Introduction to Universal Design for Learning: Asynchronous Online Workshop

Description

This online, self-paced workshop provides an in-depth introduction to the Universal Design for Learning framework. Participants will learn why the Universal Design for Learning framework is important, how to apply its principles and guidelines to their own courses, and best practices for interacting with students with disabilities. Participants of this workshop will leave with the skills and resources to apply what they learn about Universal Design for Learning to design a new lesson or student experience, or to revise an existing lesson or experience.

Learning Objectives

- Differentiate the three principles of UDL and explain how each of the three principles can be applied to their work with students.
- Explain best practices for interacting with students with disabilities.
- Recognize barriers to learning in their own instruction and choose UDL strategies that could be used to mitigate those barriers.
- Apply the UDL framework to create a more inclusive lesson.
- Determine the next steps to take to build a UDL culture in their discipline, department, college/school or institution.

Workshop Content

Total of 12-15 hours of instruction, guided practice activities and assessments

Course Outline

- Module 0: Introduction to the Course
- Module 1: What is UDL? Why is it Important?
- Module 2: Designing for Learning and Choosing a Lesson to Modify
- Module 3: Introduction to the UDL Principles and Guidelines
- Module 4: Multiple Means of Representation
- Module 5: Multiple Means of Action and Expression
- Module 6: Multiple Means of Engagement
- Module 7: Three Steps to Applying UDL
- Module 8: Case Studies: Identifying Barriers to Learning and Designing Instruction
- Module 9: Designing to Eliminate Barriers
- Module 10: SUNY EITA Digital Content Accessibility Standards (Introduction)
- Module 11: SUNY EITA Digital Content Accessibility Standards: Essential First Steps
- Module 12: SUNY EITA Digital Content Accessibility Standards: Making Content More Accessible
- Module 13: Supporting Students with Disabilities
- Module 14: Applying UDL (Implement, Evaluate, How to Build a UDL Campus)
- Module 15: Conclusion and Next Steps