

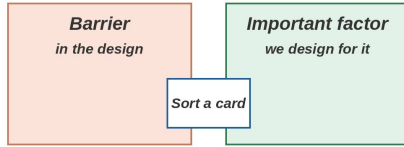
Designing to the Edges UDL Choice Board

An accessible version of this choice board is available at [Bethstark.org](https://bethstark.org) ☞



bethstark.org/#udl-choice-board

Barrier or Important Factor? Card sort



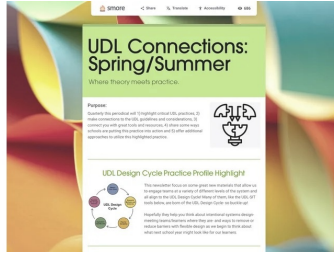
Sort the ideas

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

[Play the card sort](#) ☞

B

about 15 min



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?

[Go to UDL Connections on UDL Resources](#) ☞

C

about 10 min

LEARN ABOUT UDL WITH LUDIA



YOUR AI-POWERED
UNIVERSAL DESIGN FOR LEARNING PARTNER



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.

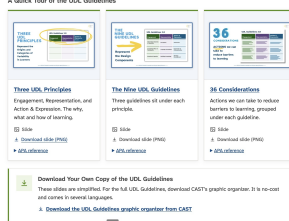
[Go to Topic 3: Design with LUDIA on UDL Resources](#)

☞

D

about 10 min

The UDL Guidelines: A Scaffold, Not a Checklist



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?

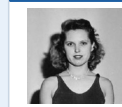
[Go to Topic 2: The UDL Guidelines on UDL Resources](#) ☞

E

about 20 min

★ 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?

A

about 15 min

UDL

in
15min



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.

[Read about the podcast on UDL Resources](#) ☞

F

about 15 min

POUR Barrier Sort

POUR Barrier Sort is an activity on the web page.

About This Activity

Identifying a barrier is the first step to reducing it. Read twelve everyday barriers from school and learning experiences. Decide which of the four POUR principles each one falls under. Then check the answer key, which also shows a way to reduce each barrier.

- Read the barriers. Read the questions. Identify, understand, or reflect.
- Some barriers touch more than one principle. The answer key names the main one.
- Your group or class agrees. There is no right or wrong here.

What Counts as a Barrier

Barriers

- Mean to the learner.
- Access in the design.
- We can reduce them.

Important Factors

- Physical barriers of identity and content, such as accessibility, language and culture.
- We can reduce them.
- We design for them.

The Four POUR Principles

- **P**erceptual: Learners can use it in the information, through more than one sense.
- **O**perable: Learners can use it and move through it, in more than one way.
- **U**nderstandable: Learners can make sense of the content and how it works.
- **R**eliable: It works with many devices, systems, and assistive technologies, now and in the future.



POUR Barrier Sort

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

[Open the POUR Barrier Sort](#) ☞

G

about 15 min



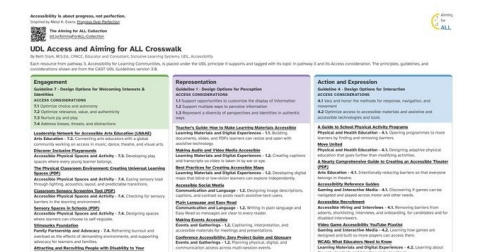
Read about learning goals

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?

[Review flexible verbs for crafting goals](#) ☞

H

about 15 min



Map the connections

- [Open the crosswalk.](#) ☞
- 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?

I

about 15 min

Bonus resources for your next meeting or community of practice gathering



- Have fun with the no-cost digital resources [riddle hunt](#) ☞.
- [The Barrier Is in the Design](#) ☞: three professional learning routines.

