



Universal Design for Learning: Planning for ALL Learners!

Foundation for Educational Administration Conference Center

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Workshop Website: <http://udlpd.weebly.com/>

Workshop Goal: This session will provide awareness training to learn the principles of the Universal Design for Learning Framework and the implications for instruction for all students, particularly students with disabilities. Presenters will be from the Center for Applied Special Technology (CAST), the organization for educational research and development working to expand the learning opportunities of all students through Universal Design. Attendees will gain an introduction to the theory and practice of Universal Design for Learning and see the connections both to instruction and assessment.

Workshop Objectives:

- Examine the history of Universal Design and Universal Design for Learning.
- Examine the principles of Universal Design for Learning (UDL) and applications for teaching and learning.
- Describe the connection between neuroscience, brain research, and education.
- Understand the principles of UDL and how to engage learners in lessons.
- Explore the Educator Checklist in to identify specific tools to provide flexible options in classrooms.
- Describe barriers to learning in methods, materials, goals, and assessments.
- Evaluate a lesson and use UDL principles to improve that lesson

UDL Overview

UDL at a Glance

<http://www.youtube.com/watch?v=bDvKnY0g6e4>

Historical Roots

Why learn about UDL?

Learner Variability

<http://udlseries.udlcenter.org/categories/explore.html>

<https://www.youtube.com/watch?v=8WCInVjCEVM>

Brain Rules

Brain Rules: <http://www.brainrules.net/>

Stress and the Brain: <http://www.edudemic.com/stress-affects-brain-learning/>

Brain Rule #8: <https://www.youtube.com/watch?v=S6Xq7CMOH1k>

How is UDL applied in classrooms?

UDL Guidelines structure and resources

<https://sites.google.com/site/udlguidelinesexamples/>

The Affective Network/Multiple Means of Engagement

- <http://www.udlcenter.org/aboutudl/udlguidelines/principle3>
- Motion Math: <https://www.youtube.com/watch?v=hmm0D90vcYI>

The Recognition Network/Multiple Means of Representation

- <http://www.udlcenter.org/aboutudl/udlguidelines/principle1>
- Aurasma Channel: <http://auras.ma/s/Y6llN>
- Tools
 - Google Storybuilder: <http://docsstorybuilder.appspot.com/>
 - WISC Online: <http://www.wisc-online.com/>
 - Hippocampus: www.hippocampus.org
 - TedEd: <http://ed.ted.com/>
 - Instagrok: www.instagrok.com
 - Visuwords: www.visuwords.com
 - Pinterest: <http://www.pinterest.com/aacpsoit/>

The Strategic Network/Multiple Means of Action and Expression

- <http://www.udlcenter.org/aboutudl/udlguidelines/principle2>
- Tools
 - <http://storybird.com/>
 - www.animoto.com
 - <http://www.toondoo.com>
 - <http://www.only2clicks.com/pages/lpkatz>
- Charles Limb research on creativity and the brain: <http://www.npr.org/2014/10/03/351549673/what-does-a-creative-brain-look-like>

Crosswalk with Danielson and UDL Connections

<http://goo.gl/yzGX0Z>

Debrief/Discussion in Groups

- How do I apply this to my practice?
- What will you share with colleagues?
- What steps will you take to share your learning with others?