

### what is this?

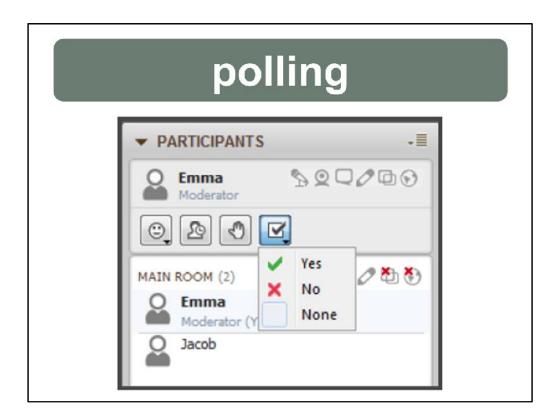
 This session will provide an introduction to Universal Design for Learningguidelines for curriculum development that give users of all abilities equal opportunities to learn- and how its principles can be applied to library instruction.

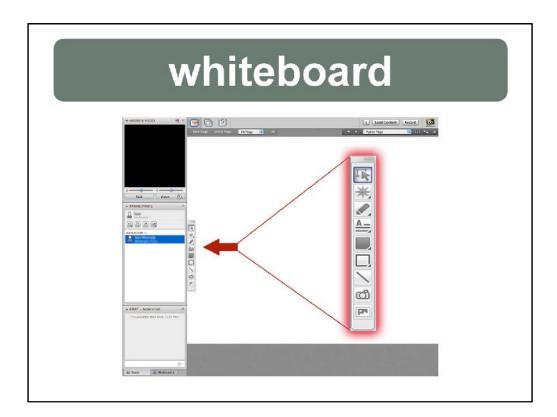


#### me

- · Melissa Fortson Green
  - The University of Alabama Libraries
  - mbfortson@ua.edu
  - Twitter:@mbfortson
  - melissafortson.com









# "disability"

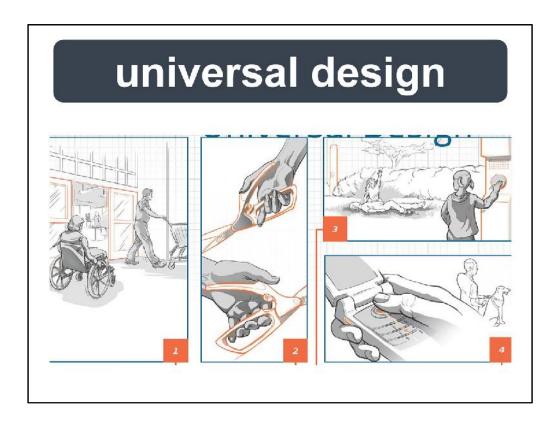
 "Disability is a phenomenon of the experience that occurs by the individual intersecting with the environment, including physical, information, communication, social and policy environments."

 Fletcher, Valerie. "Redefining Disability according to the World Health Organization." Handbook for Museums and Educators. Art Beyond Sight, n.d. Web. 2 October 2012.

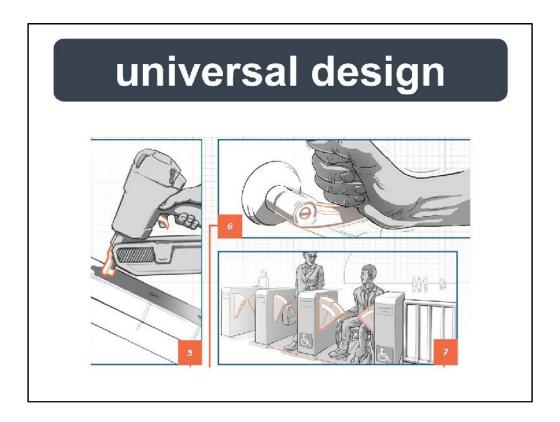
# universal design

 "The design of products and environments to be usable by all people, to the greatest extent possible, without the need for adaptation or specialized design."

Valenziano, Steven, and Sharon Joines. "Principles of Universal Design Quick-Reference."
Design Research and Methods Journal 1.1 (2011): n. pag. Web. 2 October 2012.



• Valenziano, Steven, and Sharon Joines. "Principles of Universal Design Quick-Reference." Design Research and Methods Journal 1.1 (2011): n. pag. Web. 2 October 2012.



• Valenziano, Steven, and Sharon Joines. "Principles of Universal Design Quick-Reference." Design Research and Methods Journal 1.1 (2011): n. pag. Web. 2 October 2012.

 "A set of principles for curriculum development that give all individuals equal opportunities to learn."

 "About UDL." CAST. Center for Applied Special Technology, n.d. Web. 2 October 2012.

- goals, methods, materials, and assessments that work for everyone
- · not a single, one-size-fits-all solution
- flexible approaches that can be customized and adjusted

 "About UDL." CAST. Center for Applied Special Technology, n.d. Web. 2 October 2012.



• susanti.chandra. "Angry Birds Part IV." Photograph. *Flickr.* Yahoo! Inc. Web. 2 Oct. 2012.

 Linder, Kathryn. "What Can Angry Birds Teach Us About Universal Design for Instruction?" *ProfHacker*. The Chronicle of Higher Education, 24 August 2012.
Web. 2 October 2012.

 Linder, Kathryn. "What Can Angry Birds Teach Us About Universal Design for Instruction?" *ProfHacker*. The Chronicle of Higher Education, 24 August 2012.
Web. 2 October 2012.

 "A set of principles for curriculum development that give all individuals equal opportunities to learn."

 "About UDL." CAST. Center for Applied Special Technology, n.d. Web. 2 October 2012.

- · Provide Multiple Means of...
  - -Representation
  - -Action and Expression
  - -Engagement

 CAST (2011). Universal Design for Learning Guidelines version 2.0. Wakefield, MA: Author.



# multiple means of representation

 Present information and content in different ways.

• "About UDL." *CAST*. Center for Applied Special Technology, n.d. Web. 2 October 2012.

# multiple means of action & expression

 Differentiate the ways that students can express what they know.

### multiple means of engagement

 Stimulate interest and motivation for learning.

- Pick one practice you currently use in your instruction.
- Pick one practice to try in future instruction.
- Pick one practice that won't work in your instruction.

 Pick one practice you currently use in your instruction.

Pick one practice to try in future instruction.

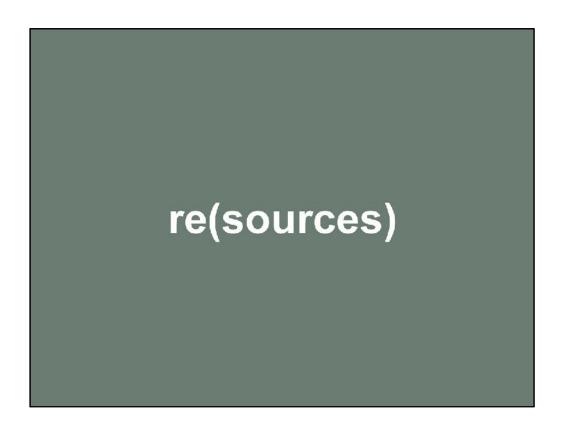
Pick one practice that won't work in your instruction.

Now #makeithappen.



#### ask & share

- What did you learn today?
- What do you want to learn more about?
- What questions do you have for your colleagues?



# re(sources)

scan QR code



read online

bit.ly/library2012 access

