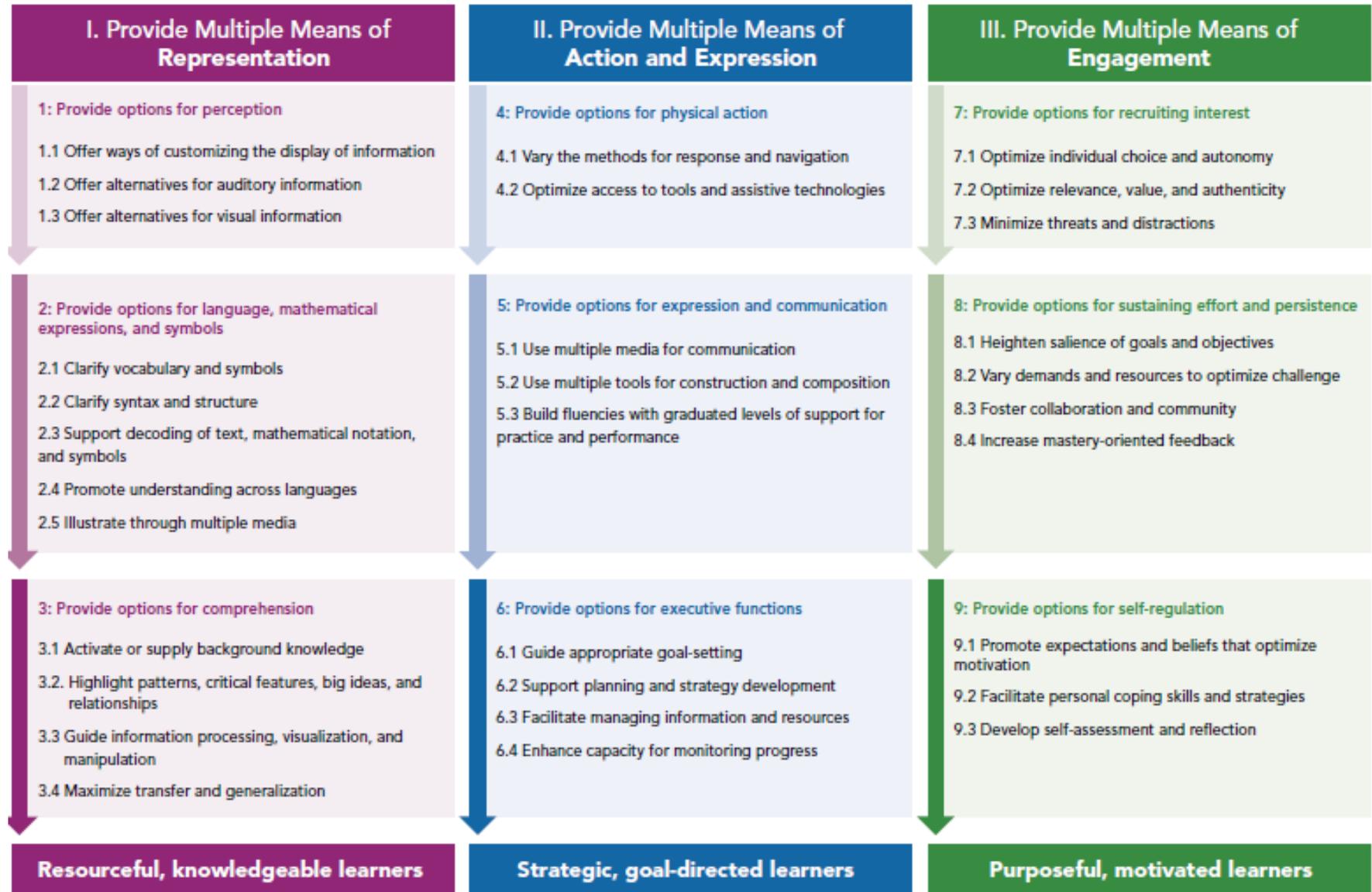
How learners get engaged and stay motivated. How they are challenged, excited, or interested. These are affective dimensions.



Stimulate interest and motivation for learning

More ways to provide Multiple Means of Engagement

Universal Design for Learning Guidelines

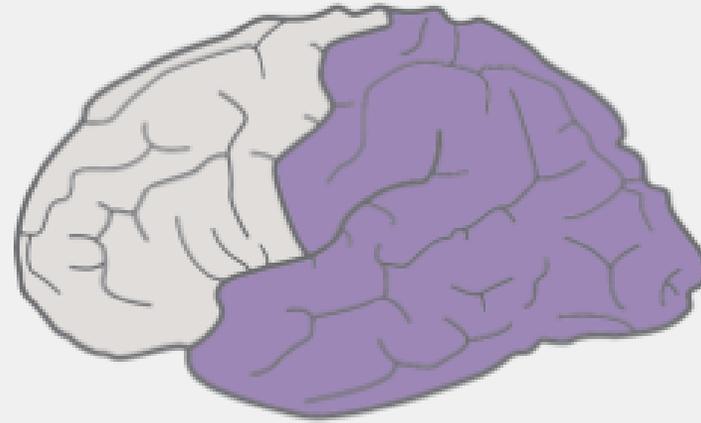


A look at the UDL Framework

Recognition network:

How we gather facts and categorize what we see, hear and read

RECOGNITION NETWORKS:
THE **WHAT** OF LEARNING



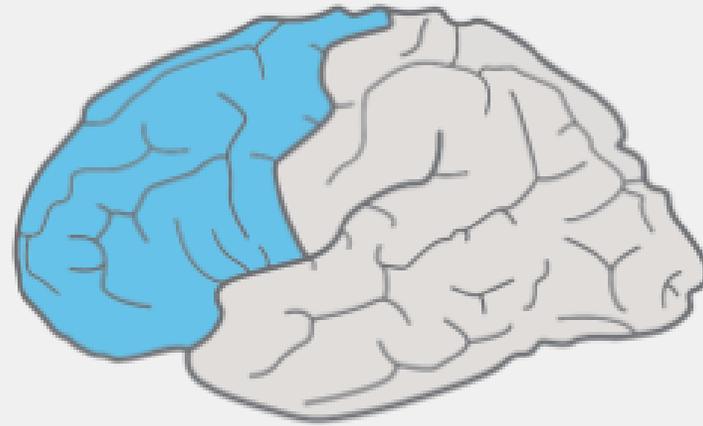
Representation

For resourceful, knowledgeable learners, present information and content in different ways.

Strategic
network:

Planning and
performing
tasks, how we
organize and
express our ideas

STRATEGIC NETWORKS:
THE **HOW** OF LEARNING



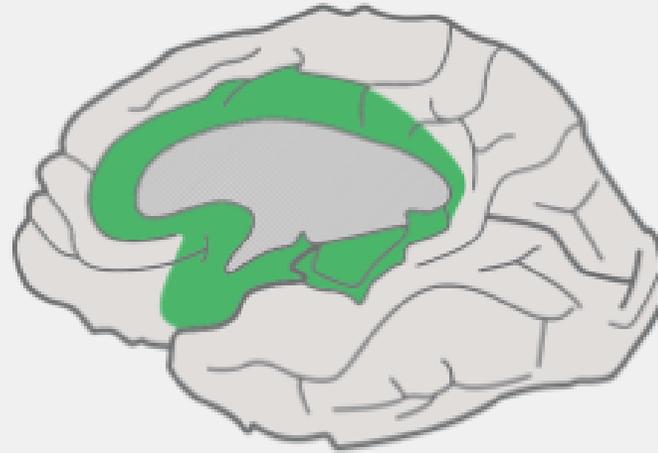
Action & Expression

For strategic, goal-directed learners,
differentiate the ways that students can
express what they know.

Affective
network:

How learners get
engaged and
stay motivated

AFFECTIVE NETWORKS:
THE **WHY** OF LEARNING



Engagement

For purposeful, motivated learners, stimulate
interest and motivation for learning.

UDL Curricula

- The purpose of UDL curricula is to help student become expert learners.
- Curricula: Goals, methods, materials, assessments

Goal of UDL
curricula is to
help students
become expert
learners

From the UDL perspective, expert learners are...

Resourceful & knowledgeable

- Bring considerable prior knowledge to new learning
- Activate that prior knowledge to identify, organize, prioritize, and assimilate new information
- Recognize the tools and resources that would help them find, structure, and remember new information
- Know how to transform new information into meaningful and useable knowledge

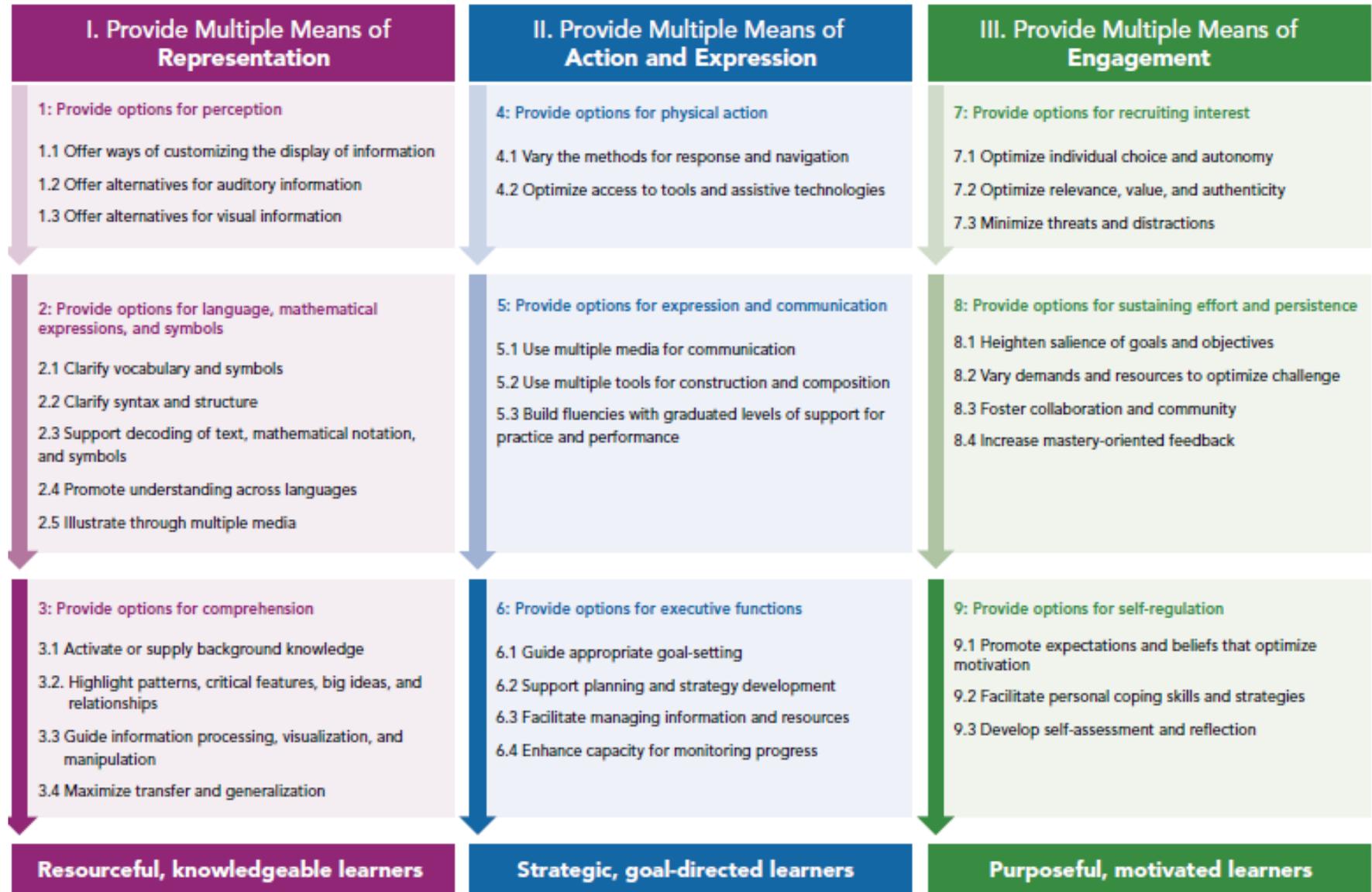
Strategic & goal-directed

- Formulate plans for learning
- Devise effective strategies and tactics to optimize learning
- Organize resources and tools to facilitate learning
- Monitor their progress
- Recognize their own strengths and weaknesses as learners
- Abandon plans and strategies that are ineffective

Purposeful & motivated

- Are eager for new learning and are motivated by the mastery of learning itself
- Are goal-directed in their learning
- Know how to set challenging learning goals for themselves
- Know how to sustain the effort and resilience that reaching those goals will require
- Monitor and regulate emotional reactions that would be impediments or distractions to their successful learning

Universal Design for Learning Guidelines



A look at the UDL Framework

Getting Started with UDL

1. Things we can do immediately
2. Things that can be done with some time and effort
3. Things that can be done when you develop or update your courses

Wrap-up

- Questions?
- Comments?
- Additional resources:
- National Centre on Universal Design for Learning <http://www.udlcenter.org>
- Centre for Applied Special Technology <http://www.cast.org>