

The background of the slide is a collage. The top left shows a line of yellow school buses, with the number '32' visible on the front of one. The bottom left shows a classroom with blue walls, decorated with colorful balloons and framed pictures. There are several small white tables and chairs arranged in the room.

Universal Design for Learning (UDL) Representation:

Building Knowledge

Reviewing UDL



Three principles:

- Engagement
- Representation
- Action and Expression



[Universal Design for Learning](#)

Representation

Perception

Language and
Symbols

Building Knowledge

Building Knowledge

Build
connections

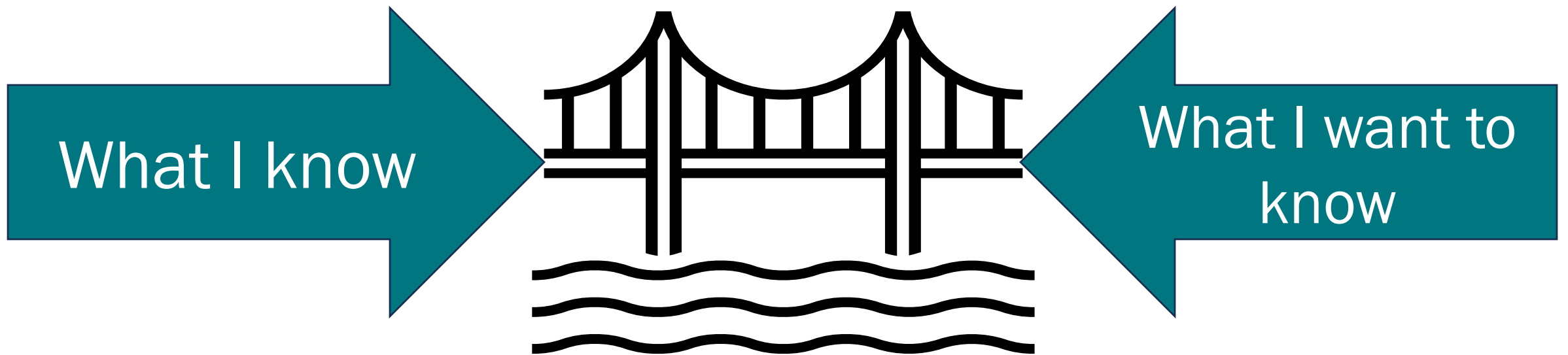
Highlight important
information

Honor multiple ways to
understand

Maximize transfer and
generalization



Building Connections



Linking Prior Knowledge

Visuals

Organizers

Modeling

Analogies
and
Metaphors

Content
Connections

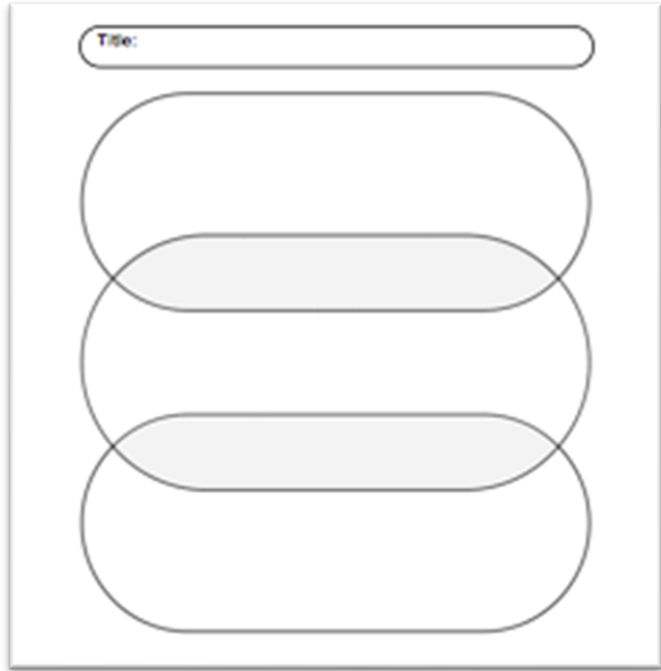
Highlighting Important Information



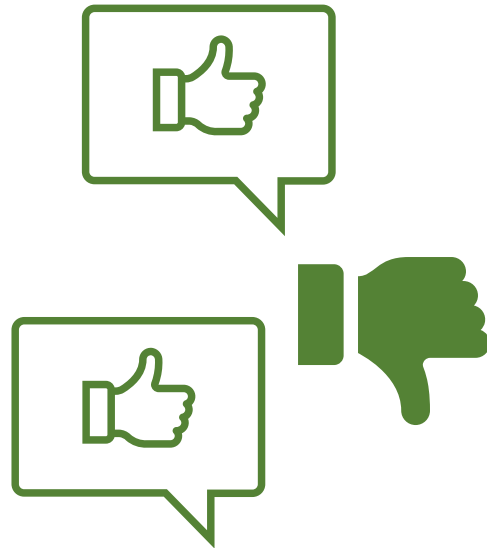
Provide clear
guidance and
structured
frameworks

Helps focus,
reduces overload
and enhances
learning

Emphasizing Key Elements



A form template with a title field at the top and three rounded rectangular content areas below it. The first and third content areas are white, while the second is light gray.



Honoring Multiple Ways to Understand



Solving problems



Telling stories



Breaking down
tasks

Honoring Multiple Ways of Knowing

Share
experiences

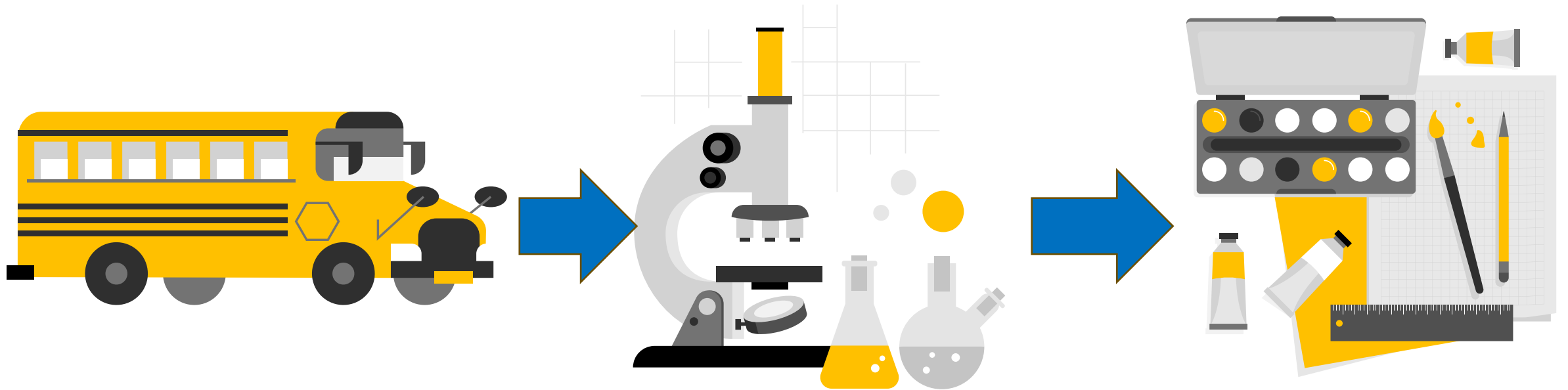
Use models

Introduce
scaffolds

Explore
multimedia

“Chunk”
information

Applying Learning to New Situations



Maximizing Transfer

Offer checklists
and reminders

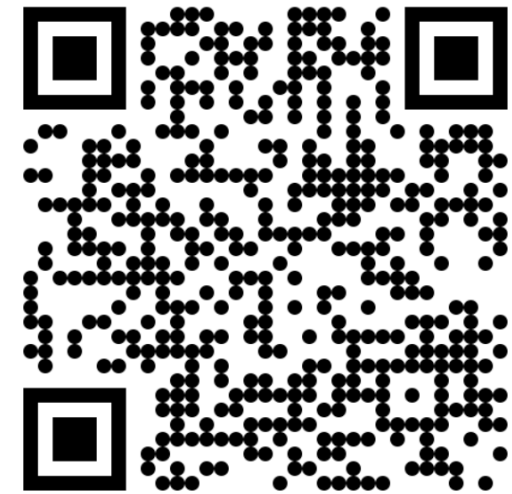
Provide
mnemonic
devices

Practice new skills

Use analogies
and media

Revisit key ideas
and linkages

Examples of Building Knowledge in the Classroom



[Building Knowledge](#)

UDL in the Video

Wait Time

Reminders

Real-World
Connections

Revisiting
Concepts

Additional Resources

- [KDE's Instructional Resources webpage](#)
- [The UDL Guidelines from CAST](#)
- [Design Options for Building Knowledge](#)



For More Information



[Universal Design for Learning](#)