

2017 Teacher Leader Summit 1st Draft

Universal Design for Learning (UDL)- A Hands on Approach

Employer:

LATI Central and South Central AT Centers

Presenters:

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The Session Description:

Learn how to create engaging learning environments by utilizing Universal Design for Learning (UDL) and Assistive Technology (AT). Participants will engage in a hands-on exploration of UDL principles and current AT tools by examining multiple examples of differentiation.

Session Objectives:

- Provide an overview of Assistive Technology and the Universal Design for Learning Framework
- Provide a hands-on exploration of activities created with UDL principles and sample current AT tools
- Provide multiple examples of differentiation using UDL principles and AT

What specifically will participants be able to do as a result of session?

Participants will be able to apply UDL principles to create flexible instructional environments that provide access and reduce barriers for **ALL** students.

Presentation Frame:

Beginning: Why UDL and AT		
AT Overview Whole Group Engage	15 min	<ul style="list-style-type: none"> • Challenge perceptions • ESSA and UDL • Define UDL and AT
Middle: Hands on		
AT Exploration Rotating Groups Explore Explain Elaborate	60 min	<ul style="list-style-type: none"> • Participants rotate through three UDL inspired stations. • Led by AT Facilitators, each station will provide multiple activities employing UDL principles and multiple examples of current AT tools. <p>Stations:</p> <ol style="list-style-type: none"> 1. The WHAT of learning: how to present information/content in different ways <ol style="list-style-type: none"> a. Perception: customizing display of information b. Language/Expressions/Symbols: clarify vocab; embed support for vocab c. Comprehension: guide information processing, visualizations, manipulation 2. The HOW of learning: differentiating the ways students show what they know <ol style="list-style-type: none"> a. Physical Action: methods of response/navigation b. Expressive Skills and Fluency: multiple media, tools for construction c. Executive Function: guide strategy development for planning, managing, and monitoring information/resources

		<p>3. The WHY of learning: stimulating interest and motivation for learning</p> <ol style="list-style-type: none"> Recruiting Interest: <i>optimize choice, autonomy, relevance, value, authenticity</i> Sustaining Effort and Persistence: <i>optimize challenge, vary demands/resources, foster collaboration/communication, increase mastery oriented feedback</i> Self-regulation: promote expectations/beliefs, optimize motivation, facilitate coping skills/strategies, self-assessment/reflection
End: Review & Reflect		
AT Reflection Whole Group <i>Elaborate</i> <i>Evaluate</i>	15 min	<ul style="list-style-type: none"> Review UDL and AT Answer questions Reflection: Answer Garden Closing thoughts Video

All presentation and resources will be provided here: [UDL SymbolooEDU Webmix](#)

Resource Links:

UDL Exchange: <http://udlexchange.cast.org/home>

UDL Guidelines Ex w/ Links: <https://sites.google.com/site/udlguidelinesexamples/>

UDL Interactive Wheel: <http://udlwheel.mdonlinegrants.org/>