

Supporting Diverse Learners: Universal Design for Learning

Dr. Anya Evmenova
George Mason University
aevmenov@gmu.edu

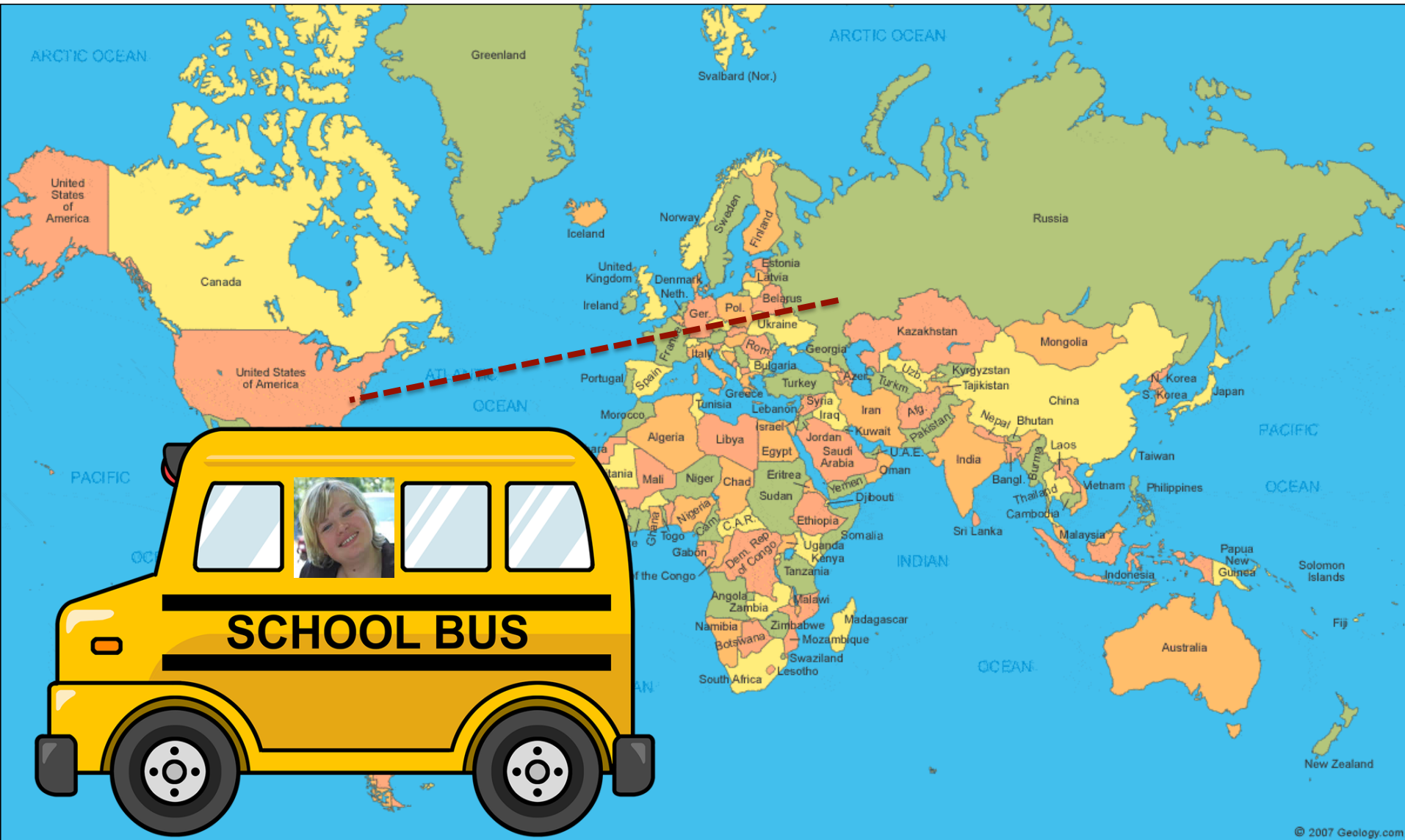


Agenda

- Explain purpose of UDL
- Describe principles of UDL
- Identify UDL strategies for ALL students, including culturally diverse learners
- Recognize UDL Design cycle



About Me



How Culture Shapes Learning?

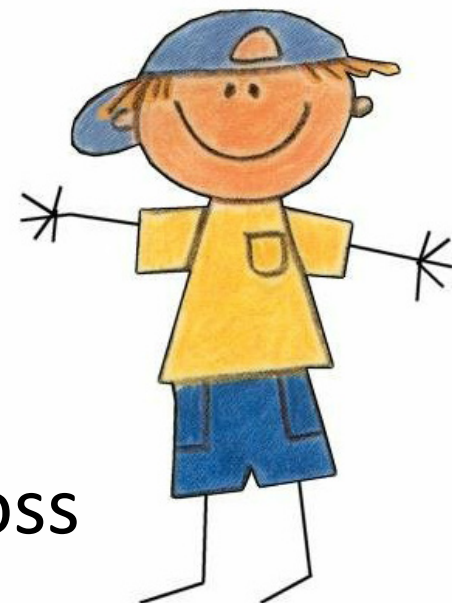


Culturally Responsive Teaching

42. George wanted something fun to read on his airplane ride. Point to the book he brought along with him.



Average learner



Myth of an Average Learner by Todd Ross

Unique Learner



How Unique Are We?

- Choose and share a:
 - Word (in any language😊)
 - Phrase/saying
 - Story
 - Movie
 - Drawing
 - Photo
 - Video
 - Song ... that best describes you!



Stop & Reflect

- How would you feel if you were forced to follow one format?



Video Describing Me



Two Approaches to Differentiation

- Retrofit
- Universal Design for Learning

	Retrofitted Differentiated Instruction	Universal Design for Learning
When	During instruction when the teacher notices the students' needs	When designing the curriculum
How	Make changes or adjustments to the curriculum	Builds resources and options into the curriculum

Adapted from IRIS Module <http://iris.peabody.vanderbilt.edu/di/chalcycle.htm>

Universal Design for Learning



Retrofitting

- Remodel existing instruction
- Fit student into existing instruction



Universal Design in Architecture

- Expensive to add cost nothing if designed in from the start, used by many



Universal Design for Learning

The term UNIVERSAL DESIGN FOR LEARNING means a scientifically valid framework for guiding educational practice that:

- (A) provides flexibility in the ways information is presented, in the ways students respond or demonstrate knowledge and skills, and in the ways students are engaged; and
- (B) reduces barriers in instruction, provides appropriate accommodations, supports, and challenges, and maintains high achievement expectations for all students, including students with disabilities and students who are limited English proficient.

Principles of UDL

- **Multiple Means of Engagement**
 - Learners engage in learning and practicing the content in varied and flexible ways.
- **Multiple Means of Representation**
 - Content is represented in varied and flexible ways to learners.
- **Multiple Means of Action and Expression**
 - Learners express what they know and can do with the content in varied and flexible ways.




Research Behind UDL



Brain Networks

Universal Design for Learning Guidelines

GO TO THE UDL GUIDELINES 

AFFECTIVE NETWORKS:
THE **WHY** OF LEARNING



Engagement

For purposeful, motivated learners, stimulate interest and motivation for learning.

RECOGNITION NETWORKS:
THE **WHAT** OF LEARNING



Representation

For resourceful, knowledgeable learners, present information and content in different ways.

STRATEGIC NETWORKS:
THE **HOW** OF LEARNING



Action & Expression

For strategic, goal-directed learners, differentiate the ways that students can express what they know.





UDL and Expert Learner

Purposeful & motivated

- Are eager for new learning and are motivated by the mastery of learning itself
- Are goal-directed in their learning
- Know how to set challenging learning goals for themselves
- Know how to sustain the effort and resilience that reaching those goals will require
- Monitor and regulate emotional reactions that would be impediments or distractions to their successful learning

Resourceful & knowledgeable

- Bring considerable prior knowledge to new learning
- Activate that prior knowledge to identify, organize, prioritize, and assimilate new information
- Recognize the tools and resources that would help them find, structure, and remember new information
- Know how to transform new information into meaningful and useable knowledge













Strategic & goal-directed

- Formulate plans for learning
- Devise effective strategies and tactics to optimize learning
- Organize resources and tools to facilitate learning
- Monitor their progress
- Recognize their own strengths and weaknesses as learners
- Abandon plans and strategies that are ineffective

Growth Mindset



UDL is NOT only about SPED

	Permanent	Temporary	Situational
Touch	 One arm	 Arm injury	 New parent
See	 Blind	 Cataract	 Distracted driver
Hear	 Deaf	 Ear infection	 Bartender
Speak	 Non-verbal	 Laryngitis	 Heavy accent

Inclusive
A Microsoft Design Toolkit



Sample UDL Strategies



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 (7)

- Optimize individual choice and autonomy (7.1)
- Optimize relevance, value, and authenticity (7.2)
- Minimize threats and distractions (7.3)

Provide options for Perception (1)

- Offer ways of customizing the display of information (1.1)
- Offer alternatives for auditory information (1.2)
- Offer alternatives for visual information (1.3)

Provide options for Physical Action (4)

- Vary the methods for response and navigation (4.1)
- Optimize access to tools and assistive technologies (4.2)

Build

Provide options for Sustaining Effort & Persistence (3)

- Heighten salience of goals and objectives (3.1)
- Vary demands and resources to optimize challenge (3.2)
- Foster collaboration and community (3.3)
- Increase mastery-oriented feedback (3.4)

Provide options for Language & Symbols (2)

- Clarify vocabulary and symbols (2.1)
- Clarify syntax and structure (2.2)
- Support decoding of text, mathematical notation, and symbols (2.3)
- Promote understanding across languages (2.4)
- Illustrate through multiple media (2.5)

Provide options for Expression & Communication (5)

- Use multiple media for communication (5.1)
- Use multiple tools for construction and composition (5.2)
- Build fluencies with graduated levels of support for practice and performance (5.3)

Internalize

Provide options for Self Regulation (6)

- Promote expectations and beliefs that optimize motivation (6.1)
- Facilitate personal coping skills and strategies (6.2)
- Develop self-assessment and reflection (6.3)

Provide options for Comprehension (4)

- Activate or supply background knowledge (3.1)
- Highlight patterns, critical features, big ideas, and relationships (3.2)
- Guide information processing and visualization (3.3)
- Maximize transfer and generalization (3.4)

Provide options for Executive Functions (4)

- Guide appropriate goal-setting (6.1)
- Support planning and strategy development (6.2)
- Facilitate managing information and resources (6.3)
- Enhance capacity for monitoring progress (6.4)

Goal

Expert learners who are...

Purposeful & Motivated

Resourceful & Knowledgeable

Strategic & Goal-Directed

Multiple Means of Engagement

- Provide options for recruiting interest
- Providing options for sustaining effort and persistence
- Provide options for self-regulation



Agenda

Name: _____

Date: _____

IDEAS Strategy + Technology Tool =
Ways to Become a Better Writer

Agenda:

- ☐ Introductions and Agenda
- ☐ Expectations and Key Words
- ☐ Persuasion and Writing
- ☐ Strategy: IDEAS
- ☐ Identify the Part!
- ☐ Label a Persuasive Essay
- ☐ Lesson Wrap-up

Key Terms:

- ☐ Plan: _____
- ☐ Strategy: _____
- ☐ Persuade: _____



Adjustable Levels of Challenge

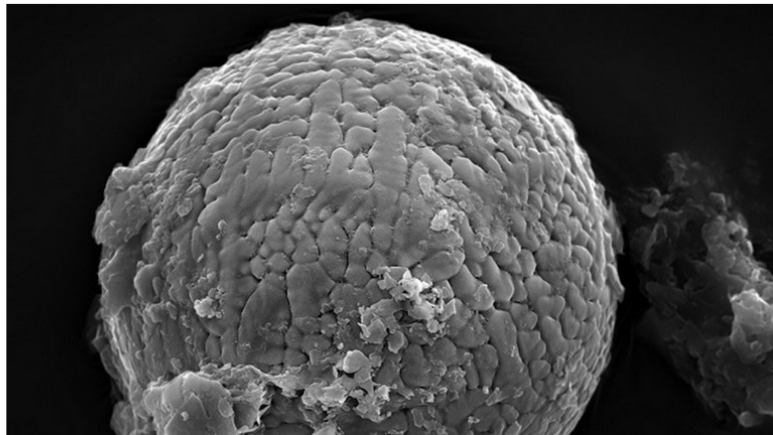
- NEWSELA <https://newsela.com>



Old space dust gives scientists a new view of the Earth's atmosphere

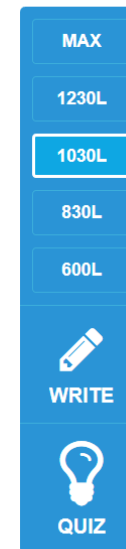
By Los Angeles Times, adapted by Newsela staff
05.23.16

Word Count **643**



One of 60 micrometeorites extracted from 2.7-billion-year-old limestone, from the Pilbara region of Western Australia.
Photo: Andrew Tomkins / Monash University

Every year, more than 3,000 tons of space dust falls to Earth. The dust is made of micrometeorites, which are tiny chunks of stone and metal.



Cooperative Learning

- From 5 minute in class exercises to big projects (e.g., [Jigsaw](#); Think-Pair-Share, Round Robin Brainstorming)
- Tools for collaboration (e.g., Padlet, Stormboard)
- Scaffolds and clear expectations
- Optional group work
- L1-L2 partners

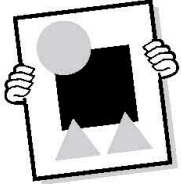


Individualist & Collective Cultures

INDIVIDUALISM	COLLECTIVIST
Focused on independence and individual achievement	Focused on interdependence and group success
Emphasizes self-reliance and the belief that you are supposed to take care of yourself to get ahead	Emphasizes reliance on the collective wisdom or resources of the group and the belief that group members take care of each other to get ahead
Learning happens through individual study and reading	Learning happens through group interaction and dialogue
Individual contribution and status are important	Group dynamics and harmony are important
Competitive	Collaborative
Technical/analytical	Relational

Self-monitoring and Self-reflection

I use pictures, drawings, and props.



1. still learning



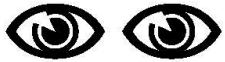
2. sometimes



3. almost always



I look at my audience.



1. still learning



2. sometimes



3. almost always



“One Minute Papers”

Progress charting

Name: _____		Date: _____	
My Self Monitoring Form			
	Today in Class...	I paid attention to my assigned work	Yes <input type="checkbox"/> No <input type="checkbox"/>
		I followed the classroom rules	<input type="checkbox"/> <input type="checkbox"/>
		I paid attention to my assigned work	<input type="checkbox"/> <input type="checkbox"/>
		I followed the classroom rules	<input type="checkbox"/> <input type="checkbox"/>
My Goal: I will check ____ Yeses.		I paid attention to my assigned work	<input type="checkbox"/> <input type="checkbox"/>
		I followed the classroom rules	<input type="checkbox"/> <input type="checkbox"/>
Total # of Yeses _____ that I checked today.		I paid attention to my assigned work	<input type="checkbox"/> <input type="checkbox"/>
		I followed the classroom rules	<input type="checkbox"/> <input type="checkbox"/>
Sign: _____ <div style="display: flex; justify-content: space-between;"> STUDENT TEACHER </div> <div style="text-align: center; margin-top: 10px;">PARENT</div>			

Multiple Means of Engagement

- Provide options for recruiting interest
- Providing options for sustaining effort and persistence
- Provide options for self-regulation



Multiple Means of Representation

- Provide options for perception
- Provide options for language, mathematical expression, and symbols
- Provide options for comprehension



Options for Perceptions



- Provide digital copies as well as hard copies of materials to allow students to manipulate them
- Pair written and auditory content/directions
 - Ask students to help!

Text-to-Speech / Translators

Use text in different formats

Tar Heel Reader - <http://tarheelreader.org/>

Natural Reader - www.naturalreaders.com

Built-in Accessibility



Translators

E.g., <http://www.babelfish.com>

Google Translate

Activate Background Knowledge

- 60 Second Recap (middle/high gr.)
<http://www.60secondrecap.com>



The screenshot shows a webpage for 'The Adventures of Huckleberry Finn' by Mark Twain. The page is designed to look like a corkboard with two pinned notes. The left note contains the book title, author, year (1884), a famous quote about slavery and language, the main character Huck Finn, and a 'The scoop:' section with a paragraph about the plot. The right note is titled 'Recaps for this Book' and lists four video recaps: 'Introduction: Huckleber...', 'Overview: Huckleberry F...', 'Plot: Huckleberry Finn', and 'Characters: Huckleberry...'. Each recap has a small video thumbnail.

> Back to [Classics Library](#)

The Adventures of Huckleberry Finn

Author: Mark Twain

Year: 1884

Famous for: Larger-than-life characters, a searing message about slavery, and language that may make you uncomfortable (so check out Recap 5).

Main character: Huck Finn, a boy with a knack for getting into (and out of) a whole lot of trouble.

The scoop:

School's a snooze-fest, your parents are getting you down, and all those rules and responsibilities are feeling like a drag. What do you do? You fake your own death, hook up with an escaped slave, and raft your way down the Mississippi River, naturally!

Ah, if only escape were so easy. Well, it is if you take your cues from the main character in Mark Twain's book, *The Adventures of*

Recaps for this Book

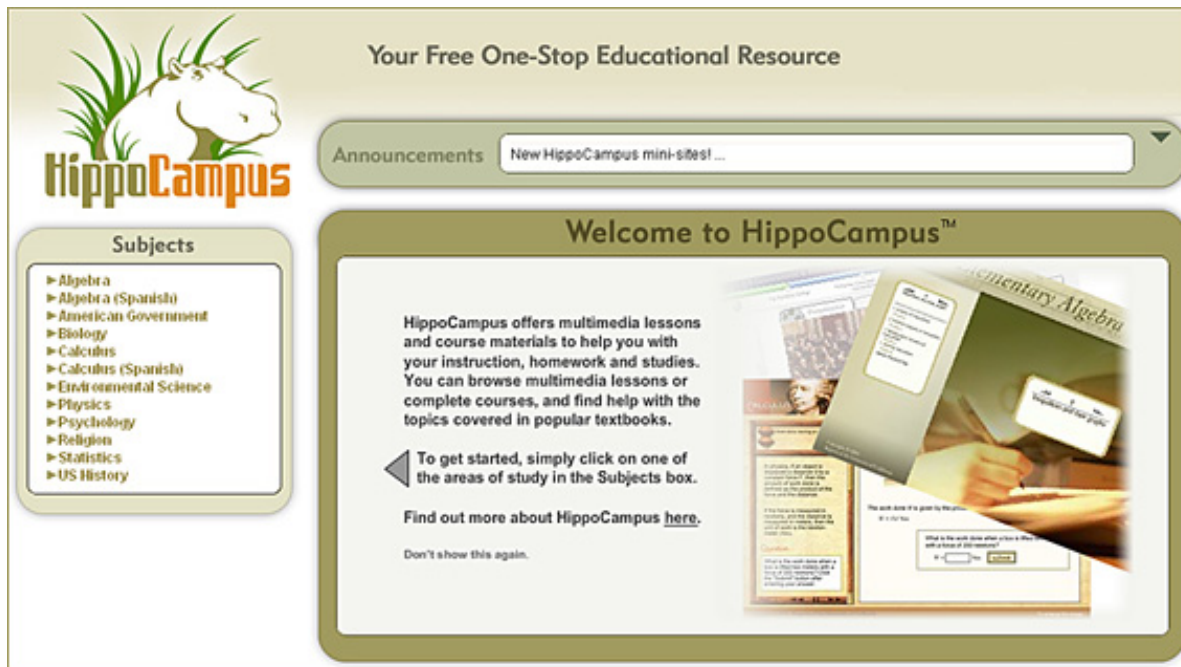
- Introduction: Huckleber...
- Overview: Huckleberry F...
- Plot: Huckleberry Finn
- Characters: Huckleberry...



- Use students as cultural resources

Content-specific Videos

- MathCasts.org
- HippoCampus.org
- Mathplayground.com



Virtual Manipulatives

❑ Virtual Manipulatives and Labs

- Utah Education Network (for science, social studies as well as other subject areas; K-12)

<http://www.uen.org/k12student/interactives.shtml>

❑ Virtual Museums & Field Trips

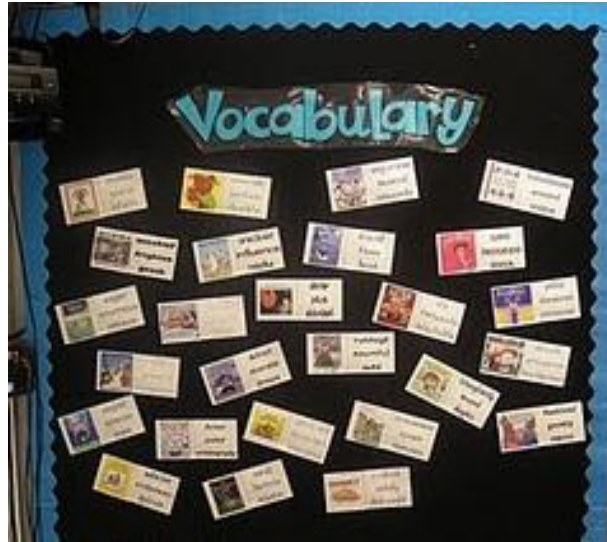
- <http://eduscapes.com/tap/topic35a.htm>

❑ Virtual Manipulatives

- <http://nlvm.usu.edu/> ([free trial](#))



Clarify Vocabulary



- Create bulletin board to post vocabulary (or Wordle)
- Ask students to draw, find, cut out, design images, use realia to represent vocabulary

Support Comprehension

Topic _____

date _____

<u>Know</u> What I <i>think</i> I know	<u>Wonder</u> What I <i>want to</i> know	<u>Learn</u> What I <i>learned</i>

Gradual Release of Responsibility



Multiple Means of Representation

- Provide options for perception
- Provide options for language, mathematical expression, and symbols
- Provide options for comprehension



Multiple Means of Action/ Expression

- Provide options for physical action
- Provide options for expression and communication
- Provide options for executive functions



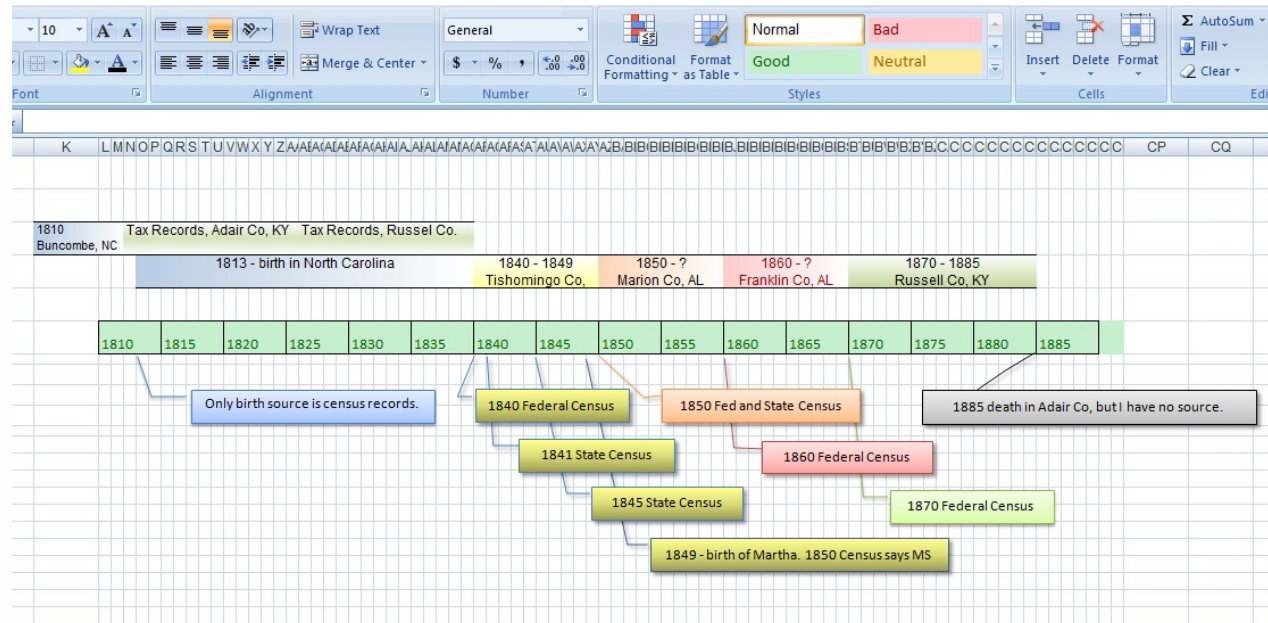
Provide Options for Physical Action

- ❑ Interactive quizzes in Excel

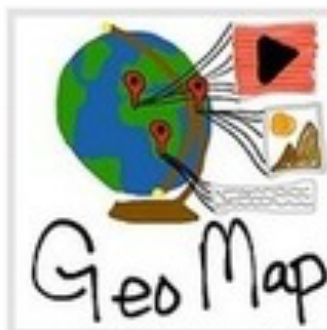
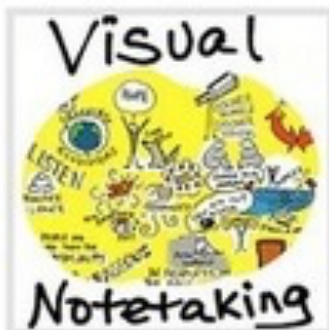
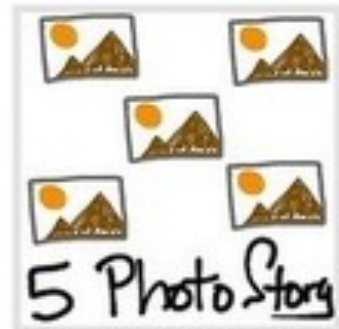
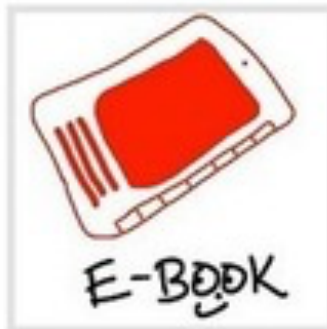
- ❑ Interactive PowerPoint Games

E.g., <http://www.csun.edu/science/ref/games>

- ❑ Timelines in Excel and Word; Human timelines

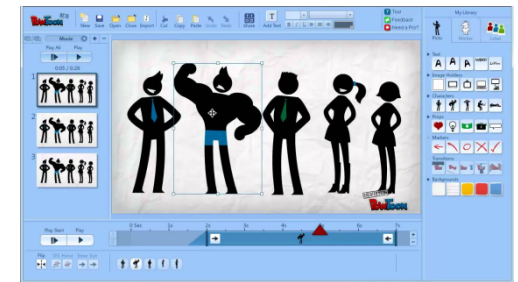


Provide Options for Expression



Alternatives to Communication

- Create role plays
- Create videos
- Voki avatars – <http://voki.com/>
- PowToon – <https://www.powtoon.com>
- Comic Strip Generator – <http://www.toondoo.com>



Story Starters

- Sentence starters
- Story starters
 - Video
 - Audio
 - Story starter cubes
- Speech-to-text/Recorders



Scaffolds

- ❑ Guided Notes, Reading Guides
- ❑ Work Exemplars & Rubrics
- ❑ Break Assignments
into Chunks with Feedback



Multiple Means of Action/ Expression

- Provide options for physical action
- Provide options for expression and communication
- Provide options for executive functions



Project WeGotIT!

1 Pick your goal: I will include 3 reasons and 3 examples.



2 Fill in the chart below. [Click here to see an example.](#)

Brainstorm: best dessert; flavors; choices; cold; delicious; many reasons to love			
	Main Points	Sentences	Check your work!
Identify your opinion	Best dessert	Ice-cream is the best dessert ever!	<input checked="" type="checkbox"/> I included my <u>opinion</u> . <input checked="" type="checkbox"/> I included <u>3 reasons</u> to support my topic. <input checked="" type="checkbox"/> I have as many <u>examples</u> as I planned to have in my goal.
Determine 1st reason	flavors	First, ice-cream comes in many flavors.	
Elaborate with examples	Different choices	For example, ice-cream can be vanilla or chocolate, so you can pick the one you like.	
Determine 2nd reason	chold	Also, it is cold.	<input checked="" type="checkbox"/> I have proper <u>transition words</u> . <input checked="" type="checkbox"/> I <u>summarized</u> my opinion.
Elaborate w/ example	Nice in the summer	To illustrate, it is good to have in the summer time to cool you off.	
Determine 3rd reason	Delicious	Finally, ice-cream is very delicious.	
Elaborate w/ example	Want more	Specifically, it is so delicious that you always want more.	
Add transition words as you go!			
Summarize	Many reasons to love	In conclusion, there are many reasons that ice-cream is the best dessert.	

3 Next, copy the text in the **orange** box.

4 Paste (A) the text into the box below. Read your essay and edit it. Click [here](#) to see how your final paragraph should look.

Ice-cream is the best dessert ever! First, ice-cream comes in many flavors. For example, ice-cream can be vanilla or chocolate, so you can pick the one you like. Also, it is cold. To illustrate, it is good to have in the summer time to cool you off. Finally, ice-cream is very delicious. Specifically, it is so delicious that you always want more. In conclusion, there are many reasons that ice-cream is the best dessert.

5 Evaluate:

- How many words do I have in my essay? 74
- How many sentences do I have in my essay? 8
- How many reasons do I have in my essay? 3
- How many examples do I have in my essay? 3
- Do all my sentences make sense? Choose an item.

☐
☐
☒
- How do I feel about my essay:

☐
☐
☒
- My next goal is: I will include 3 reasons and 3 examples.

Feedback: You've included _____ transition words _____ in your essay, which makes you a great writer!

Activity

- UDL is NOT all about technology:
- How could you support
 - Multiple means of engagement
 - Multiple means of representation
 - Multiple means of action/expressionwith ...



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 (7)

- Optimize individual choice and autonomy (7.1)
- Optimize relevance, value, and authenticity (7.2)
- Minimize threats and distractions (7.3)

Provide options for Perception (1)

- Offer ways of customizing the display of information (1.1)
- Offer alternatives for auditory information (1.2)
- Offer alternatives for visual information (1.3)

Provide options for Physical Action (4)

- Vary the methods for response and navigation (4.1)
- Optimize access to tools and assistive technologies (4.2)

Build

Provide options for Sustaining Effort & Persistence (8)

- Heighten salience of goals and objectives (8.1)
- Vary demands and resources to optimize challenge (8.2)
- Foster collaboration and community (8.3)
- Increase mastery-oriented feedback (8.4)

Provide options for Language & Symbols (2)

- Clarify vocabulary and symbols (2.1)
- Clarify syntax and structure (2.2)
- Support decoding of text, mathematical notation, and symbols (2.3)
- Promote understanding across languages (2.4)
- Illustrate through multiple media (2.5)

Provide options for Expression & Communication (5)

- Use multiple media for communication (5.1)
- Use multiple tools for construction and composition (5.2)
- Build fluencies with graduated levels of support for practice and performance (5.3)

Internalize

Provide options for Self Regulation (3)

- Promote expectations and beliefs that optimize motivation (3.1)
- Facilitate personal coping skills and strategies (3.2)
- Develop self-assessment and reflection (3.3)

Provide options for Comprehension (6)

- Activate or supply background knowledge (6.1)
- Highlight patterns, critical features, big ideas, and relationships (6.2)
- Guide information processing and visualization (6.3)
- Maximize transfer and generalization (6.4)

Provide options for Executive Functions (4)

- Guide appropriate goal-setting (4.1)
- Support planning and strategy development (4.2)
- Facilitate managing information and resources (4.3)
- Enhance capacity for monitoring progress (4.4)

Goal

Expert learners who are...

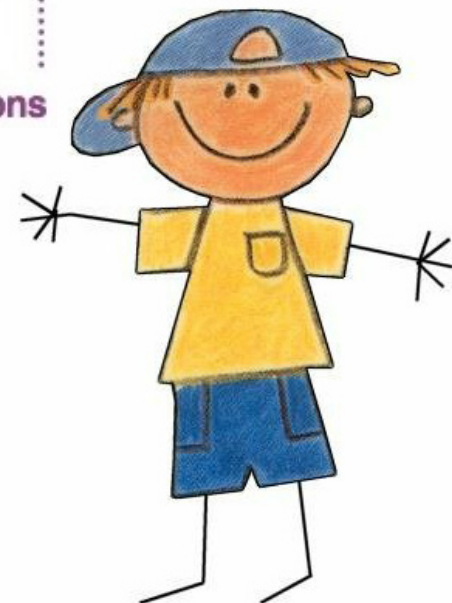
Purposeful & Motivated

Resourceful & Knowledgeable

Strategic & Goal-Directed

UDL Exchange

udlexchange.cast.org



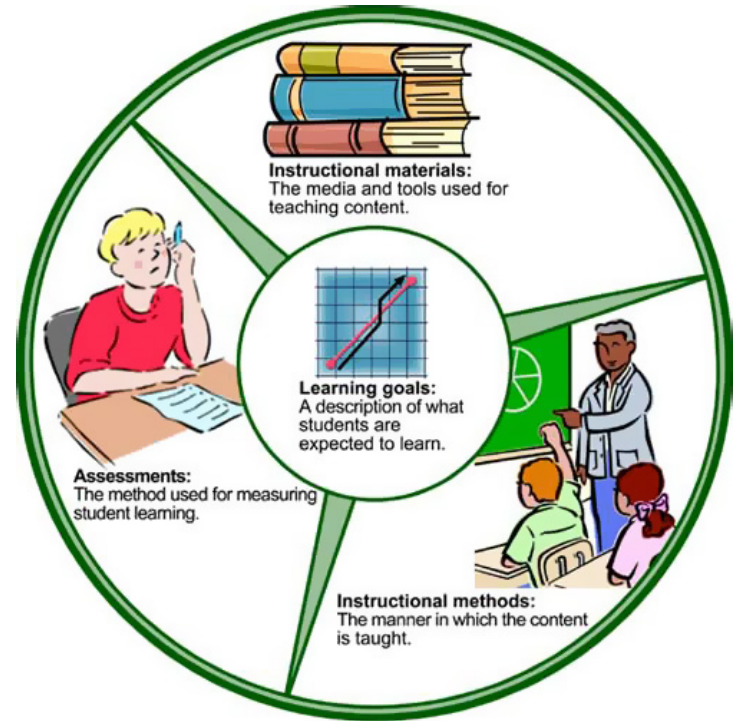
UDL Design Cycle



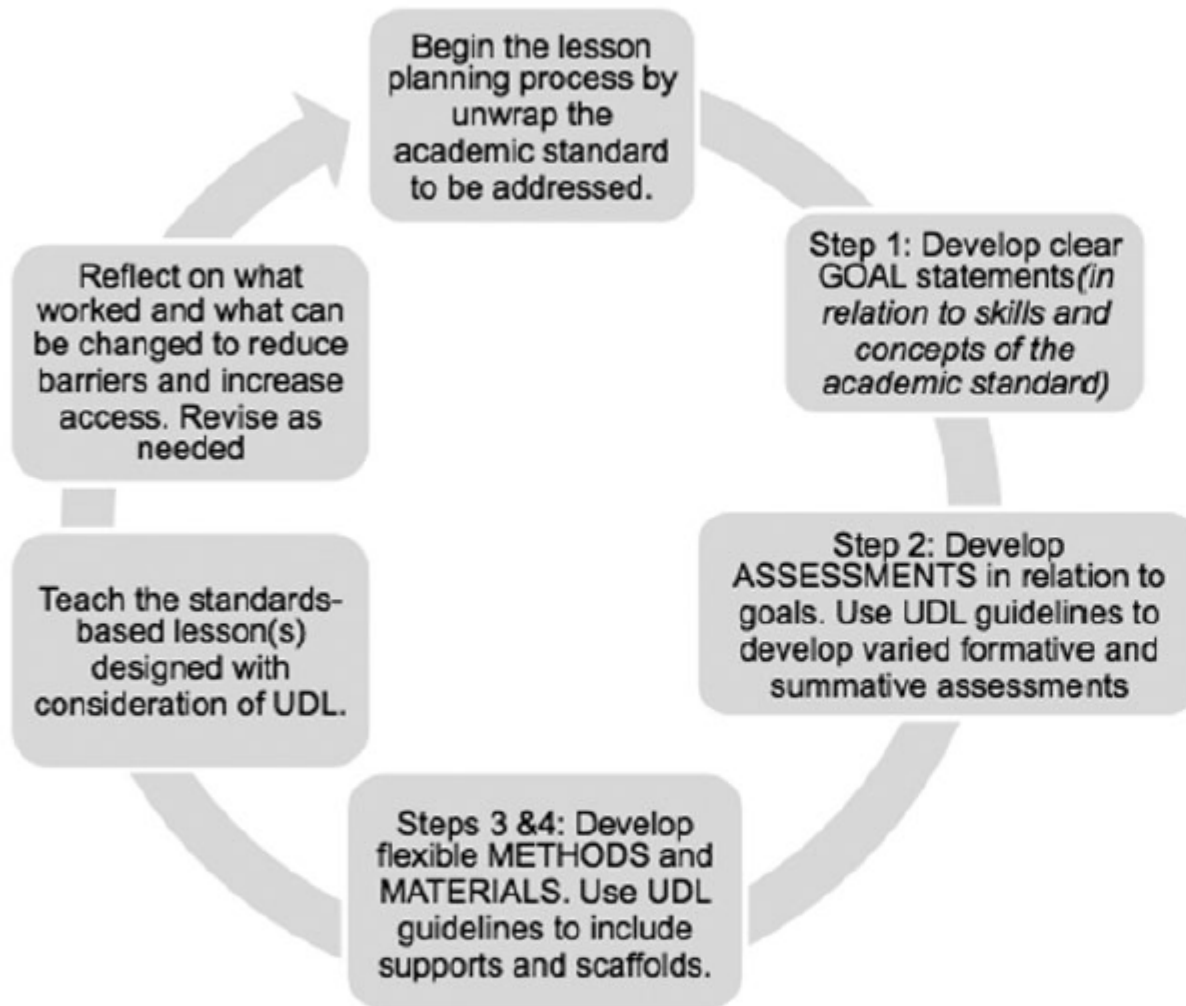
Apply UDL Principles to ...

- 4 Curriculum Components

1. Learning Goals
2. Instructional Materials
3. Instructional Methods
4. Assessment



UDL Design Cycle



Intentional,
proactive
design
considering
learner
variability
and existing
barriers

UDL SMART Goals

Specific

Attainable

Time-bound

Measurable

Result-Oriented

Flexible

- *E.g., By the end of the unit, given models and prompts as needed, learners will contrast the points of view of three characters in X as measured by a descriptive rubric.*

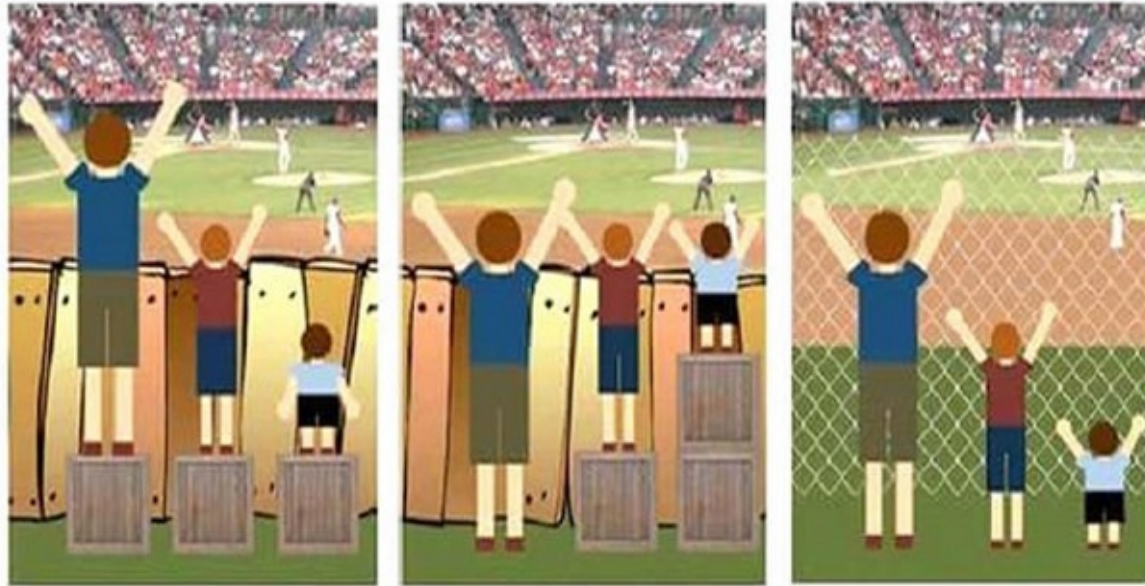


Self-Reflection THINK-PAIR-SHARE

In your learning environment ...

*This presentation makes me want to include ... as part
of my instruction.*

Equality – Equity – UDL



Take Your Time!

Just take one step at a time...



That's really all you can do...

Noetic Alchemy

Remember!



Questions & Answers



Anya Evmenova, Ph.D.

aevmenov@gmu.edu

