Universal Design for Learning (UDL)

The ACCESS Project
- Universal Design for Learning (UDL)
- Funded by U.S. Dept. of Education, Office of Postsecondary Ed.
- Winner of 2008 N. Preston Davis Group Award for Instructional Innovation
- Partnering with The Institute for Learning and Teaching (TILT), College of Natural Sciences, CVMBS

Defining UDL
"Universal Design for Learning is a set of principles and techniques for teaching, classroom instruction, technology, and accessible course materials."
Applying the 3 principles

- **Present** information and concepts in multiple ways and in a variety of formats.
- Allow students multiple ways to **express** their comprehension and mastery of a topic.
- Encourage students to **engage** with new ideas and information in multiple ways.

**UDL is not**

- A “silver bullet” for education
- A one-size-fits-all solution
- A set of rules for accessibility
What can UDL accomplish?

- Cast a wider net to “catch” a more diverse set of learners
- Make learning more active and engaging
- Make learning and the materials of instruction accessible and usable by more students
- Help reduce the need for individual accommodations

Concurrent Sessions

1. Creating an Inclusive Learning Environments with UDL
2. Universally Designed Course Materials