

Universal Design for Learning (UDL) Principles Observations



Principles	Description	Observations
<p>1. Engagement</p> <p>Provide multiple ways to engage and/or motivate students to learn.</p>	<ul style="list-style-type: none"> • Provide options for recruiting interest by optimizing individual choice, increasing relevance and authenticity while minimizing threats or distractions. • Provide options for sustaining effort by fostering collaboration, supporting community development, varying demands and resources, and making goals prominent. • Provide options for self regulation by facilitating personal coping skills, self-assessment, and reflection. 	
<p>2. Representation</p> <p>Provide multiple ways or access points to present information to students.</p>	<ul style="list-style-type: none"> • Provide options for perception (e.g. by offering alternatives for auditory and visual information). • Provide options for language & symbols (e.g. by clarifying vocab, promoting understanding across language, and illustrating through multiple media). • Provide options for comprehension (e.g. by activating background knowledge and guiding information processing and visualization). 	
<p>3. Action & Expression</p> <p>Provide multiple means and options for students to express what students know</p>	<ul style="list-style-type: none"> • Provide options for physical action (e.g. by varying the methods for response and navigation). • Provide options for expression & communication (e.g. by using multiple tools for construction and composition and scaffolded support). • Provide options for executive functions (e.g. by guiding appropriate goal-setting). 	

Source: Modified from CAST (2018), Universal Design for Learning Guidelines, Version 2.2 graphic organizer found at <http://udl.guidelines.cast.org>

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