Getting started with UDL

What is Universal Design for Learning (UDL)?

Multiple means of:
- Learner engagement
  * How do students engage with the content and how do you keep them engaged?
- Representing information
  * Captions in videos, text transcripts, describing what’s on the screen.
- Demonstrating skill
  * How do students show what they know? Give them options on how they can demonstrate their understanding.

+1 thinking

Identify an interaction/activity between you and your students and add one other alternative. You may already be providing multiple means of engagement when using tools such as Panopto as it generates captions for all your videos.

Five tips for UDL

Start new design process with text.

Beginning with a script, description or notes will allow you to have an alternate text version when you create media based on it. This builds multiple paths on a text foundation.

Create alternatives for all multimedia.

Select topics that students find the most difficult. Using +1 thinking, we can start by creating a text version, along with a video demo and expand as time/resources allow.

Design alternate ways for learners to demonstrate each course objective.

Provide alternative methods of engagement. For example, interactions between you and your students or adding a format option to an assignment.

Break tasks into separate components.

Share content or a demonstration for ten minutes then take a break and ask students to engage in an activity for two minutes. Students are more likely to watch 10 six minute segments than a sixty minute video.

Expand, document and share interactions using free access methods.

Creating a screen capture of a slideshow with voiceover with captions is more accessible on multiple devices as all you need is a browser.

Acknowledgements