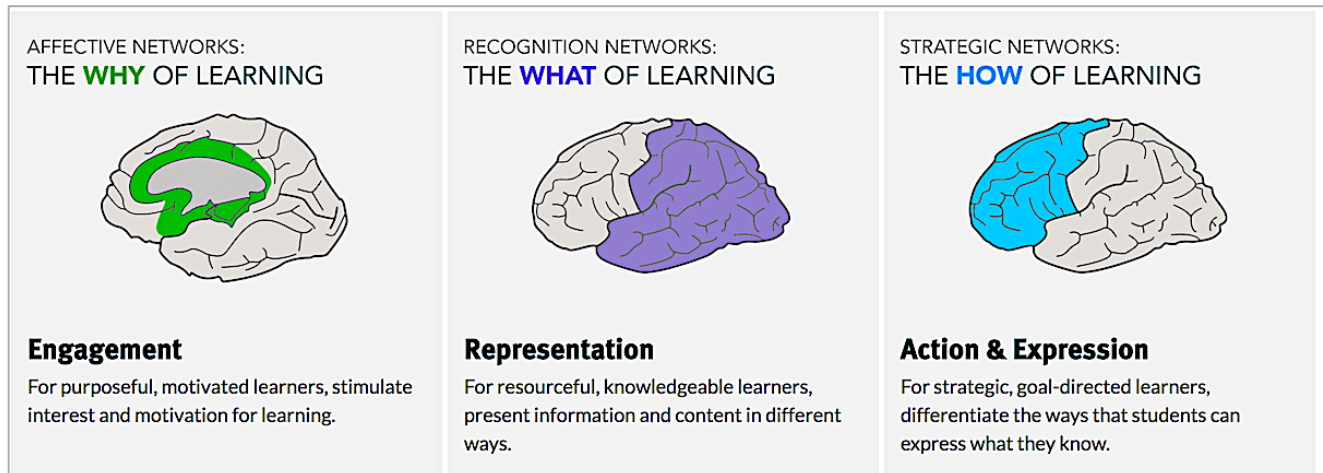




Universal Design for Learning Basics



Main ideas

- All classrooms are populated by **diverse learners**
- Students bring to the classroom their own background, strengths, needs and interests
- When this diversity is not recognized and addressed by proactive curriculum design, our students may encounter **barriers** to learning
- Universal Design for Learning is a [framework with guidelines](#) that can be applied to reduce these barriers, and provide better access to learning for all

Breaking it down

- **Universal:** Curriculum can be designed for, and used by, everyone
 - Curriculum should provide genuine learning opportunities for every student (this does not necessarily mean that all students achieve the same end results or do so in the same way)
- **Learning:** Learning occurs based on the interaction of three brain networks:
 - The recognition network ("What" of learning)
 - The strategic network ("How" of learning)
 - The affective network ("Why" of learning)
- **Design:** Intentional planning enables diverse individuals to achieve learning goals by mitigating or removing barriers
 - Universal Design is an infrastructural concept, used in the development of buildings and structures and other places
 - Universal Design is predicated on the notion that **what is essential for some is often good for everybody**
 - Poor design limits use; smart design broadens use
 - UDL applies these concepts to education, providing a framework for how to support and challenge our diverse students
 - UDL focuses on learning goals, methods, materials, and assessments

The UDL Process

- First ask, "What are my course goals?" What do I want my students to know, do, and care about?
- Then ask, "What barriers in the classroom might interfere with my diverse students' opportunities to achieve these goals?"
- To reduce or eliminate these barriers, use the three UDL Principles to create flexible paths to learning:
 - Provide multiple means of representation (provide content in different ways)
 - Provide multiple means of action and expression (give learners different ways to demonstrate what they know)
 - Provide multiple means of engagement (motivate learners in different ways)

Explore

Learn more about UDL concepts, principles, research, and practice:

- [CAST: UDL Theory and Practice](#) (requires free sign-in)
- [CAST: About UDL](#)
- [UDL on Campus: UDL in Higher Education](#)
- [CAST: The UDL Guidelines](#)

