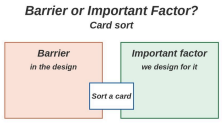
Designing to the Edges UDL Choice Board

Reaching ALL Learners

Select the choices that fit your interests and your time. Key: an arrow means an external site.

B



Sort the ideas

The Barrier Is in the Design: sort the 30 cards on your own, then check each answer.

Open this resource — about 15 min

C

Sign up for UDL Connections

Read a past article or issue. Reflect alone, or share with your group:

What is one new approach from the newsletter that you would like to try?

Open the external site — about 10 min

D

Learn about UDL with LUDIA

LUDIA is a no-cost AI thought partner built on the UDL Guidelines. Bring a real question from your work.

Open the external site — about 10 min

E

The UDL Guidelines

- Download a copy in a chosen language, or in multiple languages.
- Review the top row, the three principles.
- Then ask:

What are your strengths as designers of learning experiences and environments?

Open this resource — about 20 min

A

Start Here

1. Why UDL and What Is UDL

Who Is Martha Skidmore?

Why UDL?

What We're Really Talking About

2. Explore These Resources
3. Reflect Solo or in a Group and Read the Article "Who Is Martha Skidmore?"
4. Start with this question:
   Which learner or learners are coming to mind as you read and review?
5. What are the connections you're making to your school right now?

Open this resource — about 15 min

F

Listen to an episode of UDL in 15 minutes

UDL in 15 Minutes is hosted by Dr. Loui Lord Nelson. The table of episodes lists more than 140 episodes by grade or year level and role.

Open the external site — about 15 min

G

POUR Barrier Sort

Read twelve everyday barriers and decide which POUR principle each one falls under. Work alone or in a group.

Open this resource — about 15 min

H

Read about learning goals

Review flexible verbs for crafting goals. Then discuss with your group:

What words do we use when we plan for learners, and what do those words tell every learner about what we expect from them?

Open this resource — about 15 min

I

Map the connections

- Explore the no-cost resources.
- Reflect alone or with your group.
- Choose one:

In reviewing these resources, what is one way our learning community can reduce barriers to access?

Open this resource — about 15 min

Bonus resources for your next meeting or community of practice gathering

- Riddle Hunt: solve rhyming riddles to find no-cost digital tools.
- The Barrier Is in the Design: three professional learning routines.

BETH STARK

bethstark.org/#udl-choice-board
bit.ly/4i7ICXh

Reference: CAST (2024). CAST Universal Design for Learning Guidelines version 3.0. Retrieved from https://udlguidelines.cast.org. The UDL Guidelines are © CAST. © Beth Stark. Licensed under CC BY-NC 4.0. For educational use only.