

Universal Design Learning Template Guidelines Version 3.0 –

Residency Title:

Date:

UDL Guidelines Version 3.0	
The goal of UDL is learner agency that is purposeful & reflective, resourceful & authentic, strategic & action-oriented.	
Design Multiple Means of Engagement	
<i>Design options for Welcoming Interests and Identities (7)</i>	
Optimize choice and autonomy (7.1)	
Optimize relevance, value, and authenticity (7.2)	
Nurture joy and play (7.3)	
Address biases, threats, and distractions (7.4)	
<i>Design options for Sustaining Efforts & Persistence (8)</i>	
Clarify the meaning and purpose of goals (8.1)	
Optimize challenge and support (8.2)	
Foster collaboration, interdependence, and collective learning (8.3)	
Foster belonging and community (8.4)	
Offer action-oriented feedback (8.5)	
<i>Design options for Emotional Capacity (9)</i>	
Recognize expectations, beliefs, and motivations (9.1)	
Develop awareness of self and others (9.2)	
Promote individual and collective reflection (9.3)	
Cultivate empathy and restorative practices (9.4)	

Design Multiple Means of Representation	
<i>Design options for Perception (1)</i>	
Support opportunities to customize the display of information (1.1)	
Support multiple ways to perceive information (1.2)	
Represent a diversity of perspectives and identities in authentic ways (1.3)	
<i>Design options for Language and Symbols (2)</i>	
Clarify vocabulary, symbols, and language structures (2.1)	
Support decoding of text, mathematical notation, and symbols (2.2)	
Cultivate understanding and respect across languages and dialects (2.3)	
Address biases in the use of language and symbols (2.4)	
Illustrate through multiple media (2.5)	
<i>Design options for Building Knowledge (3)</i>	
Connect prior knowledge to new learning (3.1)	
Highlight and explore patterns, critical features, big ideas, and relationships (3.2)	
Cultivate multiple ways of knowing and making meaning (3.3)	
Maximize transfer and generalization (3.4)	
Design Multiple Means of Action & Expression	
<i>Design options for Interaction (4)</i>	

Vary and honor the methods for response, navigation, and movement (4.1)	
Optimize access to accessible materials and assistive and accessible technologies and tools (4.2)	
<i>Design options for Expression & Communication (5)</i>	
Use multiple media for communication (5.1)	
Use multiple tools for construction, composition, and creativity (5.2)	
Build fluencies with graduated support for for practice and performance (5.3)	
Address biases related to modes of expression and communication (5.4)	
<i>Design options for Strategy Development (6)</i>	
Set meaningful goals (6.1)	
Anticipate and plan for challenges (6.2)	
Organize information and resources (6.3)	
Enhance capacity for monitoring progress (6.4)	
Challenge exclusionary practices (6.5)	