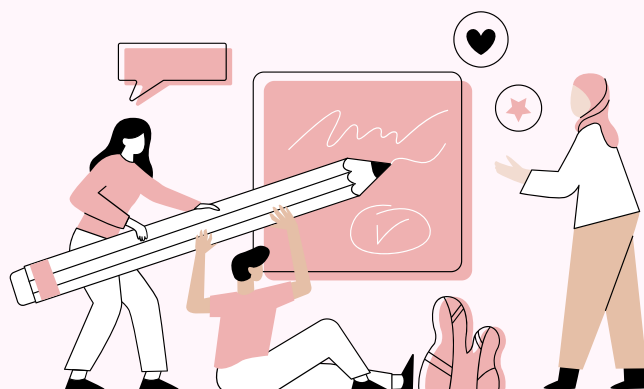


Five Points for the Practical Application of Universal Design for Learning in the Classroom

01

EVALUATE MATERIALS

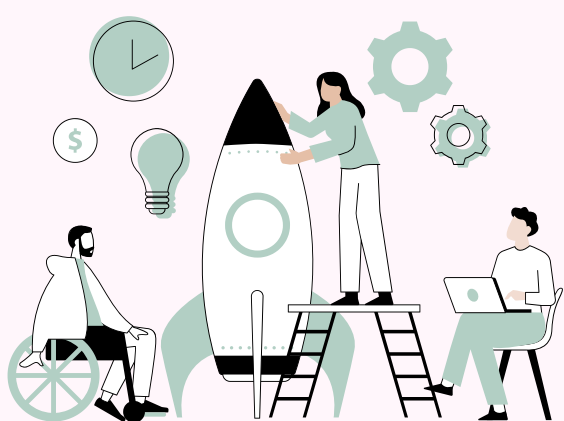
Consider the accessibility. Can we remove a barrier to the learning? For example, with text heavy material providing an alternative such as audio or video supports may help.



02

TALK TO THE LEARNERS

How do they prefer to access material? What do they find engaging and why? How do they best demonstrate their knowledge?



03

MAKE ONE SMALL CHANGE

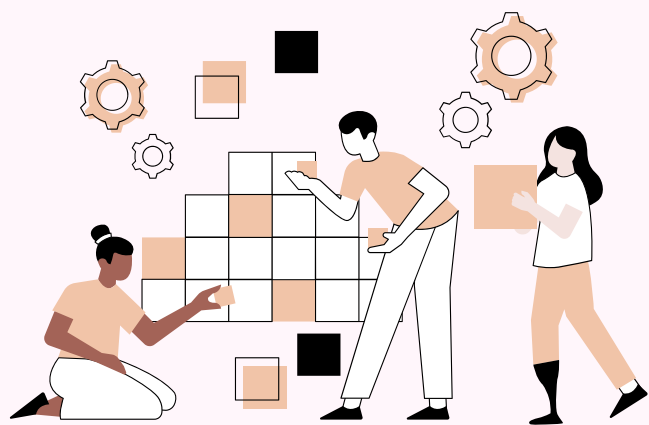
Consider one change that you could make to the class materials to support inclusion and student-centred learning.



04

EVALUATE THE CHANGE

After implementing the change, evaluate if it was successful based on the change and the objective.



05

CONSIDER ONE ADDITIONAL CHANGE

Consider one additional change based on the evaluation and repeat the cycle.

