



MAINE DEPARTMENT
OF EDUCATION

Elevating Student Expression with UDL

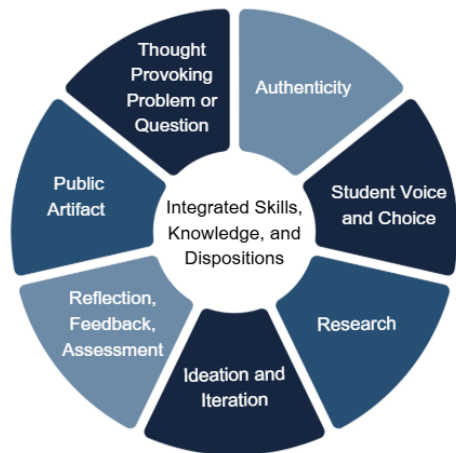
Presented by: Geoff Wingard

Facilitated by: Wilson Onu

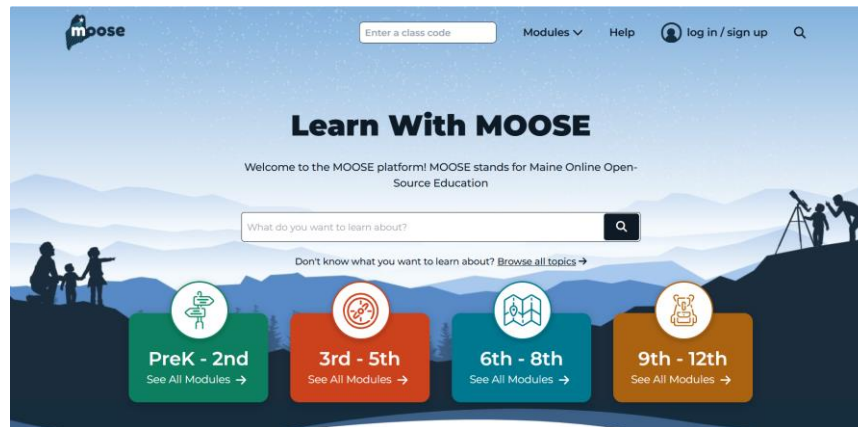


Who are We?

- Interdisciplinary Education
- Components of Inquiry Driven “X” Based Learning



- MOOSE Project





What is UDL?

- **UDL** stands for **Universal Design for Learning**. It is an educational framework that aims to improve and optimize teaching and learning for all people based on scientific insights into how humans learn. UDL provides a blueprint for creating instructional goals, methods, materials, and assessments that work for everyone, not a single, one-size-fits-all solution but rather flexible approaches that can be customized and adjusted for individual needs.



The What?

Multiple Means of Engagement: This principle focuses on stimulating interest and motivation for learning. It suggests providing multiple ways to engage learners, such as offering choices in how they learn and what they learn about, and creating a safe and supportive learning environment.



Multiple Means of Representation: This principle emphasizes presenting information and content in different ways. It includes providing options for perception, language, and symbols, and comprehension to cater to diverse learners.



Multiple Means of Action and Expression: This principle involves allowing learners to express what they know in different ways. It includes providing options for physical action, expressive skills, and executive functions to accommodate various learning styles and abilities.

What does **UNIVERSAL** mean in the context of inviting people to learn?

Drop your comments in the chat or come off mute and share your thoughts on the concept of **UNIVERSAL**



The CAST Guidelines

- The CAST Guidelines and other UDL information can be found here:
[CAST Universal Design for Learning Guidelines](#)

Design Multiple Means of
Engagement



Design Multiple Means of
Representation



Design Multiple Means of
Action & Expression



Action/Expression



THIS IS WHERE STUDENT
AGENCY IS MOST
APPARENT.



THIS IS WHAT CHALLENGES
US MOST AS TEACHERS.

What do the Experts Say?

[Sir Ken
Robinson: Do schools kill
creativity? | TED Talk](#)

How does this connect
to UDL?

15:03-20:03

What is Action/Expression?

- Divide into groups that correlate with the three sections and do a two-minute brainstorm of what could Action/Expression look like in each of those categories?

Design Multiple Means of Action & Expression



Design Options for **Interaction**

Design Options for **Expression & Communication**

Design Options for **Strategy Development**

The Granular Level

- There are 11 aspects of Action/Expression on the CAST Chart.
- Please choose one of the 11 aspects and discuss with a partner why you chose that particular point.
- Share out!

Design Multiple Means of Action & Expression



Design Options for

Interaction ⁽⁴⁾

- 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)

Design Options for

Expression & Communication ⁽⁵⁾

- Use multiple media for communication (5.1)
- Use multiple tools for construction, composition, and creativity (5.2)
- Build fluencies with graduated support for practice and performance (5.3)
- Address biases related to modes of expression and communication (5.4)

Design Options for

Strategy Development ⁽⁶⁾

- 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)

Design Options for Interaction

- **CONSIDERATION 4.1**
- Vary and honor the methods for response, navigation, and movement
- Interact with tools and environments that make learning physically accessible.
- **CONSIDERATION 4.2**
- Optimize access to accessible materials and assistive and accessible technologies and tools
- Open doors to learning with accessible tools and devices.

Design Options for Expression & Communication

- **CONSIDERATION 5.1**
- [Use multiple media for communication](#)
- Express learning in flexible ways.
- **CONSIDERATION 5.2**
- [Use multiple tools for construction, composition, and creativity](#)
- Share thoughts and ideas using tools that complement the learning goal.
- **CONSIDERATION 5.3**
- [Build fluencies with graduated support for practice and performance](#)
- Apply and gradually release scaffolds to support learner agency.
- **CONSIDERATION 5.4**
- [Address biases related to modes of expression and communication](#)
- Honor a wide variety of forms of communication.

Design Options for Strategy Development

- Consideration 6.1
- [Set meaningful goals](#)
- Practice setting challenging and authentic goals.
- Consideration 6.2
- [Anticipate and plan for challenges](#)
- Formulate reasonable plans for reaching goals.
- Consideration 6.3
- [Organize information and resources](#)
- Support organization and memory using flexible tools and processes.
- Consideration 6.4
- [Enhance capacity for monitoring progress](#)
- Analyze growth over time and how to build from it.
- Consideration 6.5
- [Challenge exclusionary practices](#)
- Work toward building more inclusive spaces and systems.



Can you adapt a lesson you currently teach to include the goals of UDL A/E?

Use the template provided in the chat and share it with us!

Revisiting the Core Idea

Action/Expression?

Compared to your original brainstorm how has your thinking changed?

In what specific ways can the *Universal* concept be employed in your lesson design?

If you are an administrator, how can you create an environment where UDL flourishes?

Questions and Follow Up

Contact Information:

Geoff Wingard geoffrey.wingard@maine.gov

Wilson Onu wilson.onu@maine.gov

Office of Interdisciplinary Instruction

[Interdisciplinary Instruction | Department of Education](#)

MOOSE Resources

[The MOOSE Project | Department of Education](#)

- Where to next?
 - Planning
 - Assessment
 - Interdisciplinary learning
- Use [MOOSE](#) resources!
- Join [EnGine!](#)
- Attend virtual support hours!
- Connect with Educators!
- Make incremental change!

ROOTS AND STORIES: STORYTELLING THROUGH MAINE ARTIFACTS

Spend your spring growing your skills in integrating humanities concepts through artifact-based learning, storytelling, and the creative process. This professional learning opportunity is free, but space is limited.

- Work directly with authors Jo Radner and Rhea Cote Robbins to explore how we tell the stories of Maine's communities
- Receive access to Maine Humanities Council resources
- Apply strategies for integrating the visual and performing arts, social studies, and English language arts
- Create artifacts to be shared with Maine educators.



In-Person Kickoff April 22 from
8:00 AM to 4:00 PM at the Deering
Building in Augusta



Five one-hour Online
sessions



Earn 20 Contact Hours

Contact Us 



For More Information

geoffrey.wingard@maine.gov
cee.belolan@maine.gov



Apply Here

[Roots and Stories: Storytelling
Through Maine Artifacts](#)

Join the MDOE and the Maine Humanities Council for a new partnership – *Roots and Stories: Storytelling Through Maine Artifacts.*

Registration is open!