

# Design the experience utilising the UDL Guidelines

A suggestion for implementing the strategy

'How to plan using UDL' from the Guide:

[Universal Design for Learning](#)

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## **Includes:**

- Making a plan
- Draft the lesson plan
- Visual overview of applying UDL
- Refine design
- Reflection questions
- Useful resources

Inclusive Education

From

Guide: [Universal Design for Learning](#)

Strategy: [How to plan using UDL](#)

Suggestion: [Design the experience utilising the UDL Guidelines](#)

Date

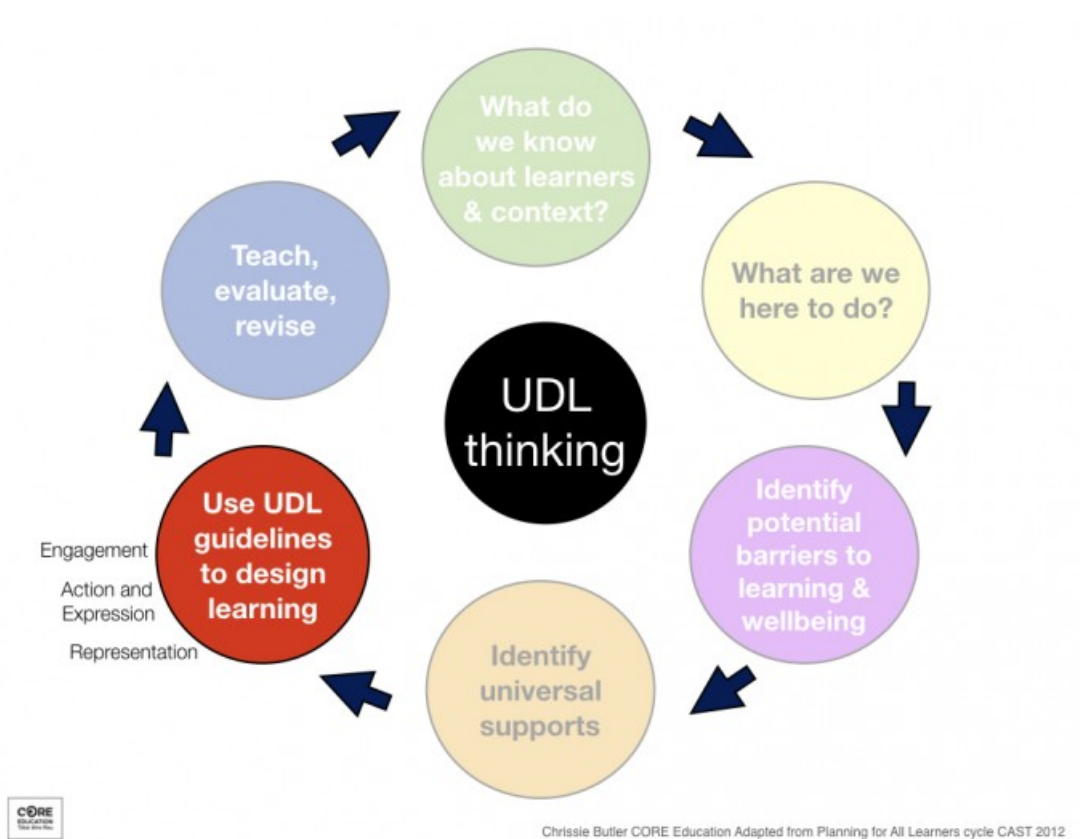
27 April 2024

Link

[inclusive.tki.org.nz/guides/universal-design-for-learning/design-the-experience-utilising-the-udl-guidelines](https://inclusive.tki.org.nz/guides/universal-design-for-learning/design-the-experience-utilising-the-udl-guidelines)

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## Making a plan



Source:

Chrissie Butler, CORE Education

<http://www.core-ed.org/>

[View full image \(250 KB\)](#)

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## Draft the lesson plan

Design the learning experience.

Allow your knowledge of learners and the learning intention to influence your thinking.

- ❶ Clarify the objective or goal of the activity or lesson
- ❷ Identify how achievement of the goal will be measured
- ❸ Identify the range of teaching strategies you will use and the activity options you will offer
- ❹ Consider all the materials, tools you will use yourself and make available to students
- ❺ Consider how you will set up the physical and online learning environment.

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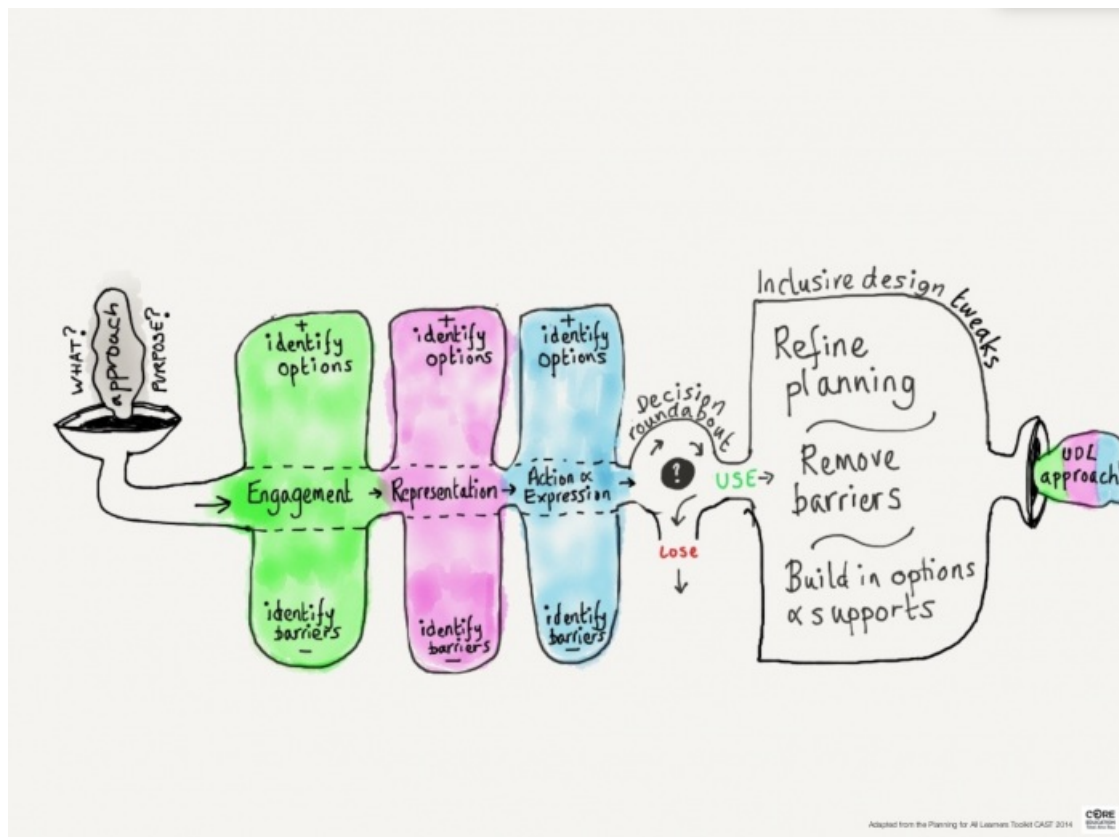
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# Visual overview of applying UDL



Source:

[CORE Education](#)

<http://www.core-ed.org/>

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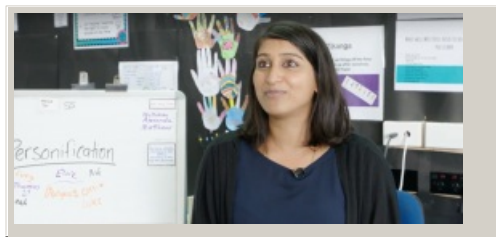
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## Refine design

Anita describes how instead of changing everything, she focussed on one area of her planning, the environment.



Video hosted on Vimeo <http://vimeo.com/220585051>

Closed Captions

Source:

Ministry of Education, inclusive education videos (NZ)  
<https://vimeo.com/album/2950799>

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## Reflection questions

Once you have a refined lesson plan, ask yourself:

What specific barriers the design will address?

What parts of the design focus on learner variability (e.g the choices being offered, the design of the environment for flexibility)?

Which UDL guidelines or checkpoints are a focus in the design and why?

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## Useful resources



### Using the 3 principles

An example of using the 3 principles to guide planning

[Download](#) PDF (73 KB)



### Start small: A UDL Q&A with Loui Lord Nelson

An interview with UDL facilitator Loui Lord Nelson, author of *Design and Deliver*. In this blog post she shares tips for getting started with UDL in your classroom.

Publisher: Brookes Publishing

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