- 1. Download the TurningPoint app!
- 2. Enter Session ID: UDL4ECU



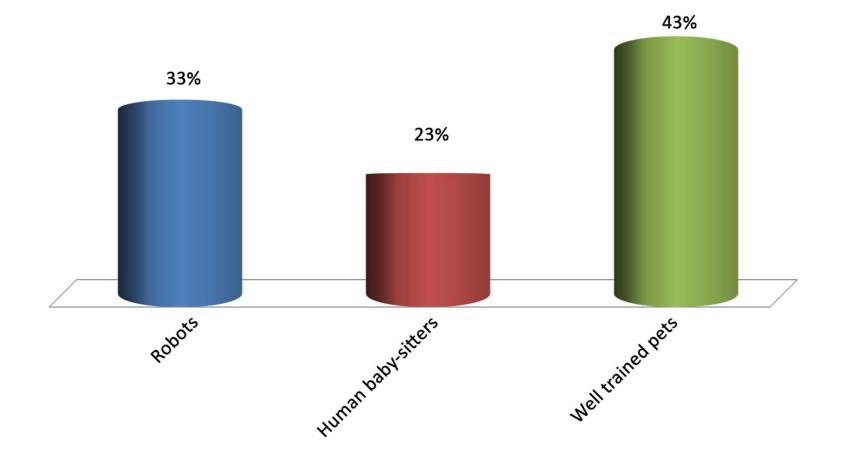
#### **Turning**Point

3. Answer the check-in question

# In 2030, who will people trust more with their children?

- A. Robots
- **B.** Human baby-sitters
- C. Well trained pets

#### **Check-in Results**



#### One word to describe Universal Design

## ORANGE BROWN RED MAROON TEAL OLIVE WHITE BLACK GREEN PURPLE YELLOW



**Turning**Point

#### Who has used one of these?





#### Or one of these?









### Universal Design



for Learning





# **#1**

# UDL benefits everyone!



#### You are not alone!







ECU.

#### Universal Design for Learning









#### Universal Design for Learning



Provide multiple means of **Action & Expression** 

Strategic Networks The "HOW" of learning





#### Relevance... Why is it worth knowing?

# Provide multiple means of **Engagement** ->

Affective Networks The "WHY" of learning





#### Get them hooked



Keep them hooked

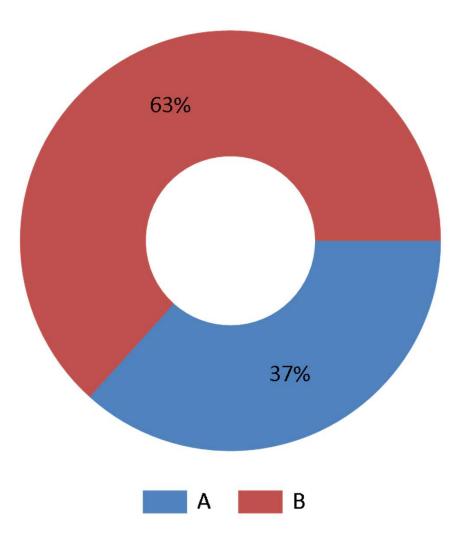


#### Get them hooked

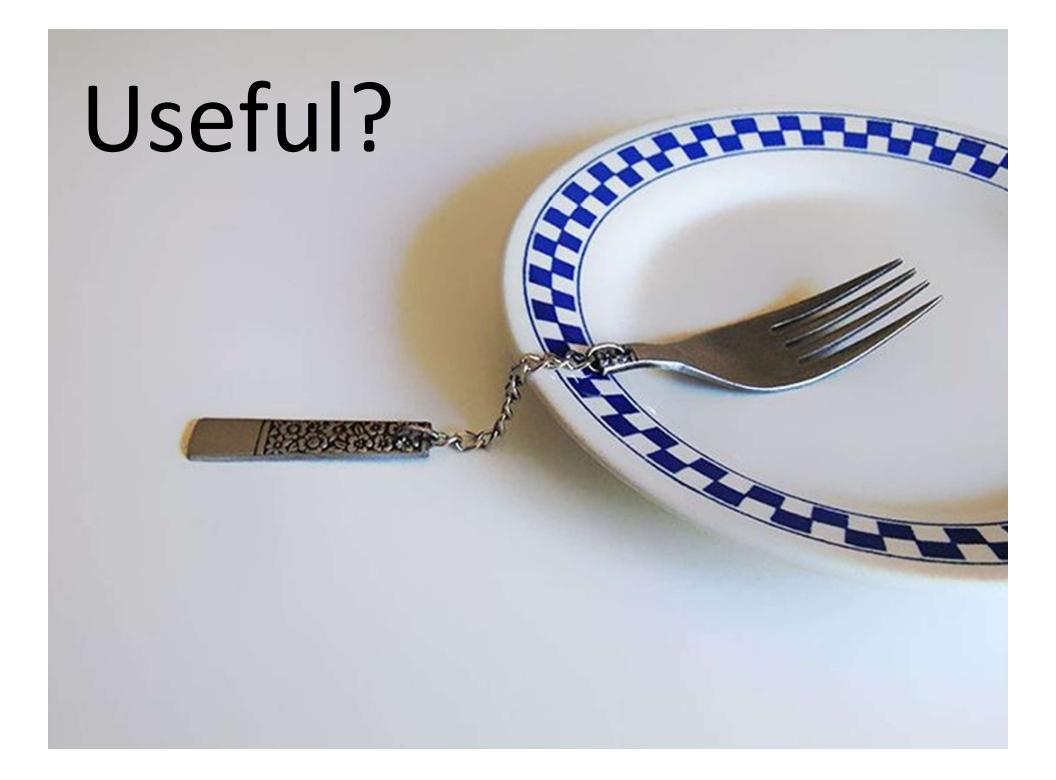


# Do you use clickers to increase engagement?

A.Yes! B.Not yet.







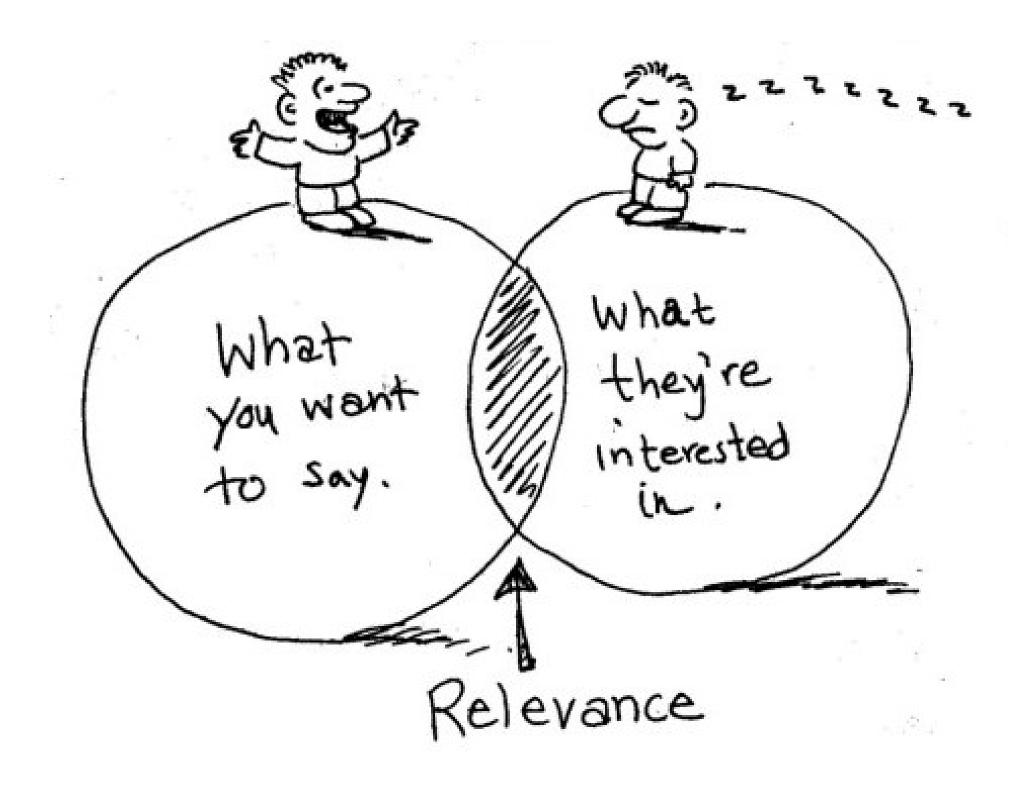


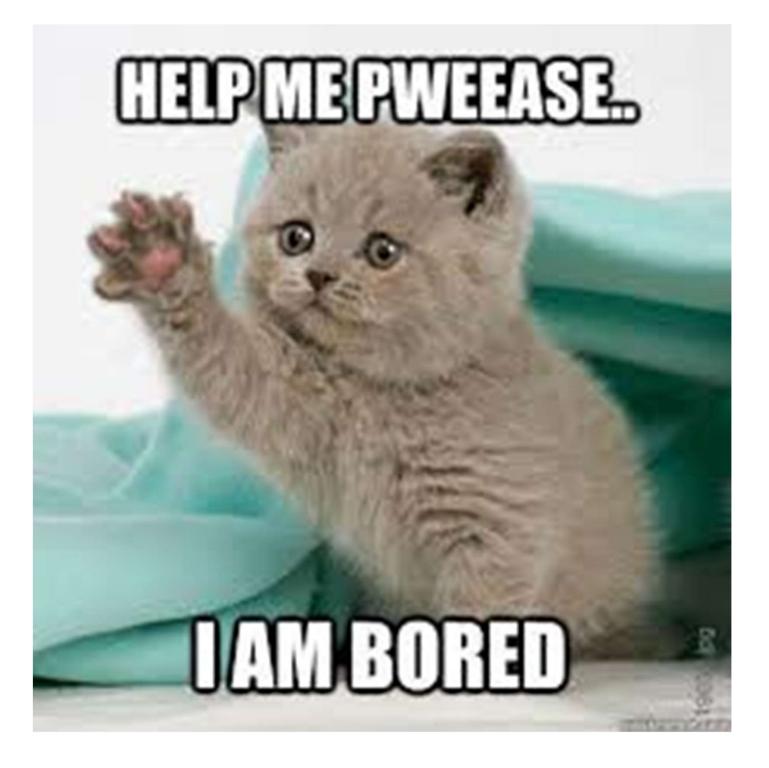




#### Meaningful Context

# YOU HAVE DIED OF DYSENTERY





#### **Course Design Matters**









#### Hours of Engagement



\* Study of 70,000 courses over 927 institutions with 3,374,462 students



# Provide multiple means of **Representation** $\Rightarrow$

Recognition Networks The "WHAT" of learning







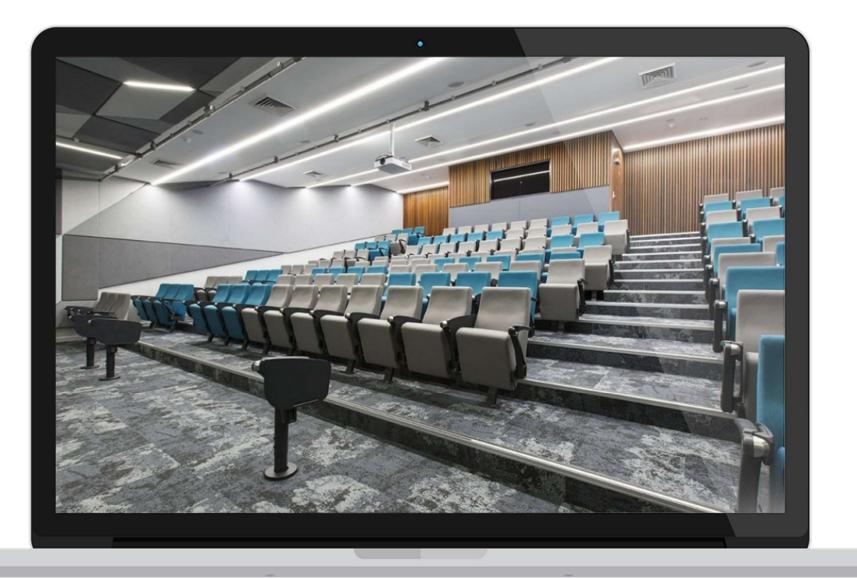


# The future is



# n the margins

#### Assignment 1: Watch the video and take the quiz







Discuss what you learned from this video with the people next to you.

## Volunteers?

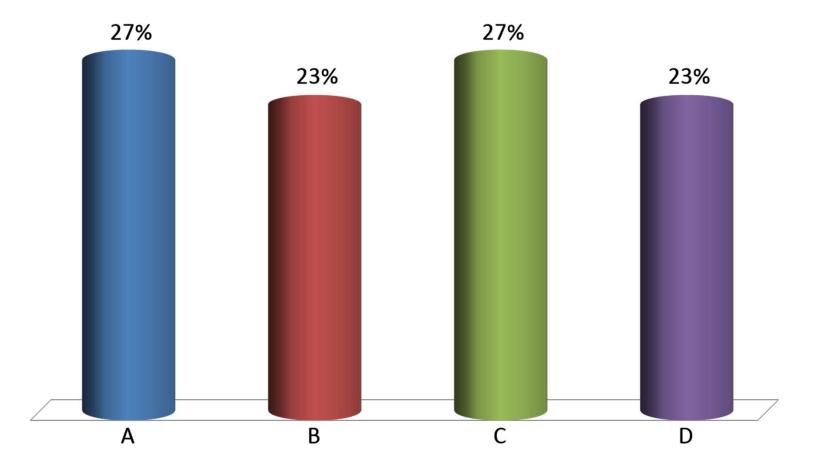


#### What was the topic of the video?

37

A. The moon's gravity B. Eukaryotic Cells C. Plant Cells D. Cell Walls

### What was the topic of the video?

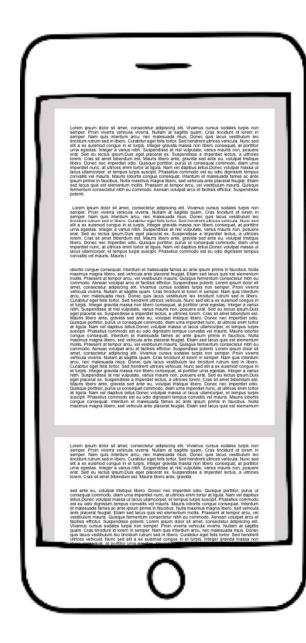


# Provide multiple means of **Representation** $\Rightarrow$

Recognition Networks The "WHAT" of learning



# Mobile Friendly?

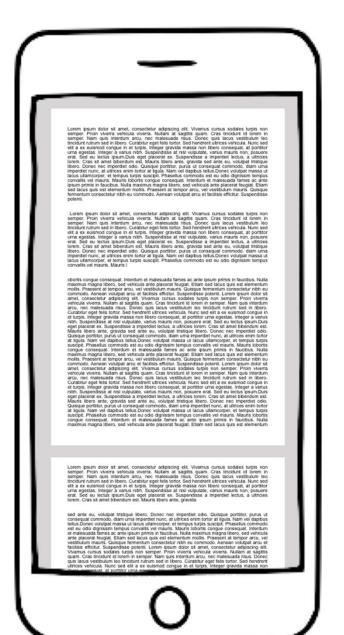


ePub HTML

**HTML &** ePub are easy to read on smaller screens!









#### UDL Guidelines - Educator Checklist Version 2

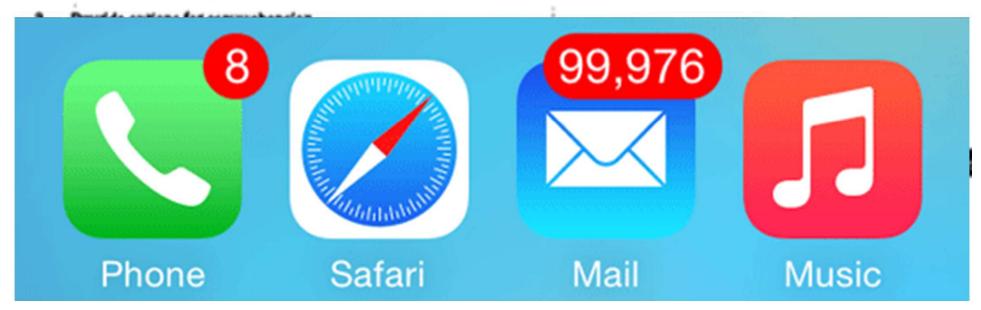
#### I. Ereride Multiple Means of Bebresentation.

#### 1. Provide options for perception

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

#### 2. Provide options for language, mathematical expressions, and symbols

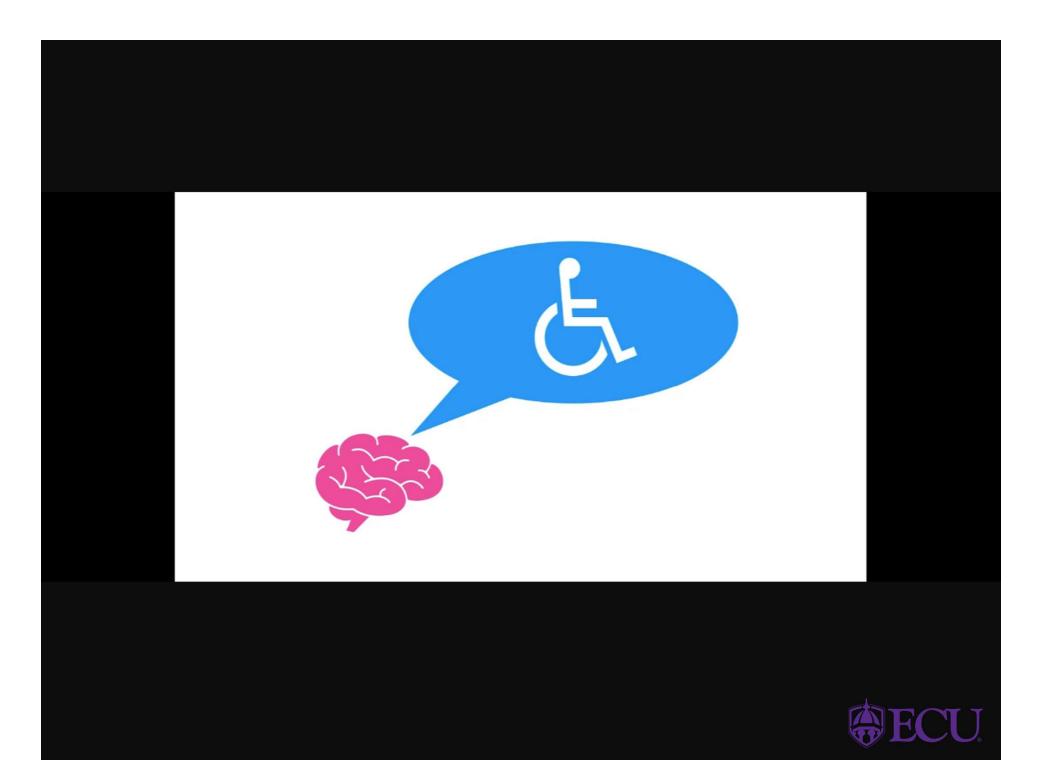
- 2.1 Clarify vocabulary and symbols
- 2.2 Clarify syntax and structure
- 2.3 Support decoding of text, and mathematical notation, and symbols
- 2.4 Promote understanding across language
- 2.5 Illustrate through multiple media



### Blackboard







# **UDL** Tools







#### their students achieve learning complex to

🍮 🕅 🖌 🌒 00:22 / 02:13

Overview Transcript View Offline Exercise Files

- Hi, I'm Karin Hutchinson. I'm an experienced elementary and middle school teacher and I run a popular math tutoring website. I specialize in a process of planning and teaching complex topics to accommodate a wide range of student needs. This course is designed for anyone who wants to help their students achieve success learning complex topics. I will show you how to systematically unpack the curriculum that students find most challenging, and then turn these topics into engaging and effective classroom lessons.

I'll start by showing you how to backwards plan any complex unit of study. You will learn how to identify exactly what students must know and do, and then you'll use this information to plan daily lessons that align directly with your assessments and content standards. Next I'll explore the principles of universal design for learning, a system designed to help you develop curriculum that gives all students equal opportunities to learn. We'll explore different strategies for developing vocabulary and background knowledge, and I'll show you how to craft lessons that appeal to visual, auditory, and kinesthetic learners.

We'll then explore strategies of engagement that helps students stay motivated throughout your lessons. You'll discover how to give students more choice in their learning, how to write authentic tasks that pique students' interest, and how to add a little fun with gamification leveling. I'll show you ways to give students more autonomy and control of their learning using







## Texting is a brilliant way to miscommunicate how you feel, and misinterpret what other people mean.

~ The Internet



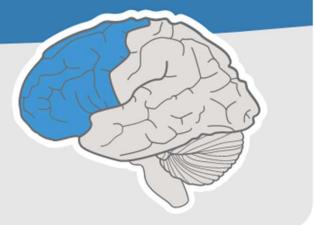


# voicethread

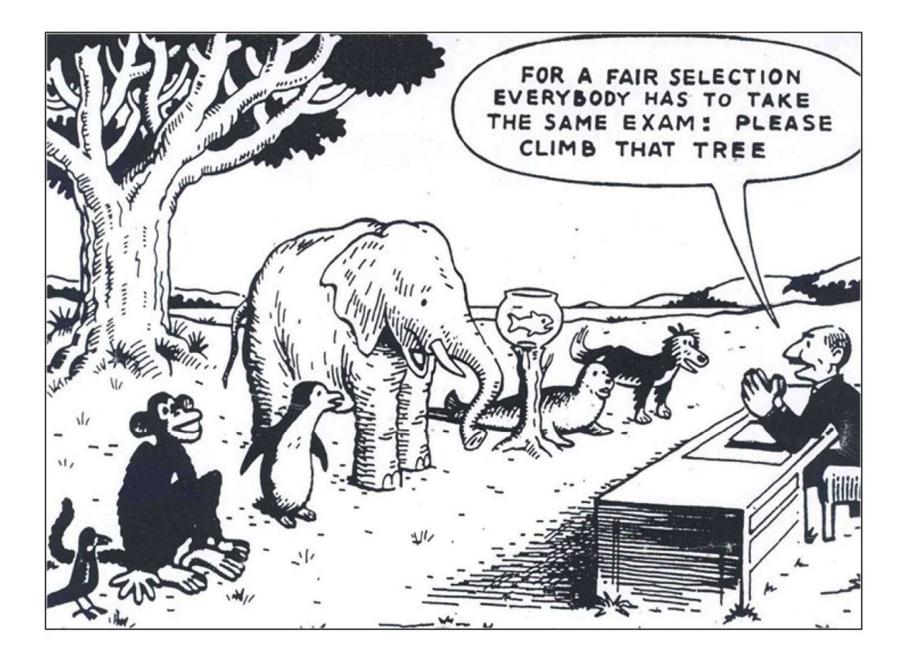


# Provide multiple means of **Action & Expression**

Strategic Networks The "HOW" of learning

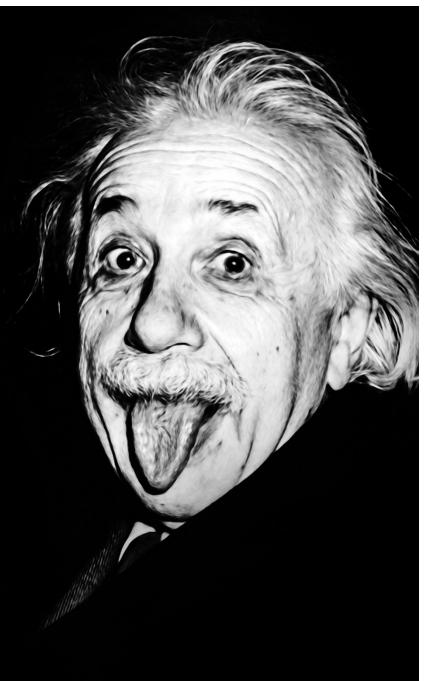




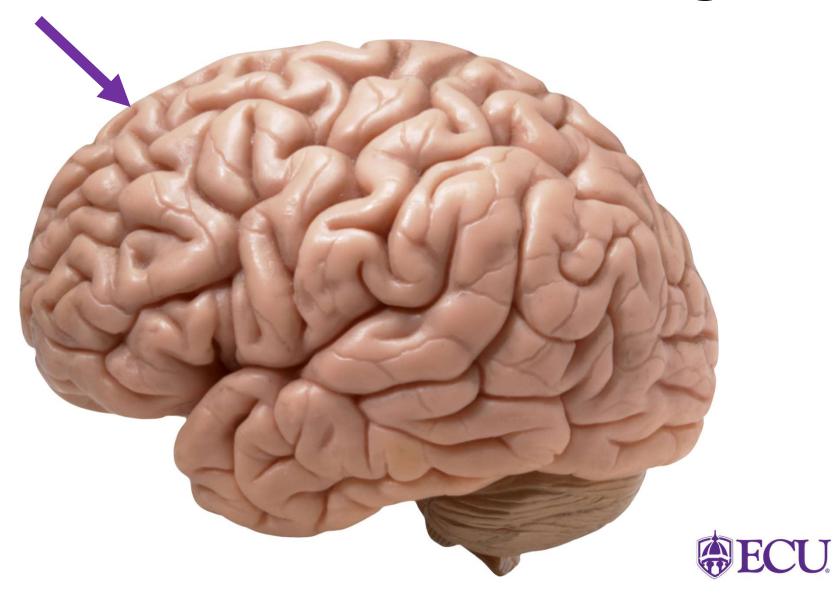


"Everybody is a genius. But if you judge a fish by its ability to climb a tree, it will live its whole life believing that it is stupid."

~ Albert Einstein



## **Executive Functioning**



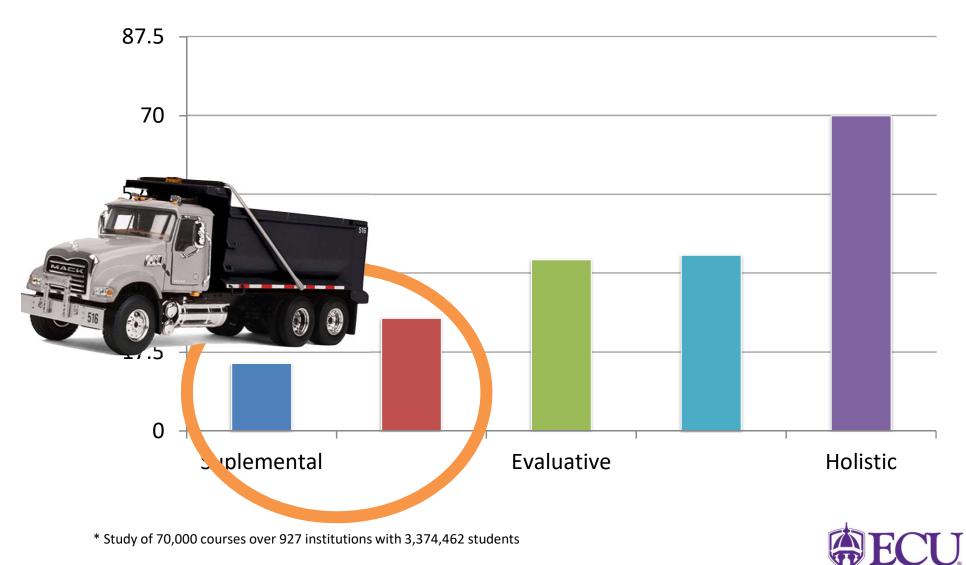
### Organization



# Blackboard



# Content Dump!

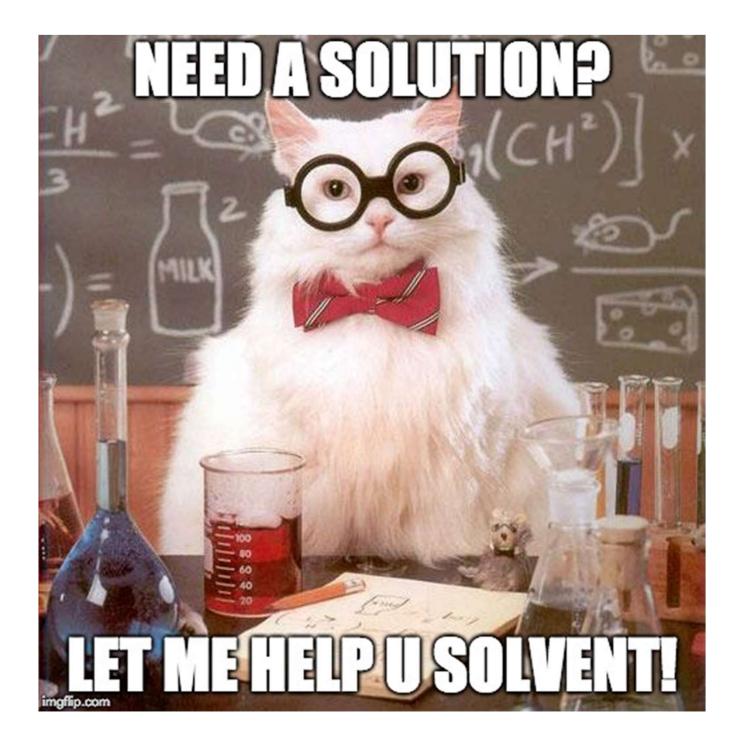


### **Course Documents Folder**



### Poor Organization =





## What is UDL to you?

OLIVE BLACK GRAY GREEN BLUE WHITE