

Universal Design for Learning Workshop (3-hour model)

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Participants in this workshop will experience an interactive workshop session to assist faculty in understanding and implementing Universal Design for Learning to make course changes that will improve the learning of students, including students with disabilities.

The following concepts are discussed and analyzed:

- Exploration of the principles of Universal Design and Universal Design for Learning.
- Application of the UDL Principles in Higher Education.
- How Faculty Learning Communities facilitate UDL course changes
- Student perceptions of UDL course changes
- Faculty perceptions of UDL course changes
- Online resources which support implementation of UDL in Higher Education.

With the attached presentation, it is planned that the faculty developer will be able to facilitate a workshop on UDL in Higher Education, where their campus faculty participants will be able to: (1) understand the basic principles of UDL, (2) access online resources to further develop their UDL knowledgebase and (3) participate in a campus-based Faculty Learning Community to further support implementing UDL into their teaching.

Short pre-reading that session participants should do beforehand:

Bernacchio, C., Ross, F., Robinson, K., et. al. (2007). Faculty Collaboration to Improve Equity, Access, and Inclusion in Higher Education. Equity & Excellence in Education, (40), 56-66.

Outline of Workshop:

1. Assess participants' prior knowledge of accessibility and UDL (15 minutes)
 - a. Give UDL Workshop Pre-survey
2. Cover Universal Design as concept from architecture (15 minutes)
 - a. Is your physical environment welcoming?
3. Cover scope of Universal Design for Learning (90 minutes)
 - a. Brain-based learning networks research
 - b. Universal Design for Learning as developed by cast.org
 - i. Representation, Engagement, and Expression
 1. Examples for each of these three
 - c. Effective Teaching Strategies that have emerged from UDL
 - i. Cover results slides and related example for each
4. Discuss and show examples of UDL Course Redesign (45 minutes)
 - a. What is a Faculty Learning Community (FLC)
 - i. See Online Video Case Story via ELIXR UDL Theme page
 - b. UDL Course Redesign via ELIXR UDL Theme page
 - i. Understanding abstract theories in English Education
 - ii. Flowcharting in Business Education
 - iii. Integrating Technology into Instruction
 - iv. Rhythm and Pitch: Introduction to Music
 - v. Technical and Professional Writing
 - vi. Information Systems
5. Break (10 minutes)
6. Discussion (30 minutes)
 - a. Facilitate participant discussion of ways they see changes could easily made
7. Closure (20 minutes)
 - a. Final check for understanding re UDL and FLC process
 - b. Give UDL Workshop Post-survey