



Universal Design for Learning in Online Courses



What is Universal Design?

What is Universal Design for Learning (UDL)?

Ways to Apply UDL

Group Activity

Additional Resources to Learn More

Questions

What is your favorite shoe?



slingback



mule



pumps



flats



clogs



oxfords



stiletto (also spike heel)



wedge



platform



kitten heels



slippers



Loafers™



sandal



jelly



flip-flops (also thongs)



moccasins



sneakers



wingtips



rubber boots



boots



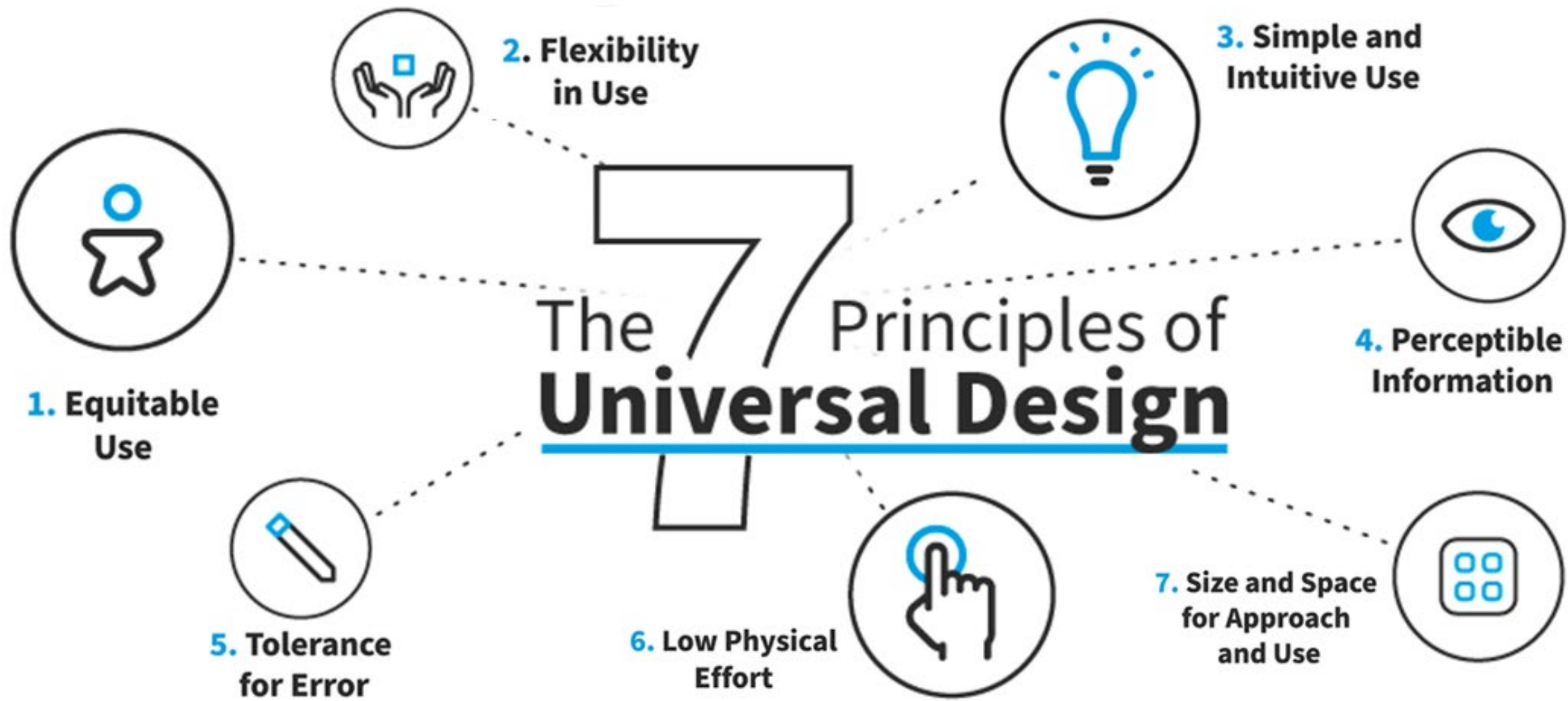
cowboy boot



hiking boots



high-tops



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

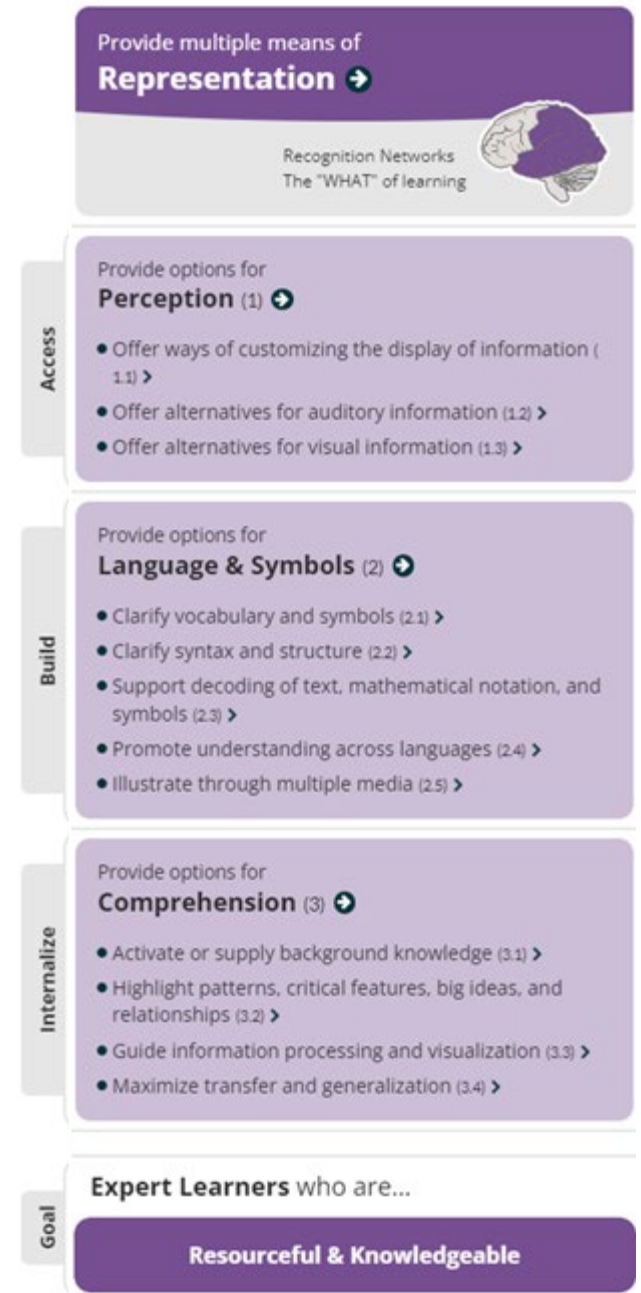
**More ways to provide
Multiple Means of
Engagement**



Think about how information is presented to learners.

Does the information provide options that help all learners:

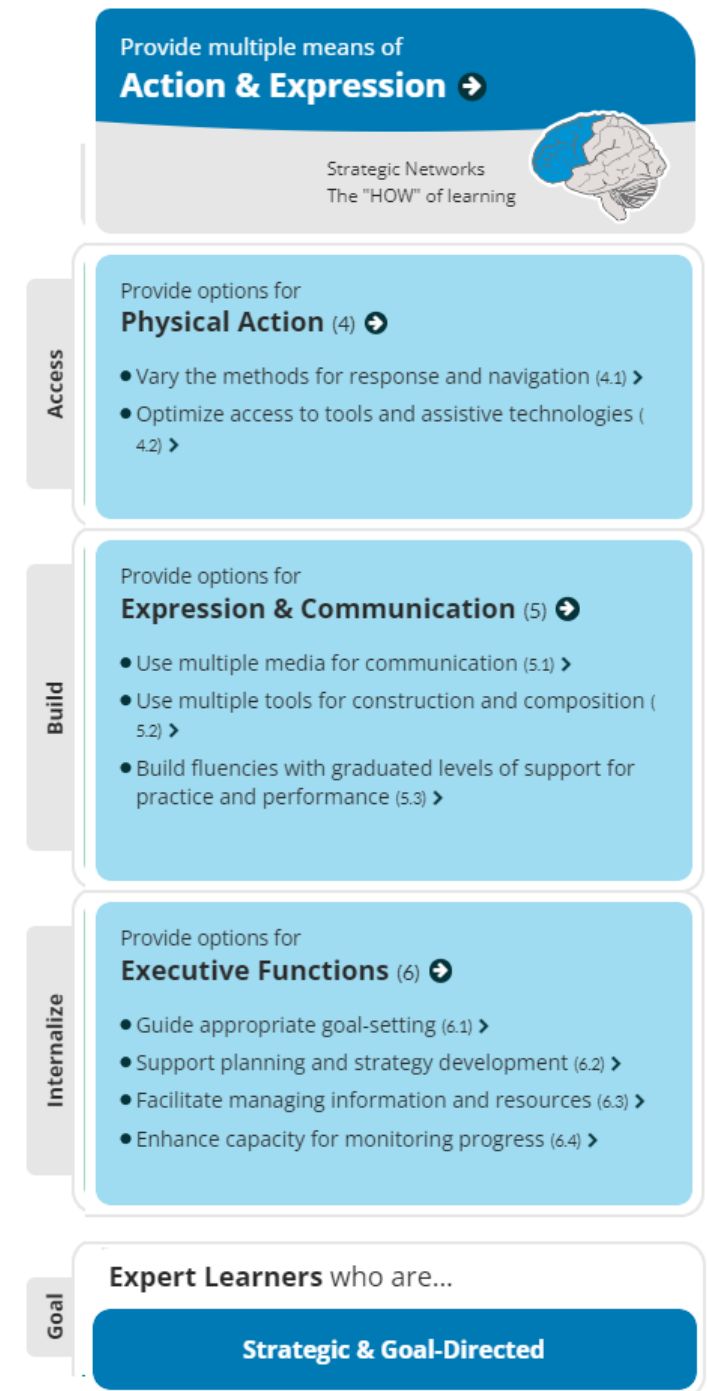
- reach higher levels of comprehension and understanding?
- understand the symbols and expressions?
- perceive what needs to be learned?



Think about how learners are expected to act strategically & express themselves.

Does the activity provide options that help all learners:

- act strategically?
- express themselves fluently?
- physically respond?





Think about how learners will engage with the lesson.


Does the lesson provide options that can help all learners:

- regulate their own learning?
- sustain effort and motivation?
- engage and interest all learners?






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**

Provide options for **Perception**

Provide options for **Physical Action**

Build

Provide options for **Sustaining Effort & Persistence**

Provide options for **Language & Symbols**

Provide options for **Expression & Communication**

Internalize

Provide options for **Self Regulation**

Provide options for **Comprehension**

Provide options for **Executive Functions**

Goal

Expert learners who are...

Purposeful & Motivated

Resourceful & Knowledgeable

Strategic & Goal-Directed

Link Resources

- Burgstahler, S. (Ed.). (2015). Universal Design in Higher Education: From Principles to Practice. Second edition. Boston: Harvard Education Press.
- Meyer, A. , Rose, D.H. & Gordon, D. (2014). [Universal Design for Learning: Theory and Practice](#). Lynnfield, MA: CAST Publishing.
- Center for Applied Special Technology/CAST. [The UDL Guidelines](#). Retrieved March 13, 2024, from <https://udlguidelines.cast.org/>.
- Harrison, E. (2006). [Working with Faculty toward Universally Designed Instruction](#). Journal of Postsecondary Education And Disability, 19(2) 152-162. Retrieved March 13, 2024 from <https://files.eric.ed.gov/fulltext/EJ844631.pdf>.
- [Equal Access: Universal Design of Instruction](#) (video)



