The Universal Design for Learning Guidelines

The goal of UDL is **learner agency** that is purposeful & reflective, resourceful & authentic, strategic & action-oriented.

Design Multiple Means of **Engagement**	Design Multiple Means of **Representation**	Design Multiple Means of **Action & Expression**
Access		
Design Options for **Welcoming Interests & Identities** • Optimize choice and autonomy • Optimize relevance, value, and authenticity • Nurture joy and play • Address biases, threats, and distractions	Design Options for **Perception** • Support opportunities to customize the display of information • Support multiple ways to perceive information • Represent a diversity of perspectives and identities in authentic ways	Design Options for **Interaction** • Vary and honor the methods for response, navigation, and movement • Optimize access to accessible materials and assistive and accessible technologies and tools
Support		
Design Options for **Sustaining Effort & Persistence** • Clarify the meaning and purpose of goals • Optimize challenge and support • Foster collaboration, interdependence, and collective learning • Foster belonging and community • Offer action-oriented feedback	Design Options for **Language & Symbols** • Clarify vocabulary, symbols, and language structures • Support decoding of text, mathematical notation, and symbols • Cultivate understanding and respect across languages and dialects • Address biases in the use of language and symbols • Illustrate through multiple media	Design Options for **Expression & Communication** • Use multiple media for communication • Use multiple tools for construction, composition, and creativity • Build fluencies with graduated support for practice and performance • Address biases related to modes of expression and communication
Executive Function		
Design Options for **Emotional Capacity** • Recognize expectations, beliefs, and motivations • Develop awareness of self and others • Promote individual and collective reflection • Cultivate empathy and restorative practices	Design Options for **Building Knowledge** • Connect prior knowledge to new learning • Highlight and explore patterns, critical features, big ideas, and relationships • Cultivate multiple ways of knowing and making meaning • Maximize transfer and generalization	Design Options for **Strategy Development** • Set meaningful goals • Anticipate and plan for challenges • Organize information and resources • Enhance capacity for monitoring progress • Challenge exclusionary practices