UDL Engagement:

Welcoming Interests and Identities

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Let's Review

Universal Design for Learning (UDL) is a way to present information in multiple formats and with high-interest options, allowing students to demonstrate their knowledge in a method of choice.

Three principles:

- Engagement;
- Representation; and
- Action and Expression.

KDE's *UDL 101: Overview and Classroom Application*

KDE's *UDL: Engagement Overview and Classroom Application*

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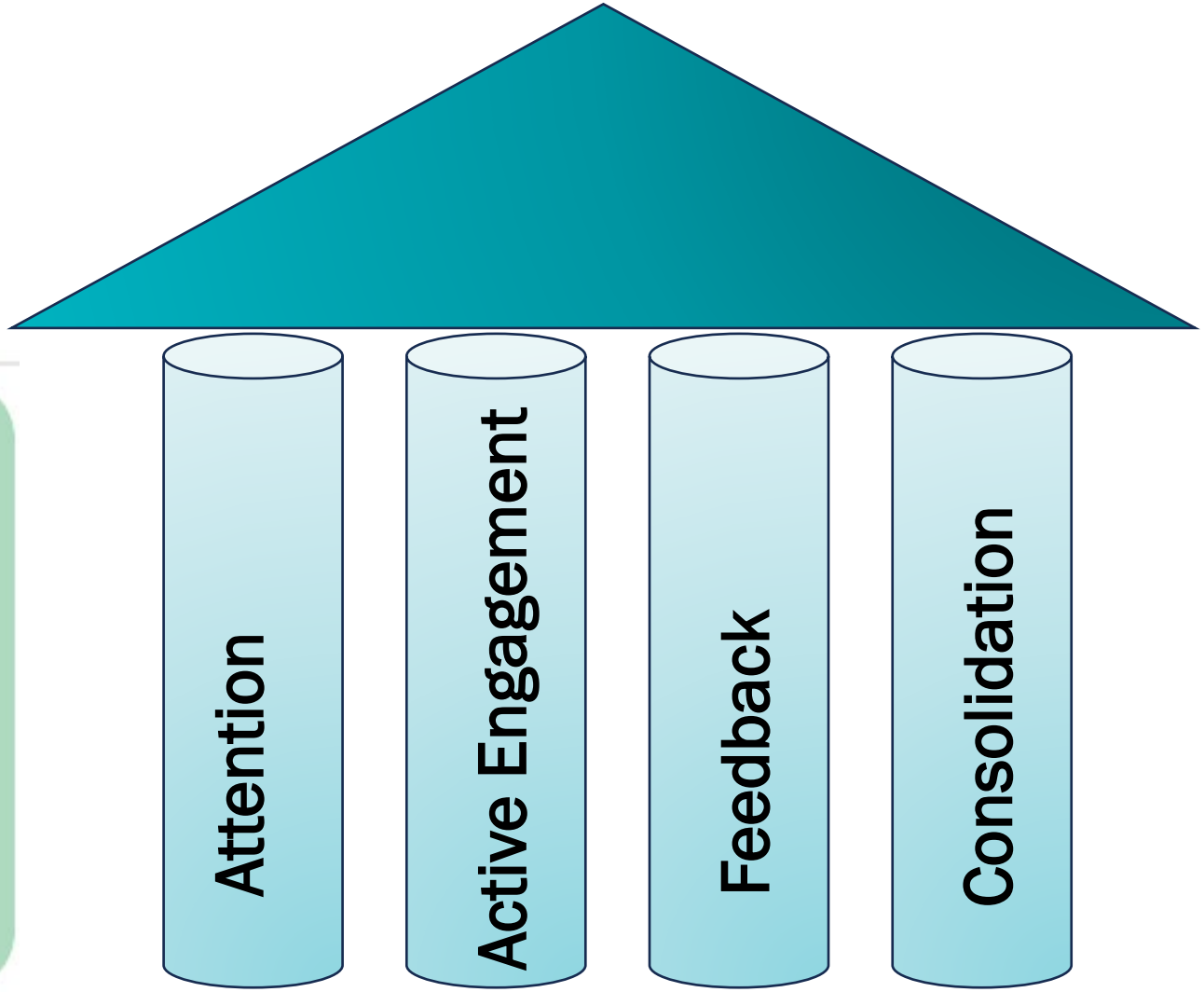
Attention = Retention

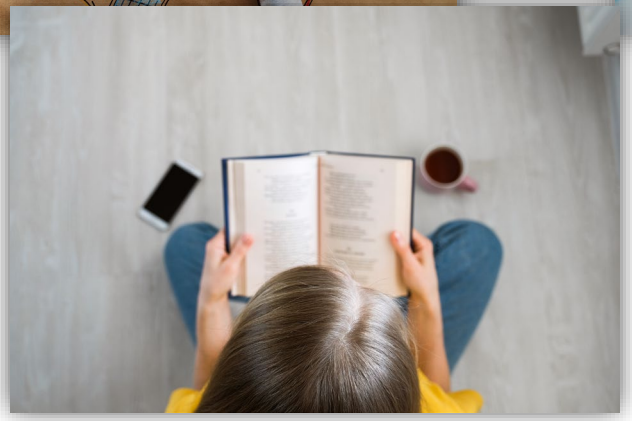
Design Options for

Welcoming Interests & Identities (7)

- Optimize choice and autonomy (7.1) >
- Optimize relevance, value, and authenticity (7.2) >
- Nurture joy and play (7.3) >
- Address biases, threats, and distractions (7.4) >



Tap into Interests



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Choice and Autonomy

Empower learners to take charge of their learning by allowing them to choose certain aspects of their educational experience.

- Level of perceived challenge
- Types of rewards or recognition
- Practice of skills
- Sequence or timing of subcomponents
- Participation in designing activities or tasks
- Personal goals

What reaches one student won't reach another; what excites one student won't excite another.

Optimize Relevance, Value and Authenticity

- Personalized, culturally relevant and ability-appropriate;
- Appropriate for racial, cultural, ethnic and gender differences;
- Authentic outcomes;
- Active participation, exploration and experimentation; and
- Personal response and self-reflection.

Nurture Joy and Play

- Nurture playfulness;
- Allow for exploration and discovery;
- Encourage joy through connections;
- Create space for pride; and
- Incorporate storytelling.

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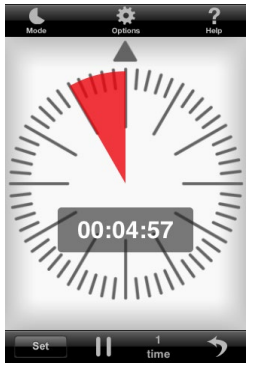
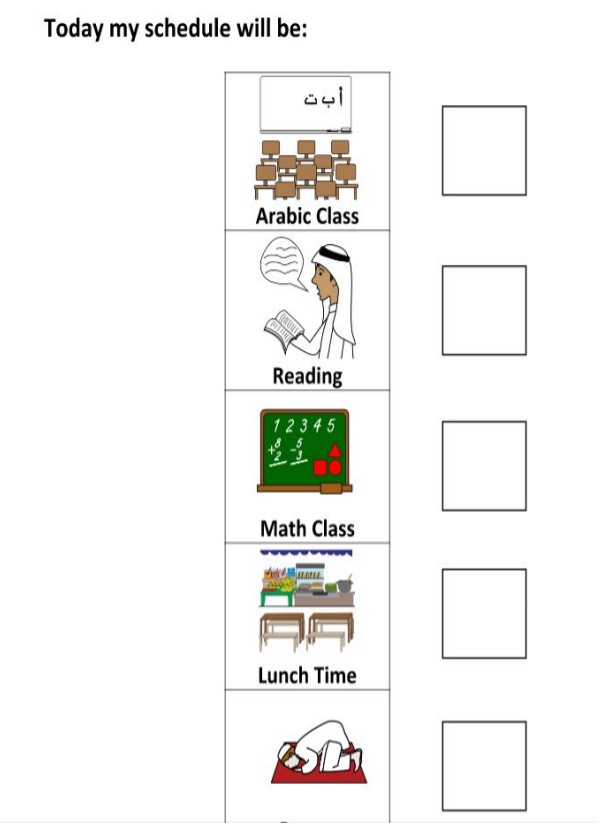
Address Bias, Threats and Distractions

Create an accepting and supportive classroom climate

Find a balance between predictability and novelty

- Charts, calendars, schedules, visible timers, cues, etc.;
- Class routines;
- Alerts and previews; and
- Options to maximize the unexpected.





Address Bias, Threats and Distractions

- Vary the level of sensory stimulation;
- Vary social demands; and
- Acknowledge negative experiences.

Recruiting Interest Examples in the Classroom

Animal Adaptation Video

UDL in the Video

Gaining Interest

Showing the Visual

Real-World Connection

Summarizing

Stating Expectations

Providing Choice

Next time…

Sustaining Effort and Persistence

8.1	8.2	8.3	8.4	8.5
Clarify the meaning and purpose of goals	Optimize challenge and support	Foster collaboration, interdependence and collective learning	Foster belonging and community	Offer action-oriented feedback

Additional Resources

- KDE's Instructional Resources webpage (scroll down)
- The UDL Guidelines from CAST
- CAST Engagement | Guidelines and Checkpoints

Contact Information

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