Universal Design for Learning

| Brain | Affective | Recognition | Strategic |
|-------------|---|---|--|
| UDL | Engagement (Why) | Representation (What) | Action & Expression (How) |
| Internalize | <u>Self-regulation:</u> Optimize Motivation Self-assessment Reflection Coping | Comprehension: Big Ideas Background knowledge Relationships Connections | Executive Function: Goal setting Planning Monitor progress |
| Process | Sustain Effort: Improve collaboration Increase feedback Optimize challenge | Language: Vocabulary Structure Notation Decoding | Communication: Multimedia Multiple tools Build fluencies through practice |
| Access | Recruit Interest: • Identify relevance • Provide choice for access • Minimize distractions | <u>Perception:</u> Offer display alternatives Offer auditory / visual options | <u>Physical Action:</u> Vary Tools for Methods and Navigation |