Universal Design for Learning

UDL is an inclusive instructional method of teaching, with its basis springing from Universal Design guidelines. Although UDL is a method directed at teachers, librarians, museum instructors and others who teach people with disabilities can benefit from applying this model to their instruction/programs. UDL allows librarians to incorporate patron's needs through a variety of teaching methods.

1. <u>Engagement</u> - Offer patrons different ways to interact with your content that interests and engage them.
2. <u>Representation</u> - Present your information in different ways throughout the library program. Don't just choose one method. Variety adds to interest and engagement, particularly the use of interactive methods of presenting the information.
3. <u>Action and Expression</u> - Provide different ways to allow the patrons to demonstrate what they've learned.

Examples of UDL Methods:

1. Engagement
   a. Roleplay
   b. Activities
   c. Group discussions
2. Representation
   a. Lectures
   b. Discussions
   c. Videos
   d. Debates
   e. Computer-based presentations
3. Action and Expression
   a. Written evidence of learning
   b. Questioning (encourage patrons to ask questions)

      c.   Media-based or technology-based evidence of learning (videos, interactive learning games like Kahoot)

Library UDL Examples:
1. Providing e-books in multiple formats
2. Providing instructional materials in large, legible fonts
3. Finding alternative materials for students with disabilities before beginning instruction or a library program
4. Using different media to explain a concept, including videos and infographics
5. Downloading apps designed for students with disabilities