Teaching Framework: Universal Design for Learning (UDL)

References


Description: UDL is framework for or creating instructional goals, methods, materials, and assessments that works for all students as opposed to using a one-size-fits-all approach. The framework includes three primary guiding principles:

- **Principle 1: Multiple Means of Representation:** Teachers present content and develop instructional activities using various approaches considering the unique strengths and needs of the students in the classroom when making decisions about how to do so.

- **Principle 2: Multiple Means of Action and Expression:** Students participate in learning activities in various ways and have multiple options for expressing their thoughts and ideas.

- **Principle 3: Multiple Means of Engagement:** Teachers consider various ways to motivate and inspire students to increase their active engagement during instructional activities.

A concise definition of Universal Design for Learning was provided by the Higher Education Opportunity Act of 2008, which stated:

The term UNIVERSAL DESIGN FOR LEARNING means a scientifically valid framework for guiding educational practice that:

(A) provides flexibility in the ways information is presented, in the ways students respond or demonstrate knowledge and skills, and in the ways students are engaged; and

(B) reduces barriers in instruction, provides appropriate accommodations, supports, and challenges, and maintains high achievement expectations for all students, including students with disabilities and students who are limited English proficient.