Universal Design for Learning Guidelines* (Adapted from http://www.udlcenter.org/aboutudl/udlguidelines)

| Representation | Addressed | Expression | Addressed | Engagement | Addressed |
|--|------------|--|------------|---|------------|
| Use multiple means of representation | | Use multiple means of expression | | Use multíple means of engagement | |
| Provide options for perception | | 4. Provide options for physical action | | 7. Provide options for recruiting interest | |
| Options that customize the display of information | √ √ | Options in the mode of physical response | √ √ | Options that increase individual choice and autonomy | √ √ |
| Options that provide alternatives for auditory information | √√ | Options in the means of navigation | √ √ | Options that enhance relevance, value, and authenticity | √√ |
| Options that provide alternatives for visual information | √ √ | Options for accessing tools and assistive technologies | √ | Options that reduce threats and distractions | √ √ |
| 2. Provide options for language and symbols | | 5. Provide options for expressive skills and fluency | | Provide options for sustaining effort and persistence | |
| Options that define vocabulary and symbols | √ | Options in the media for communication | √ √ | Options that heighten salience of goals and objectives | √ |
| Options that clarify syntax and structure | ~ | Options in the tools for composition and problem solving | √ √ | Options that vary levels of challenge and support | √ √ |
| Options that promote cross-linguistic understanding | ~ | Options in the scaffolds for practice and performance | √ √ | Options that foster collaboration and communication | √ √ |
| Options that illustrate key concepts non-linguistically | √ | | | Options that increase mastery-oriented feedback | √ √ |
| 3. Provide options for comprehension | | 6. Provide options for executive functions | | 9. Provide options for self-regulation | |
| Options that provide or activate background knowledge | √ √ | Options that guide effective goal- setting | √ | Options that guide personal goal-setting and expectations | √ |
| Options that highlight critical features, big ideas, and relationships | √ √ | Options that support planning and strategy development | ~ | Options that scaffold coping skills and strategies | ✓ |
| Options that guide information processing | √ √ | Options that enhance capacity for monitoring progress | ~ | Options that develop self-assessment and reflection | √ √ |
| Options that support memory and transfer | √ | Applied Consist Technology (CACT) is used in the | | | |

^{*} Universal Design for Learning" (UDL), created at the Center for Applied Special Technology (CAST), is used in the teaching/learning process to remind curriculum designers to find curriculum content and use pedagogical strategies that focus on supporting all learners.

KEY:

- ✓ ✓ -- Option is emphasized in all assignments
- ✓ -- Option is emphasized in most assignments