HOW CAN INSTRUCTORS INCORPORATE UDL?

PRINCIPLE 3: PROVIDE OPTIONS FOR STUDENTS TO
EXPRESS THEIR KNOWLEDGE.

1. **Vary the methods for navigation, interaction, and response.**

   ▪ Provide guided notes

   ▪ allow flexibility (within reason) for students who may take longer to interact with materials physically

   ▪ allow students to use a variety of technology to interact with classroom materials (e.g., laptops, software, virtual models/reality)

2. **Provide alternative ways for students to appropriately and easily express knowledge, ideas, and concepts in the classroom/course.**

   ▪ Introduce and use interactive web tools for communication in your learning environment (i.e., discussion board, forum, Twitter, blogs).

   ▪ Give students different options for documenting their learning (i.e. wiki, journal, concept map).

   ▪ Provide a multi-part assignment with feedback at each stage

   ▪ Conduct a two-stage exam.

3. **Teach students to set long-term goals, use strategies to reach their goals, monitor progress, and modify strategies as needed.**

   ▪ Provide rubrics, assignment guidelines, and/or assignments that have been done well and not so well by past students to outline expectations.

   ▪ Provide a course schedule or timelines/calendar to support organization and time management

   ▪ Provide self-assessment activities with automatic feedback where possible (i.e., interactive quizzes with automatic feedback)

   ▪ Provide templates to guide self-reflection on quality and progress (i.e., growth in writing, increase in content area vocabulary)

For more on the three principles, visit OTEI's Clemson Teaching page