Universal Design for Learning

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Universal Design

Tolerance for Error
Flexible
Simple and Intuitive
Low physical effort
Size and Space
Equitable use
Perceptible Information
How would you use it in your course?

Tolerance for Error
Low physical effort
Simple and Intuitive
Flexible
Size and Space
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Products

LIFE AT COMPLEX
Services/Supports

It was a dark and stormy night
Employment

Microsoft
JP Morgan Chase
Ford
Walgreens
Freddie mac
Ernst and Young
AMC Theaters
The Exercise

- Promotes creativity and problem solving skills through group engagement
- Allows for “safe” sharing of ideas
- No judgment ......
- .......yet gaming/friendly competition
Your Turn!

Form a team. Each team should have 4.

Each team will receive a challenge

Your job:
Create a universally-designed solution that is....
conveyed in 30 seconds or less
useful to people with AND without disabilities
Your Turn!

Your service or product must have broad appeal beyond the specific challenge.

You need to describe explicitly how it might be utilized by other people or in other situations.
Impact on Students

Does learning about UD affect student attitudes?

- Degree of comfort with diverse individuals
- Ability to appreciate differences and have them affect your own outlook on life
- Level of interaction and willingness to be with diverse people

Miville Guzman Universality-Diversity Scale (Miville et al., 1999)
What we learned

• Group/Large class competition is fun and effective
• Voting process – does the best idea win?
• Using clicker/PollEverywhere Challenges