Kaitlyn Schmidt

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Universal Design for Learning

In the classroom, there are a variety of different learning styles among the students. It is important for teachers to learn and take into consideration all the different learning needs that the students may have, and make adaptations to ensure all the students are able to follow. The amazing thing about classrooms is the diversity of the student's levels of learning and children's abilities. Universal Design for Learning (UDL) is important when establishing a diverse learning environment to assist all learning styles in the classroom, rather than focusing on a particular student (Rose, D. H., Hasselbring, T. S., Stahl, S., and Zabala, J., 2005).

Creating and using UDL in the classroom is not something that is just thrown together. There is extensive planning that takes place in order to make sure all children are able to understand, no matter the diverse learning styles. UDL doesn't require any particular modern technology to be used, however, it "does require a well-designed lesson from the start" (Rose, D. H., Hasselbring, T. S., Stahl, S., and Zabala, J., 2010). Like any lesson, there should be thought behind how it will be taught, especially when trying to establish a diverse range of learning. One approach that achieves the goal for students to be engaged, is having lessons that are relevant and meaningful on a personal level. A great way to do this would be to use Project Based Learning (PBL) in the classroom (Perez, L., & Grant, K.,2008). Having a PBL allows students to use real world concerns into instruction will help reach a diverse number of learners because it can spread over a range of subjects and allow students to use different materials and learning strategies to reach their work.

Technology is a main way that the UDL approach can be used to reach the classroom diversity. Technology isn't always using the latest updated iPad or computer, but it can be using more than just a pen and paper. There are ways that have been brainstormed by educators to integrate music, videos, clay modeling, trips outdoors and even tossing a ball around class in

addition to any software that may be typically used to teach a lesson (Noonoo, 2014). It is important though, to take into consideration to learn more about different websites and applications that can be used in a classroom because they also engage students in other ways. I found the website Poll Everywhere and Kahoot to be great examples of using technology in the classroom. These two websites allow students to participate and be engaged, who may otherwise be too shy to interact with the class. Using interactive websites like Kahoot and Poll Everywhere are great opportunities, and videos are another great way to engage students. For the students who learn better by hearing and seeing something, there may be a video on youtube.com that may explain it better than the teacher, which can help students as well.

As technology becomes more popular, it is important for teachers to constantly be looking around and learning about how to integrate technology into the classroom to help produce UDL lessons in the classroom. Lessons that have the students engaged and interested in learning will help children learn. It is important to keep up to date with technology to ensure the range of lessons that can be taught to students.

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