

## REFLECTION TASK – LEARNING DESIGN WITH UDL IN MIND

This template is designed to help you brainstorm what might be possible. You can jot down ideas about what's one thing you could do in each curriculum aspect. You can also use it to identify what you are already doing in each of these curriculum aspects that are universal in design. You could share this with your colleagues and add ideas over time.

|                                  | Engagement  | Representation                                 | Action & Expression  |
|----------------------------------|---|--|--|
| <b>UDL Principles</b>            | Present multiple ways to engage students' interests, challenge them appropriately, and motivate them to learn | Present ideas and information in multiple ways | Provide students with multiple ways to express their comprehension and mastery of a topic. |
| <b>Course Design</b>             |   |  |  |
| <b>Session Planning</b>          |   |  |  |
| <b>Materials / Resources</b>     |   |  |  |
| <b>Assessment</b>                |   |  |  |
| <b>Evaluation &amp; Feedback</b> |   |  |  |