

Universal Design for Learning

Multiple Means of Engagement	
Checkpoints	Examples
Provide options for recruiting interest	Choices in the level of challenge, type, color, design, layout of graphic, involve learners, vary activities
Provide options for sustaining effort and persistence	Use prompts, hand-held scheduling tools for reminders, collaboration, peer tutoring and support, vary the degree of freedom, cooperative learning groups with scaffolded roles and responsibilities
Provide options for self-regulation	Use guides and rubrics that focus on self-regulatory goals, differentiate and scaffold feedback, self-monitor behavior
Multiple Means of Representation	
Checkpoints	Examples
Provide options for perception	Speech-to-text, diagrams, charts, video clips, size of text, images, graphs, tables, volume, speed
Provide options for language, mathematic expressions and symbols	Pre-teach vocabulary and symbols, highlights, clarifying unfamiliar words, present key concepts, symbolic representation
Provide options for comprehension	Activate prior knowledge, use advanced organizers, pre-teach concepts, bridge concepts, highlight patterns, emphasize key elements, checklists
Multiple Means of Expression	
Checkpoints	Examples
Provide options for physical action	Provide alternatives for interacting with instruction, consider switch options
Provide options for expression and communication	Compose multi-media, provide learners with spell-checkers, speech-to-text, use graphing calculators, use sentence strips and outlining tools, provide manipulatives
Provide options for executive functions	Use prompts for goal setting, model think-alouds, use checklist and project planning checklists, break long-term goals into reachable short-term objectives