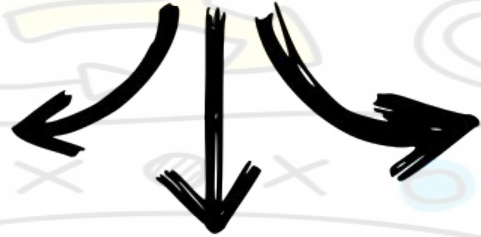


UNIVERSAL DESIGN FOR LEARNING IS

DIVERSITY

IN

ENGAGEMENT



**ACTION &
EXPRESSION**

REPRESENTATION

<https://udlguidelines.cast.org/>

Universal Design for Learning Guidelines

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 (7) →

- Optimize individual choice and autonomy (7.1) >
- Optimize relevance, value, and authenticity (7.2) >
- Minimize threats and distractions (7.3) >

Provide options for
Perception (1) →

- Offer ways of customizing the display of information (1.1) >
- Offer alternatives for auditory information (1.2) >
- Offer alternatives for visual information (1.3) >

Provide options for
Physical Action (4) →

- Vary the methods for response and navigation (4.1) >
- Optimize access to tools and assistive technologies (4.2) >

Build

Provide options for
Sustaining Effort & Persistence (8) →

- Heighten salience of goals and objectives (8.1) >

Provide options for
Language & Symbols (2) →

- Clarify vocabulary and symbols (2.1) >
- Clarify syntax and structure (2.2) >
- Support decoding of text, mathematical

Provide options for
Expression & Communication (5) →

- Use multiple media for communication (5.1) >
- Use multiple tools for construction and composition (5.2) >

UDL: ENGAGEMENT

The "WHY" of Learning

why does the content hold value?

why are learning activities worth doing?

why are students motivated to learn?

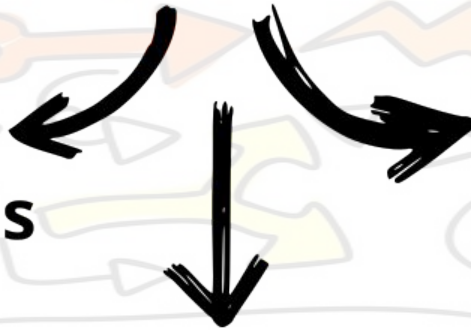
UDL: ENGAGEMENT

The "WHY" of Learning

share learning goals

**provide links to
the 'real world'**

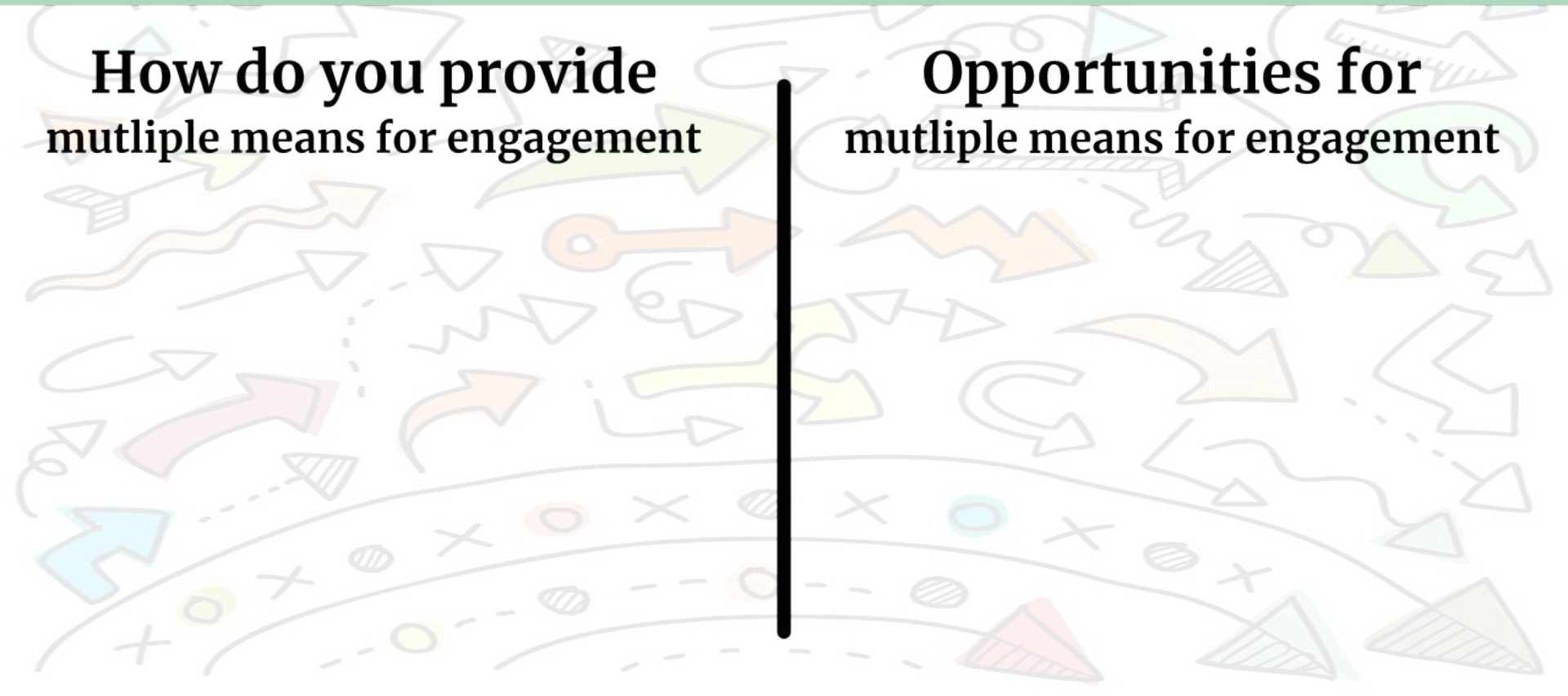
activate students' personal motives



UDL: BRAINSTORM

**How do you provide
multiple means for engagement**

**Opportunities for
multiple means for engagement**



UDL: ENGAGEMENT

Adding more "WHY"



UDL: REPRESENTATION

The "WHAT" of Learning

**what opportunity to interact
with information exists?**

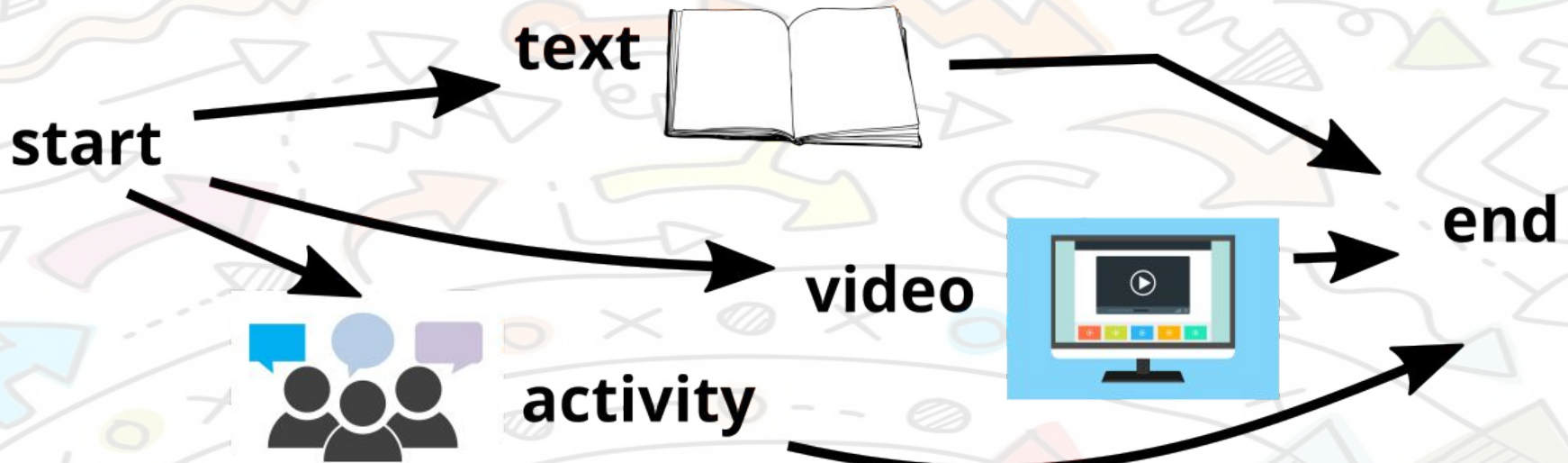
what clarification of content is there?

what connections can be made across content?

UDL: REPRESENTATION

The "WHAT" of Learning

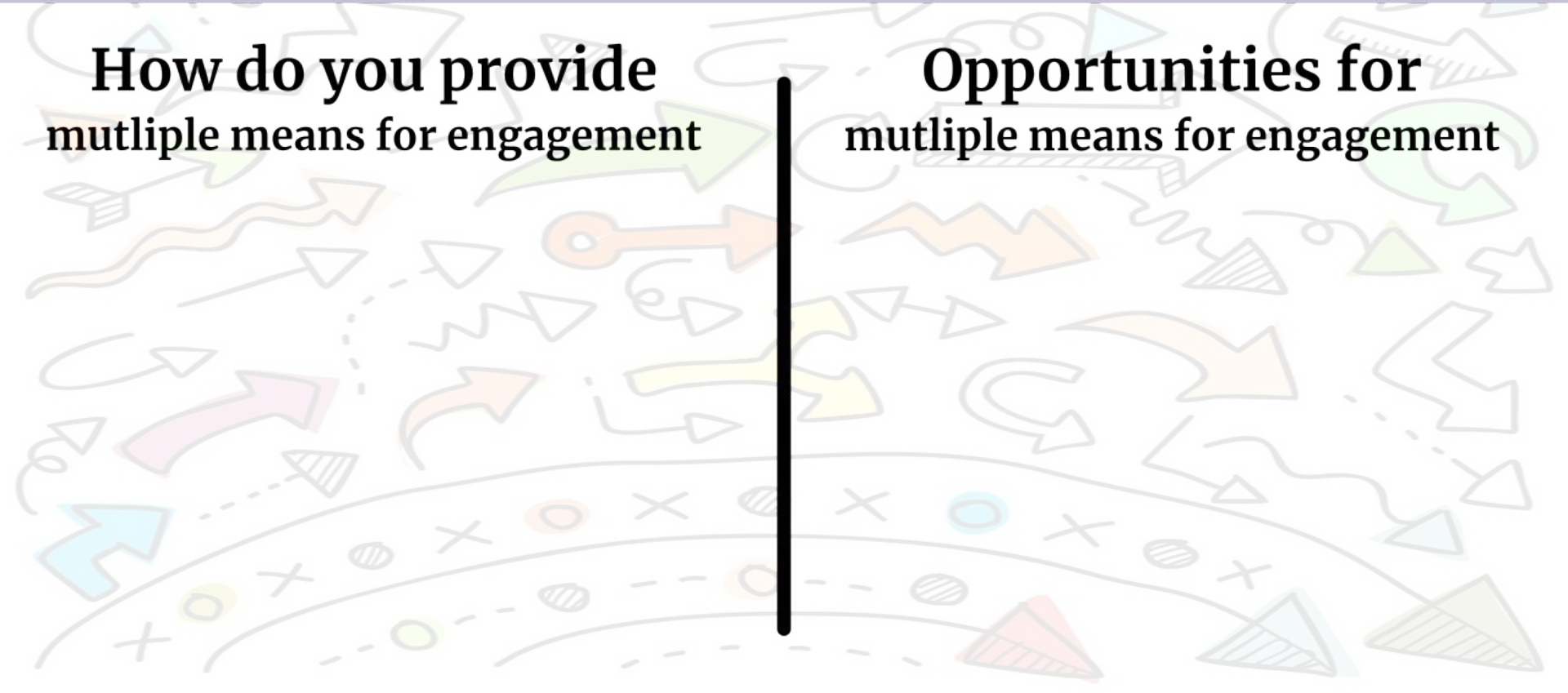
students have different learning paths



UDL: BRAINSTORM

**How do you provide
multiple means for engagement**

**Opportunities for
multiple means for engagement**



UDL: REPRESENTATION

Adding more "WHAT"



UDL: ACTION & EXPRESSION

The "HOW" of Learning

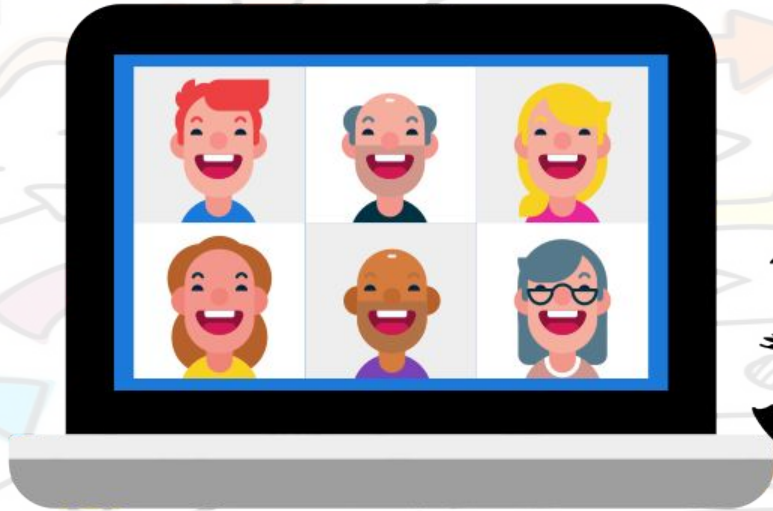
how can students access learning?

how can students communicate?

how can students perform learning activities?

UDL: ACTION & EXPRESSION

The "HOW" of Learning



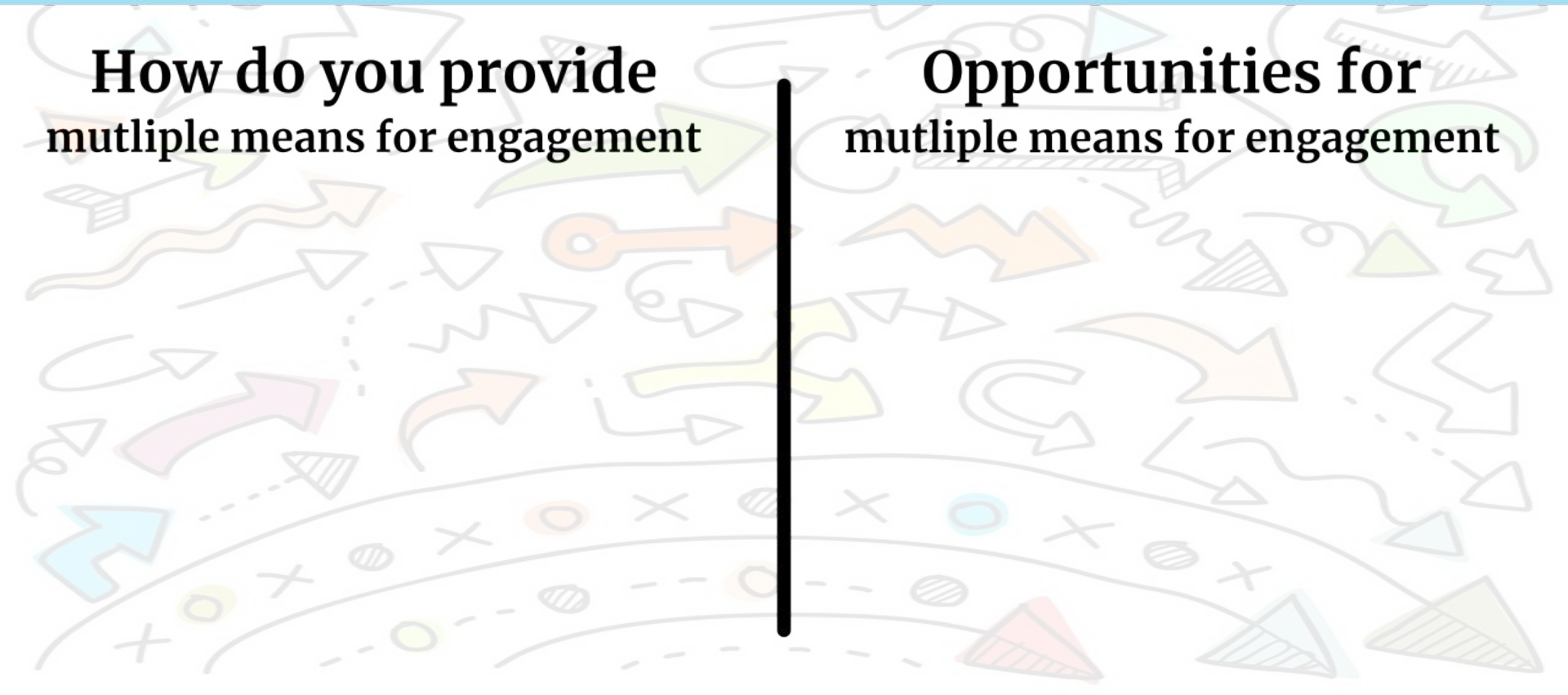
utilize multiple means
of communication

ask a question
out loud
via public chat
via private chat

UDL: BRAINSTORM

**How do you provide
multiple means for engagement**

**Opportunities for
multiple means for engagement**



UDL: ACTION & EXPRESSION

Adding more "HOW"



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Universal Design for Learning Guidelines

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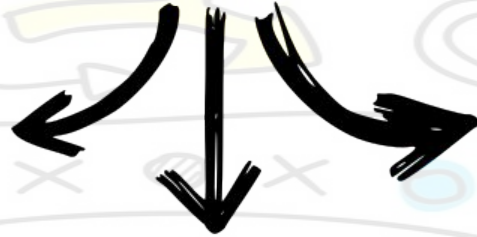
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