

UDL STANDARD

Universal Design for Learning (UDL) strives to design inclusive learning environments that enable participation of all learners through flexible routes for learning. This inclusive design approach to education helps to prevent barriers, protect students' rights to equitable opportunities, and support academic success for all students. There is no one-size-fits-all solution to creating inclusive learning environments as every student is unique in their strengths and needs. The **UDL Standard** at Centennial College highlights 10 UDL strategies that curriculum designers, instructional designers, and faculty can prioritize to create inclusive learning environments. You need not tackle all ten strategies at once. Instead, use the **"Plus-One" approach: What is one more thing you could add to assist students in their learning?**

Multiple Means of ENGAGEMENT

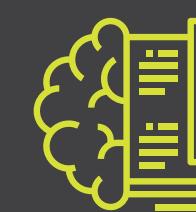
Tap into students' interests, challenge them appropriately, and motivate them to learn

Multiple Means of REPRESENTATION

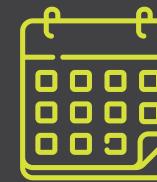
Give students various ways to access and understand information and knowledge

Multiple Means of ACTION and EXPRESSION

Provide students with various ways to demonstrate their learning



Establish a inclusive learning environment by including Course Orientation Modules and Course Templates



Share learning outcomes, and schedule in multiple ways and throughout the course (e.g. course outline, verbally with PowerPoint, checklists)



Provide opportunities for students to ask questions and interact with faculty and peers (e.g., office hours, discussion board, surveys etc.)



Remove time limits or proactively add additional time for class activities and assessments



Use learning content that students can interact with and receive in multiple ways (e.g. reading, video, podcast, etc.) on eCentennial



Offer note-taking support by providing guided notes, a summary of lectures, or space where students can share their notes



Provide videos with closed captioning or transcripts and describe images/charts



Use technologies consistently across the Program and provide information on how to use them



Use checklists, rubrics and samples to clearly communicate expectations for class activities and assessments



Provide choice of assessment methods (e.g. quiz, written paper, individual/group presentation, multi-media project) for each assignment



For questions, contact
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For more information, visit
Universal Design for Learning at Centennial College