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



Handout #6

The ARCS Model

4 Critical Factors of the ARCS Model:

- 1. Attention: Gain and maintain the patron's attention throughout the library program.
- 2. Relevance: Make the program personally meaningful and important to the patron.
- 3. <u>Confidence</u>: Create a program in which the patron can feel they can succeed. (neither too hard nor too easy).
- 4. <u>Satisfaction</u>: Learners feel they accomplished learning goals.

Motivational Strategy Examples:

1. Attention

- a. Be enthusiastic about what you present.
- b. Provide interaction.
- c. Vary presentation methods and types of media (e.g., lecture, discussion, role play videos, books, augmented reality, posters).

2. Relevance

- a. Use real-world examples.
- b. Demonstrate how the information will be useful in the future.
- c. Allow learners to choose the method of instruction that best serves their needs.

3. Confidence

- a. Show patron's progress by creating attainable steps.
- b. Provide learning objectives to patrons at the beginning of the lesson.
- c. Provide informational feedback on learning progress.

4. Satisfaction

- a. Use praise throughout the instruction for learning progress.
- b. Provide opportunities for learners to apply their new learning.
- c. Provide unexpected rewards for learning accomplishments.