



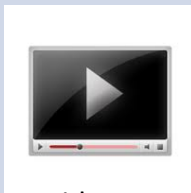
Examples of Universal Design for Learning



Representation



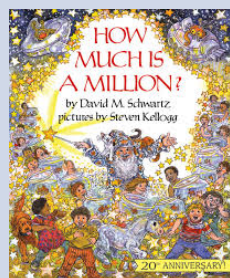
sound, music, audio



video



closed captioning



books & literature



presentation, lecture

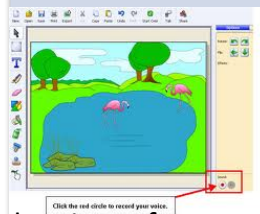


graphs



magazines

Expression



drawing software



whiteboards



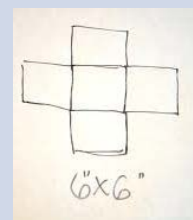
typing, essay



acting out/play



poster, arts & crafts



drawings



Speech to text, assistive technologies

Engagement



providing choices



interactive games



collaborating,
teamwork



Self-reflecting on choices



music, audio,
cues for
routines



real-life examples,
taking pictures