



Universal Design for Learning (UDL): Fact Sheet

UDL is...

- ✓ A way to optimize teaching to effectively instruct a diverse group of learners.
- ✓ Based on insights from the science of how people learn.
- ✓ Flexible in how students access material, engage with it and show what they know.

UDL is *not*...

- ✗ A curriculum or technology platform.
- ✗ One method of teaching all students. A variety of methods are used to give all students an equal opportunity to succeed.
- ✗ An “us” vs. “them” resource. UDL benefits all kids, not just those who struggle.

UDL’s three core principles help optimize lesson plans for all learners

- 1 **Representation:** Provide information in more than one format—like audio, video and hands-on learning—to help students access material in ways best suited to their learning strengths.
- 2 **Action and expression:** Offer flexibility in how kids interact with the material and show what they’ve learned, such as choosing to take a test, give an oral report or do a group project.
- 3 **Engagement:** Look for different ways to motivate students and sustain their interest, like letting them make choices and giving them assignments that feel relevant to their lives.

Teacher training in UDL can help schools work on...

Providing **more than one way** to interact with material and express knowledge

Using **technology platforms** and other materials that align with UDL principles

Making assessments accessible to all and providing **timely interventions**

Maintaining **high expectations** for kids with IEPs and English language learners

Spotlight: Transitioning to UDL

UDL involves educators learning new skills and collaborating. Here are some ways New Hampshire’s [D.J. Bakie Elementary School](#) started transitioning to UDL in 2009:

- Made time for teachers to work together to identify which skills they want to target
- Piloted different presentation formats and different options to demonstrate learning
- Enabled teachers to meet regularly to help evaluate and refine these approaches