

**The Three Guidelines of UDL**



**I. Multiple means of “Representation”:**

- a. Graphics and animation
- b. Varied supports
- c. Multi-media formats
- d. Activating background knowledge
- e. Supports for building vocabulary
- f. Highlight critical features

**II. Multiple means of “Action and Expression”:**

- a. Provide plenty of options for students to express what they know.
- b. Provide models.
- c. Provide feedback.
- d. Provide supports and tools for different levels of proficiency.

**III. Multiple means of “Engagement”:**

- a. Promote risk-taking.
- b. Promote the idea of learning from mistakes.
- c. Provide multiple choices, to encourage students to persist through challenges.
- d. Tap into students' interests (teach the objectives, but choose topics/resources, etc. that students are interested in).

**Get rid of barriers caused by the Curriculum!**

**Provide learning options for all!**