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

Includes:

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

Design your activity or experience, keeping the learners and the learning intention at the front of your thinking.

Then use the UDL Guidelines to help you refine the design.
Draft the lesson plan

Design the learning experience.

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

1. Clarify the objective or goal of the activity or lesson
2. Identify how achievement of the goal will be measured
3. Identify the range of teaching strategies you will use and the activity options you will offer
4. Consider all the materials, tools you will use yourself and make available to students
5. Consider how you will set up the physical and online learning environment.
Inclusive Education
From
Guide: Universal Design for Learning
Strategy: How to plan using UDL
Suggestion: Design the experience utilising the UDL Guidelines
Date
21 January 2019
Link

Visual overview of applying UDL

Source: CORE Education
Source:
CORE Education
http://www.core-ed.org/
View full image (1012 KB)

Reflect on your design using the UDL guideline reflection questions.
If you are new to UDL, focus on the “access” guidelines only.
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Refine design

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

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

Video hosted on Vimeo http://vimeo.com/220585051
Reflection questions

Once you have a refined lesson plan, ask yourself:

<table>
<thead>
<tr>
<th>What specific barriers the design will address?</th>
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<tbody>
<tr>
<td>What parts of the design focus on learner variability (e.g. the choices being offered, the design of the environment for flexibility)?</td>
</tr>
<tr>
<td>Which UDL guidelines or checkpoints are a focus in the design and why?</td>
</tr>
</tbody>
</table>
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Useful resources

Using the 3 principles
Publisher: CORE Education
Download PDF (73 KB)

Start small: A UDL Q&A with Loui Lord Nelson
Publisher: Brookes Publishing
Visit website