Workshop #3: Universal Design for Learning (UDL) in Libraries



Handout #5

UDL Online Strategies and Things to Keep in Mind

UDL Online Strategy Examples:

- 1. Allow the patron to choose whether they have their camera on or off. This will allow a patron who might not be comfortable showing themselves on camera to participate.
- 2. Create time for break-out rooms. Sometimes patrons feel more comfortable speaking in smaller groups. Talking in a group of 50 people on a platform like Zoom or Microsoft Teams is very different than the in-person experience or in a small online group.
- 3. Allow the patrons to chat or talk to each other before and after the program. This will allow for a more personal connection with the other participants of the library program.
- 4. Send out a schedule and any resources via email ahead of time. This will allow the patron to prepare, understand the flow of the session, and sort out any potential or actual technology issues ahead of time.

Questions to Ask Yourself:

- 1. How are you going to display information to patrons?
- 2. How are you going to keep track of time?
- 3. Do you need to use automatic captioning systems?
- 4. What technology are you using in the lesson?
- 5. Is the technology that you are using accessible to different types of abilities?
- 6. If you are going to be using additional technology besides the video software, like Kahoot, set aside time to show your patrons how to use it.
- 7. Schedule breaks if the program is over an hour (or as needed).
- 8. Anticipate questions someone might have about what you are doing ahead of time and address them before.