# **Deriving UDL Solutions**

# **Model Template**

Teacher: Mrs. G.Subject: Science

**Standard**: 6.23—Plants lifecycle

Goal: Research and present information on a flower.

Grade: 3

Materials & Methods	Potential Barriers/ Missed Opportunities	UDL Solutions
Printed textbook	<i>Kevin</i> —Difficulty seeing small text <i>Bill</i> —Doesn't tap his graphics skills <i>Brian</i> —Difficulty decoding/understanding word meaning	Electronic text with text-to-speech to read aloud CD-ROM or online encyclopedia; Web page with collections of images Spanish CD-ROM on flowers; link to Spanish Web site
Lecture/whole class presentation	Jose—Difficulty comprehending meaning Helen—Distracted, may miss info Kiwa—Distracted, may miss info	Provide Spanish/English key terms translations with text-to-speech Provide Inspiration concept map of key ideas; eText outline with text to speech that students can access
Library research	<i>Brian</i> —May have trouble keeping track. <i>Kiwa</i> —May not be able to abstract the project's important content.	Partially filled-in outlines; Web page with attached resources; collection of online resources, online or CD-ROM encyclopedia, linked to Inspiration outline of key project parts
Create written report	Sarita—Mechanics-based difficulty expressing her ideas Jake—Format doesn't tap artistic talent	Word processor with spell check; talking word processor Graphics program—Kid Pix
Flower drawing	<i>Phillip</i> —Drawing will be physically difficulty.	Word processing; selection of graphics to use in report
Oral report on flower	Jorge—Format doesn't tap musical talent Brian—May be intimidated	Provide option of live or recorded music as part of demonstration Pair Brian with James, who can support him while working
Independent project	James—Context won't draw on his leadership and collaboration skills. Helen—Could have difficulty working alone. Elizabeth—Deep knowledge of plants	Encourage James to support other students as they work Be sure to find aspect of project of particular interest to Helen and check in frequently. Support presentation with notes Pair Elizabeth with Jose to share her knowledge and enthusiasm

#### CAST\_App\_Template 3 p. 2

# **Examples of UDL Solutions**

#### **Recognition Networks**

## **Multiple Examples**

Multiple versions of story, math process, content Multimedia collections Images Sounds Text Video/animation Concept maps Links to online examples from Web page Multimedia concept map with online/local links Animation of text meaning (software, Web)

# **Multiple Media and Formats**

Multimedia glossary, online, CD-ROM or teacher-made Alternative representations across media: E-text with text-to-speech Text and audio descriptions for still images Spoken descriptions for video images Tactile graphics Voice recognition—convert to text Image collections in concept maps Text outline, highlighting key concepts Digital photographs from field trips or home Recorded, digitized sounds and stories Adjustable font size, color, background color Adjustable digital images (e.g., maps)

#### **Highlight Critical Features**

Visual concept maps (Inspiration) Multimedia templates (Hyperstudio, PowerPoint) Color highlighting in word processing Graphic highlighting (circles, arrows, boxes) Links to animations showing key elements Software offering different presentations E-text outline, main points (with text-to-speech translation)

# Support Background Knowledge

Web pages with links to related information Links to author information Key vocabulary (image map, hyperlinks to words) Translation to other languages (online tools) Expansion of information—build multimedia collections Online links to experts Multimedia glossary, encyclopedia

## CAST\_App\_Template 3 p. 3

#### **Strategic Networks**

### **Models of Skilled Performance**

Product models—finished versions of target skill Process models—showing process steps Collections of completed products (Web links/local) Past student work Work of experts Teacher generated examples Students in other settings Multimedia collections—stories, facts, information Online links to work of experts

#### **Practice with Supports**

Talking word processor (e.g., Write Out Loud) Templates to structure work as appropriate Scaffolds, use depending on goal: Spell check, grammar check Built-in calculator Clip media (all sorts), student projects Text-to-speech for content reading

Graphic organizers (e.g., Inspiration) Hyperstudio story or presentation template Chapter-end answers partially structured

#### **Ongoing Relevant Feedback**

Digital voice record, play back Text-to-speech while writing Links to online mentors Links to peers/editors (e.g., www.stonesoup.com) Digital portfolio—review and compare Prompts to self-reflect, record reflections Online publishing, local network or Internet Digital graphing of progress

#### **Demonstration of Skills**

Multimedia presentation tools (Hyperstudio, PowerPoint) Web-capable graphic organizers (Inspiration) Publishing software (Hyperstudio, Pagemaker) Web site design tools (Home Page, Dreamweaver) Multimedia recording, image digitizing, digital cameras Media banks—images, sounds, animations, video Digital recording Draw tools

### CAST\_App\_Template 3 p. 4

# **Affective Networks**

### **Choice of Content and Tools**

Selections of content for learning skills and strategies Web sites with supplementary, related activities Multimedia presentation and composition tools Digital cameras, recording devices Web page with content options and choices Selection of stories/non fiction for learning to read Tie activities to student's deep subject interests

#### **Choice of Rewards**

Individualized feedback to support student needs Explicit feedback specific to student progress Minimal extrinsic "rewards" not tied to work Build student self-monitoring Feedback related to explicit student goals Opportunities for demonstrations Built-in structured peer feedback

# Adjustable Support and Challenge

Software/Web sites offering management systems Optional scaffolds (– teacher/student discretion) Templates supporting process Templates supporting content Choice of level, same activity or goal Optional help (student or teacher discretion)

## **Choice of Learning Context**

"Web quest" designs, with varied structure Software/Web sites, options for feedback and support Flexible work groups—pairs, small groups, individual Templates with optional structure and support Earphones

Embedded hyperlinks, used at student option Student choice of sources

# **Deriving UDL Solutions**

**Blank Template** 

Grade:

Teacher:

Subject:

.

Standard:

Goal:

Materials & Methods	Potential Barriers/ Missed Opportunities	UDL Solutions