
Using UDL to Analyze the Design of a Learning Experience

* For reference throughout, see [The UDL Guidelines](#). *

Activity name/description: _____

State the goal for the learning experience you selected:

Q1. *Do my learners know what the goal of this activity is and what the goal means?;
What are the targeted skills or understandings this activity is intended to measure?*

Describe how the goal will be communicated so it is **perceivable and understandable** for the learners.

Q2. *Have I offered flexibility in **HOW** my learners can work toward the goal?*

Describe how the **goal will be separate from the means**, where possible.
If the means was embedded in the goal, share a plan for how the means is also supported.

Q3. RELEVANCE questions:

*How am I making connections so learners know what it is they are working to achieve, and are invested in the goal?;
What are the real-world or community-related applications that connect to this goal? Why does this goal matter to me (and to my learners)?*

Describe how the **relevance of the goal** will be highlighted for learners.

Q4. DESIGN BARRIER questions:

*Are there accessibility barriers my learners may encounter in this activity?;
What may be preventing learners from showing what they know in this activity?*

Discuss one **barrier in the design of the activity**.

Describe an **option to reduce the barrier** in the activity.

[Tip: where possible, reduce the barriers that do not tie to the learning goals you want to measure]

Align a **UDL Guideline or checkpoint** to the design option.

HELPFUL RESOURCES

DEVELOPING GOALS

- [CAST UDL Tips for Developing Goals](#) (PDF)
- [UDL: Start with the Goal](#) (article)
- [UDL Principle: Design Multiple Means of Representation](#) (CAST website)
- [UDL Principle: Design Multiple Means of Engagement](#) (CAST website)

DEVELOPING ASSESSMENTS

- [A UDL Perspective on Assessment](#) (videos)
- [UDL and Assessments](#) (website)
- [UDL Tips for Assessments](#) (PDF)
- [UDL Principle: Design Multiple Means of Action & Expression](#) (CAST website)

DEVELOPING MATERIALS, METHODS, PHYSICAL ENVIRONMENTS

- [Lesson Planning with UDL](#) (website)
- [5 Examples of UDL in the Classroom](#) (website)
- List of [Inclusive Strategies](#) (website)

LEARNER AGENCY

- [The Goal of UDL: Learner Agency](#) (CAST website)
- [Expert Learning is for All](#) (article)