

# Introduction to Universal Design for Learning: Face-to-Face Workshop

## Description

This one-day 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

- Define Universal Design for Learning and differentiate between Universal Design, Universal Design for Learning, accessibility and usability.
- 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 6 hours of instruction and guided practice activities (9am-4pm, with a 30 Minute lunch break)

### Brief Schedule

- 9:00am-9:30am – Arrival / Check In
- 9:30am – Introduction / What is UDL? / Why is UDL Important? / Introduction to the UDL Framework
- 11am – Multiple Means of Representation
- 12am – Multiple Means of Action and Expression
- 12:30pm – Break for Lunch (Lunch Provided!)
- 1pm – Multiple Means of Engagement
- 2pm - EITA Digital Content Accessibility Standards (first steps)
- 3pm - Providing Accommodations / Bringing UDL to your campus / Conclusion
- 4pm – Dismiss

### General structure for each hour

- 30 minutes of instruction
- 20 minutes of guided practice
- 10-minute break