UDL Guidelines: Representation

For more examples visit:
http://udlguidelines.cast.org/

Representation

RECOGNITION NETWORKS:
THE **WHAT** OF LEARNING

Provide options for comprehension

- Activate or supply background knowledge
- Highlight patterns, critical features, big ideas, and relationships
- Guide information processing, visualization, and manipulation
- Maximize transfer and generalization

Provide options for language, mathematical expressions, and symbols

- Clarify vocabulary and symbols
- Clarify syntax and structure
- Supporting decoding of text, mathematical notation, and symbols
- Promote understanding across langugages
- Illustrate through multiple media

Provide options for perception

- Offer ways of customizing the display of information
- Offer alternatives for auditory information
- Offer alternatives for visual information

Examples: Revisiting prerequisite skills of a concept, KWL chart, showing concept through students' interests, designated ELD etc.

Examples: Posted vocabulary, posted learning objective, concept development, scoring rubric, concept maps, etc.

Examples: Graphic organizers, popplet app, visual concept models, checklists, gradual release, chucking a concept into smaller parts.

Examples: Representations across domains, applying concepts to student interest, checklists, concrete to abstract representations, etc.

Examples: visuals connected to vocabulary, vocabulary wall, digital vocabulary bank, jargon removal, options that simplify language around a concept,

Examples: Highlighting key structure to concept, connect to prior learning, root word diagrams, bolded headings, etc.
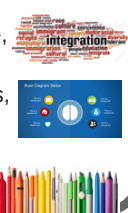
Examples: Text-to-speech, handwriting recognizing calculators, e-texts with links and definitions, math formula posters that define and provide example, etc.
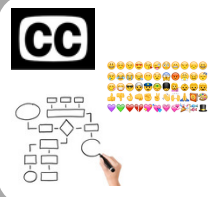
Examples: Google translate, embedding visuals, word walls, sentence frames, staked translations, embed visuals with CC translations, etc.

Examples: Presentation apps (slides, prezi, powtoon, etc), using physical models, infographics, charts, graphs, etc.

Examples: Using presentation software, color coding, font size, contrast in background, adding sound, changing speaking rates, using visuals to support understanding, simplifying the visual layout information, etc,
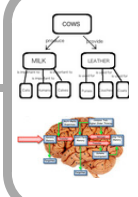
Examples: Closed captioning on videos, incorporating movement and pictures within lessons, use of emojis, incorporating on flow charts, use of infographics, presentation software, etc,

Examples: Describing a picture over simply showing it, incorporating touch into a lesson, verbal reminders, incorporating stories or analogies that help increase comprehension, etc.
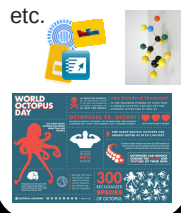
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