UDL Guidelines: Action & Expression

Action & Expression

STRATEGIC NETWORKS:
THE **HOW** OF LEARNING

Provide options for executive functioning

- Guide appropriate goal-setting
- Support planning and strategy development
- Facilitate managing information and resources
- Enhance capacity for monitoring progress

Provide options for expression and communication

- Use multiple media for communication
- Use multiple tools for construction and composition
- Build fluencies with graduated levels of support for practice and performance

Provide options for physical action

- Vary the methods for response and navigation
- Optimize access to tools and assistive technologies

Examples: Prompts that ask students to self set goals, students select number of problems, Project Based Learning, students rate effort, etc.

My Goals
1.
2.
3.
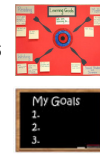
Examples: Prompts that have students give strategies, number talks, showme, educreations, think-a-louds, etc.

Examples: Supply table, supply list, reflective conversations about what worked and didn't work, intentional design constraints to lesson , etc.

SUPPLY List

Examples: Student created graphs, checklists, student created grades, behavioral self monitoring check-off, etc.
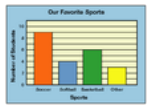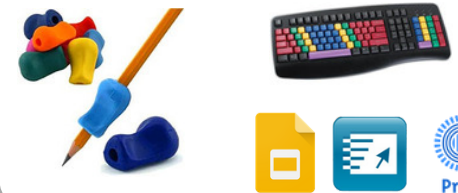
Checklist

Our Favorite Sports

Examples: App lists that students could use for a task. assignment lists, choices provide options for voice, movement, writing, & art, use of physical manipulatives, etc.

abc ✓

Examples: Gradual release (I do, we do, you do), peer tutors, model projects that align with choices offered, example problems that use different representations, differentiated feedback, DOK levels, etc.

Example Problem 9.3-9

I Do
WE Do
YOU Do

Examples: Use of spell check, grammar check, speech to text, sentence starters, graphic organizers, popplet, text to speech, etc.

Examples: Choices on how to answer, choices on how to learn (youtube, peer, small group, teacher guided), can use pencil and paper as well as voice, choices that bring movement and the arts, etc,

Examples: Adaptive keyboards, answering options (yes/no, answering from an array, open ended, etc.), use of different types of apps that solve a similar problem, adaptive gripes for pencils and pens, etc.

Prezi

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