Introduction to Universal Design for Learning (Online Self-Paced Course)

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

- Define Universal Design for Learning and explain why it is important in higher education.
- Define Universal Design, accessibility and usability and explain how each is different from Universal Design for Learning
- Describe the three principles of Universal Design for Learning, recognize examples of them, and explain how to apply each of the three principles to their work with students.
- Employ a three-step approach to recognize barriers to success in their work with students and design to eliminate those barriers.
- Explain best practices for interacting with and providing support for students with disabilities.

Workshop Content

Total Estimated Completion Time: 12-15 hours
- What is UDL? Why is it Important?
- Provide Multiple Means of Representation
- Provide Multiple Means of Action and Expression
- Provide Multiple Means of Engagement
- Three Steps to UDL
- SUNY EITA Digital Content Accessibility Standards
- Implementing Instruction to Support Students with Disabilities