Universal Design and Developmental Education 2.0

Grace Hanson, Dean DSPS & Student Health
October 16, 2015

Research says...

Universal Design for Learning Guidelines

I. Provide Multiple Means of Representation
1. Provide options for perception
   - Electronic versions of homework assignments
   - Readable text for reading materials
   - Audio versions of written content
2. Provide options for language and symbols
   - Accessible text for reading materials
   - Abbreviated and simplified language
   - Reduced use of jargon and specialized vocabulary
3. Provide options for comprehension
   - Management and support for readers
   - Readable text in a variety of formats
   - Instructions for using assistive technology
II. Provide Multiple Means of Action and Expression
4. Provide options for physical action
   - Accessible technology for writing
   - Adapted writing utensils and tools
5. Provide options for expressive abilities
   - Accessible technology for music
   - Adapted keyboards and mice
6. Provide options for engagement
   - Accessible technology for participation
   - Supports for engagement in learning activities

Principles of Universal Design

Where we left off...

Three Basic Learning Networks with Principles and Guidelines of UDL

Next Steps...

Align the 3 Networks
To the Principles of UDL
To Student Success Goals
Endless Possibilities
Endless Possibilities
Endless Possibilities
Endless Possibilities
Create a UDL Framework

CAST

Prezi
Universal Design and Developmental Education 2.0
Grace Hanson, Dean DSPS & Student Health
October 16, 2015

Research says...

Universal Design for Learning Guidelines

I. Provide Multiple Means of Representation
1. Provide options for presentation
2. Provide options to customize presentation
3. Provide options for visual content
4. Provide options for audio content
5. Provide options for kinesthetic content
6. Provide options for auditory content

II. Provide Multiple Means of Action and Expression
7. Provide opportunities for expression
8. Provide options for physical expression
9. Provide options for creative expression
10. Provide options for expressive fluency

III. Provide Multiple Means of Engagement
11. Provide opportunities for self-regulation
12. Provide opportunities for collaboration
13. Provide opportunities for community participation
14. Provide opportunities for self-motivation
15. Provide opportunities for personalization

CAST

Where we left off...
Three Basic Learning Networks
Principles and Guidelines of UDL

Next Steps... Align the 3 Networks to the Principles of UDL

Create a RID????
Where we left off...

Three Basic Learning Networks with Principles and Guidelines of UDL

**Principle I. Provide Multiple Means of Representation**

Guideline 1: Provide options for perception

Guideline 2: Provide options for language, mathematical expressions, and symbols

Guideline 3: Provide options for comprehension

**Principle II. Provide Multiple Means of Action and Expression**

Guideline 4: Provide options for physical action

Guideline 5: Provide options for expression and communication

Guideline 6: Provide options for executive functions

**Principle III. Provide Multiple Means of Engagement**

Guideline 7: Provide options for recruiting interest

Guideline 8: Provide options for sustaining effort and persistence

Guideline 9: Provide options for self-regulation
## Universal Design for Learning Guidelines

### I. Provide Multiple Means of Representation
1. Provide options for perception
   - Options that customize the display of information
   - Options that provide alternatives for auditory information
   - Options that provide alternatives for visual information
2. Provide options for language and symbols
   - Options that define vocabulary and symbols
   - Options that clarify syntax and structure
   - Options for decoding text or mathematical notation
   - Options that promote cross-linguistic understanding
   - Options that illustrate key concepts non-linguistically
3. Provide options for comprehension
   - Options that provide or activate background knowledge
   - Options that highlight critical features, big ideas, and relationships
   - Options that guide information processing
   - Options that support memory and transfer

### II. Provide Multiple Means of Action and Expression
4. Provide options for physical action
   - Options in the mode of physical response
   - Options in the means of navigation
   - Options for accessing tools and assistive technologies
5. Provide options for expressive skills and fluency
   - Options in the media for communication
   - Options in the tools for composition and problem solving
   - Options in the scaffolds for practice and performance
6. Provide options for executive functions
   - Options that guide effective goal-setting
   - Options that support planning and strategy development
   - Options that facilitate managing information and resources
   - Options that enhance capacity for monitoring progress

### III. Provide Multiple Means of Engagement
7. Provide options for recruiting interest
   - Options that increase individual choice and autonomy
   - Options that enhance relevance, value, and authenticity
   - Options that reduce threats and distractions
8. Provide options for sustaining effort and persistence
   - Options that heighten salience of goals and objectives
   - Options that vary levels of challenge and support
   - Options that foster collaboration and communication
   - Options that increase mastery-oriented feedback
9. Provide options for self-regulation
   - Options that guide personal goal-setting and expectations
   - Options that scaffold coping skills and strategies
   - Options that develop self-assessment and reflection

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Principles of Universal Design

- Equitable use
- Flexibility in use
- Simple and intuitive use
- Perceptible information
- Tolerance for error
- Low physical effort
- Size and shape for approach and use
  
  For Instruction And Student Services Add:
  - A Community of Learners/Users
  - Instructional/Office Climate

North Carolina University Center for Universal Design
Shaw, S., Scott, S., & McGuire, J. Teaching college students with learning disabilities (Eric Digest).
Steps in Applying Universal Design Of
Student Services & Instruction

- Determine essential components
- Create a welcoming classroom/office climate
- Provide clear expectations and feedback
- Incorporate natural supports for learning
- Use varied methods
- Use technology to enhance services and learning
- Encourage faculty, and staff-student contact
- Provide for a variety of ways of demonstrating knowledge or providing feedback
- Plan for accommodations

Curriculum Transformation and Disability Project, University of Minnesota, Disability Services
Next Steps...

Align the 3 Networks To the Principles of UD² To Student Success Factors

Directed, Focused, Nurtured, Engaged, Connected, Valued

Create a FIG?????
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Research says...

Universal Design for Learning Guidelines

I. Provide Multiple Means of Representation
   1. Provide options for perception
      - Enhanced visuals in digital and printed media
      - Option to decrease font sizes
      - Option to increase font sizes
      - Enhanced media to include audio or visual
   2. Provide options for language and symbols
      - Option to display text in text-to-speech format
      - Option to display text in large font
      - Option to display text in smaller font
      - Option to display text with high contrast
   3. Provide options for comprehension
      - Option to display text in simplified language
      - Option to display text in multiple languages
      - Option to display text in non-verbal formats
      - Option to display text in multimedia

II. Provide Multiple Means of Action and Expression
   4. Provide options for physical action
      - Option to use physical action in learning
      - Option to use physical action in assessments
      - Option to use physical action in collaborative tasks
   5. Provide options for fine and gross motor skills
      - Option to use physical action in communication
      - Option to use physical action in expressive tasks
      - Option to use physical action in creative tasks
   6. Provide options for engagement
      - Option to use physical action in learning
      - Option to use physical action in assessments
      - Option to use physical action in collaborative tasks

III. Provide Multiple Means of Engagement
   7. Provide options for meaningful participation
      - Option to use physical action in learning
      - Option to use physical action in assessments
      - Option to use physical action in collaborative tasks
   8. Provide options for self-regulation
      - Option to use physical action in learning
      - Option to use physical action in assessments
      - Option to use physical action in collaborative tasks

Where we left off...

Three Basic Learning Networks with Principles and Guidelines of UDL

- Principles of Universal Design
  - Principle 1: Provide multiple means of representation
    - Option to display text in text-to-speech format
    - Option to display text in large font
    - Option to display text in smaller font
  - Principle 2: Provide multiple means of action and expression
    - Option to use physical action in learning
    - Option to use physical action in assessments
    - Option to use physical action in collaborative tasks
  - Principle 3: Provide multiple means of engagement
    - Option to use physical action in learning
    - Option to use physical action in assessments
    - Option to use physical action in collaborative tasks

Next Steps...

Align the 3 Networks
to the Principles of UDL

To Student Success

Next Steps...