# UDL Framework to Support Effective Practices





# **Universal Design for Learning (UDL)**

# **Description:**

Universal Design for Learning is a research-based framework that addresses learner diversity at the beginning of the design or planning effort. Using UDL to design academic goals and curriculum has the potential to dramatically change how we teach, how students engage in learning, and how we measure what students learn. Using UDL principles allows us to embed flexibility into all aspects of instruction from the beginning, rather than trying to retrofit a rigid curriculum, set of instructional materials, or test for each student who happens to learn a different way. Educators should provide multiple ways to access resources and content, so learners are given the opportunity to take charge of their engagement in learning.

### **Related Resources:**

#### **UDL Curriculum Toolkit**

This open-source web application is designed to support the creation of interactive, multimedia curricula according to the principles of Universal Design for Learning. (<u>udl-toolkit.cast.org/home</u>)

#### **Toolkit on UDL**

Instructional Practice Resources—This site provides links to current information on topics related to UDL (<u>osepideasthatwork.org</u>)

#### Free Learning Tools from CAST

are designed and tested as part of CAST's research projects to help educators, parents, and students experience the power of flexible learning environments. To access these tools on the site, select "Our Work" on the top bar and scroll to Free Learning Tools. (<u>cast.ora</u>)

## **UDL Series: CAST Professional Learning**

This site offers free webinars (both upcoming and archived) that focus on a variety of topics related to UDL and learner variability, lesson design, UDL implementation and more. (<u>castprofessionallearning.org</u>)

#### **UDL Tool Finder**

This chart enables teachers to quickly locate examples of UDL solutions to address particular challenges that students are experiencing. (<u>montgomeryschoolsmd.org</u>)