

Universal Design For Learning

Education

Designing a lesson so fewer individual adjustments are needed later.

Three principles: multiple means of engagement, representation and action.

In practice

Offer the same content in text and diagram

Allow the answer spoken, written or drawn

Provide captions and transcripts by default

Make the success criteria explicit for everyone

Build in choice of how, not of whether

Read carefully

Multiple means is not learning styles

The evidence base is thinner than the adoption

Choice can add load if it is unstructured

It reduces adjustments, it does not remove them

It is a design framework, not an intervention

Educational reference. UDL is widely adopted and weakly evidenced as a package, though several of its individual practices have support of