

UNIVERSAL DESIGN FOR LEARNING

Prioritizing Access Creating the Conditions for Learner Agency

Design Multiple Means of **ENGAGEMENT**

The Affective Networks
The **"WHY"** of Learning



Design Options
for Welcoming
Interests & Identities (7)

Design Multiple Means of **REPRESENTATION**

The Recognition Networks
The **"WHAT"** of Learning



Design Options for
Perception (1)

Design Multiple Means of **ACTION & EXPRESSION**

The Strategic Networks
The **"HOW"** of Learning



Design Options for
Interaction (4)

ACCESS CONSIDERATIONS

- Optimize choice and autonomy (7.1)
- Optimize relevance, value, and authenticity (7.2)
- Nurture joy and play (7.3)
- Address biases, threats, and distractions (7.4)

- Support opportunities to customize the display of information (1.1)
- Support multiple ways to perceive information (1.2)
- Represent a diversity of perspectives and identities in authentic ways (1.3)

- Vary and honor the methods for response, navigation, and movement (4.1)
- Optimize access to accessible materials and assistive and accessible technologies and tools (4.2)