

A dark blue silhouette of a student sitting and reading a book, positioned on the left side of the slide. The background is a solid dark blue.

MAINE DEPARTMENT
OF EDUCATION

Elevating Student Expression with UDL

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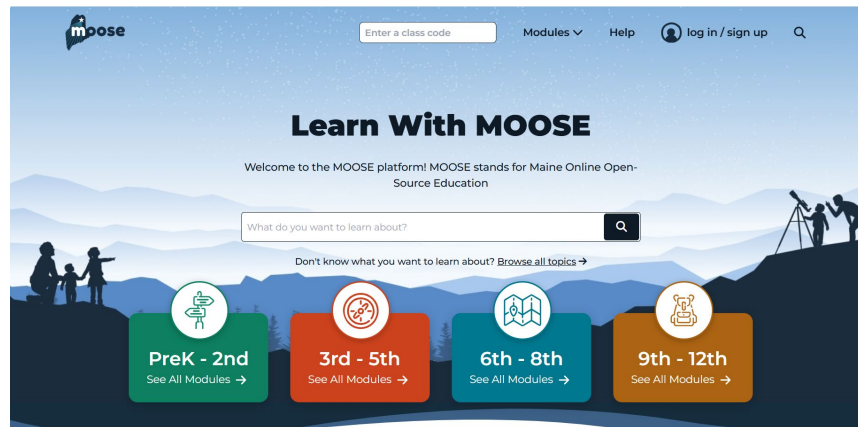
Who are We?

- 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?



Robinson: [Sir Ken Robinson: Do Schools Kill Creativity? | TED Talk](#)

15:03-20:03

How does this connect
to UDL?

The Granular Level

- There are 11 aspects of Action/Expression on the CAST Chart.
- How do we understand them and how might we implement them?

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)

What is Action/Expression?

- Divide into groups that correlate with the three sections and do a ten-minute brainstorm of what could Action/Expression look like in each of those categories?
- Assign a scribe and prepare to report.

Design Multiple Means of Action & Expression



Design Options for **Interaction**

Design Options for **Expression & Communication**

Design Options for **Strategy Development**

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.

Partner Up!

- Choose one of the Design Options we just described, this might be one that you feel comfortable with and use in your own practice OR it might be an option that you would find challenging to integrate in your classes.
- Define this in your own words and share with a partner or partners why you chose this aspect of Action/Expression and what it means to you.
- You don't have to write anything at this point, but this will inform our next activity.

Individually, Can You Make It Work?



- Can you adapt an activity that you currently teach to include one of the UDL Action/Expression goals?
- Use the Template shared in the chat and share it back with us.
- Following our workshop, we will share a folder of activity ideas that you have created!

Questions and Follow Up

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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!