

# How do **you** teach?

**Do you create a learning environment in which...**

## **1. ideas and information are represented in multiple ways?**

- Your course syllabus clearly describes the content and your expectations of the students.
- You present information in multiple formats (e.g., lecture, text, graphics, audio, video, hands-on exercises).
- You begin each lecture with an outline of what will be covered.
- You summarize key points throughout the lecture, and tie these points to the larger course objectives.
- You post electronic equivalents of paper handouts and required reading assignments in alternative formats such as audio and video.
- You employ technologies (e.g., Moodle, 'Clickers', Google Docs) that enhance learning.

## **2. students can express their comprehension in multiple ways?**

- You encourage students to demonstrate knowledge and skills in ways other than traditional tests and exams (e.g., written essays, projects, portfolios, journals).
- Your assessments measure students' achievement of the learning objectives, as they are stated on the syllabus.
- You incorporate technologies that facilitate class communication and participation.
- You allow assignments to be submitted electronically.

## **3. students have multiple opportunities for engagement?**

- You express enthusiasm for each topic you teach, and explain its real-world significance.
- You challenge students with meaningful assignments.
- You create a class climate in which student diversity is respected.
- You give prompt and instructive feedback on assignments.
- You supplement lecture and reading assignments with visual aids (e.g., photographs, videos, diagrams, interactive simulations).
- You make yourself available to students during office hours in flexible formats (e.g., face-to-face, email, online chat, telephone).

If you answered YES to most or all of these questions, congratulations! You are reaching more students through the principles of **Universal Design for Learning**.

# Universal Design for Learning Guidelines

