Fast Facts for Faculty

Universal Design for Learning Elements of Good Teaching

Definition

Universal design is an approach to designing course instruction, materials, and content to benefit people of all learning styles without adaptation or retrofitting. Universal design provides equal access to learning, not simply equal access to information. Universal Design allows the student to control the method of accessing information while the teacher monitors the learning process and initiates beneficial methods.

Although this design enables the student to be self-sufficient, the teacher is responsible for imparting knowledge and facilitating the learning process. It should be noted that Universal Design does not remove academic challenges; it removes barriers to access.

Who Benefits

- Students who speak English as a second language
- International students
- Older students
- Students with disabilities
- All students

Principles

(compiled from The University of Minnesota's Curriculum Transformation and Disability grant)

- Identify the essential course content
- Clearly express the essential content and any feedback given to the student
- Integrate natural supports for learning (i.e. using resources already found in the environment such as a study buddy).
- Use a variety of instructional methods when presenting material
- Allow for multiple methods of demonstrating understanding of essential course content
- Use technology to increase accessibility
- Invite students to meet/contact the course instructor with any questions/concerns

Common Teaching Methods

	Strengths	Limitations	Preparation
Lecture	Ensures dissemination of specific factsClass size is not an issue	Little, if any, student participationOnly learn from one source	 Information to be learned needs to be clearly indicated Course instructor should allot adequate time for content to be presented
Class Discussion	 Information and ideas drawn from multiple people Student's attention easily maintained 	 Only practical with small classroom Some students will monopolize the conversation while others will not engage in discussion 	 Course instructor needs to guide discussion and keep group from going "off-track" Discussion topics/questions should be prepared before class
Role Playing	 Can be very impactful Students are able to test concepts and techniques presented in class 	Students may feel "put on the spot"Only practical for small classroom	 Course instructor needs to identify rules, situation and roles
Guest Speaker	 Provides a real-life example Gives students contacts in the field 	• Quality of the speaker may be poor	 Identify and schedule appropriate speakers Provide introduction and background of speaker
Panel of Experts	 Allows for multiple expert opinions and ideas on a topic May capture more students' attention 	Speakers may be poor qualityCompetition among experts	 Identify and schedule experts Provide introduction and background of experts
Videos*	 Allows for alternate means of representation Keeps students' attention 	 Students do not have to actively participate Unable to control what students learn from video 	 Required to operate equipment Prepare questions for discussion after video

^{*}To ensure accessibility and usability, it is recommended that all videos be captioned.

Implementation

- Put course content **on-line** allowing students to "pick up" material that might have been missed in lecture
- Use **peer mentoring**, **group discussions**, and **cooperative learning** situations rather than strictly lecturing
- Using **guided notes** enables students to listen for essential concepts without copying notes off of overhead
- Update course materials based on current events and student demands
- Provide a **comprehensive syllabus** with clearly identified course requirements, accommodation statement, and due dates
- Fluctuate instructional methods, provide illustrations, handouts, auditory and visual aids
- Clarify any feedback or instructions, ask for questions, and use multiple examples
- Relate a new topic to one already learned or a **real-life** example
- Secure a note taker, allow the student to tape record lectures or provide him/her with a copy of your notes
- Allow the student to demonstrate knowledge of the subject through alternate means
- Permit and encourage the use of assistive technology
- Develop study guides
- Give shorter exams more frequently

For a definition of bolded terms and an example of a professor employing Universal Design in the classroom, please visit www.telr.osu.edu/dpg/glossary.html.

Essential Qualities

Course content offers various methods of

Representation

Universally designed course content provides alternative representations of essential concepts.

Faculty should use various methods of representation to allow the student to learn the information in their preferred means.

Example: Placing course notes on the web allows students to gain the information by lecture and text. Additionally, a student with a visual impairment could record the lecture to capture the notes in alternate format. Course content offers various methods of

Engagement

Universally designed course content maintains varied skill levels, preferences, and interests by allowing for options.

By having flexible teaching strategies and course content, students can choose methods that support their interest and skill levels.

Example: When teaching a foreign language, students could choose from a variety of on-line options that would allow them to practice fluency and comprehension at a reading level that is appropriate for them.

Course content offers various methods of

Expression

Universally designed course content allows for alternate methods of expression.

This allows the student multiple means of demonstrating mastery of the material.

Example: Allowing the students to demonstrate knowledge on a subject by doing an oral presentation or writing a paper or taking a test. Students with a speech disorder may be unable to present the information orally while students with a fine motor disability may have difficulty taking a written exam.

Resources

Universal Design. [on-line]. Available: http://www.cast.org

University of Minnesota's Curriculum Transformation and Disability. Funded by the US Department of Education. Project #P333A990015. Ways to Incorporate Universal Instructional Design.

Honolulu Community College's Common Teaching Methods [on-line]. Available: http://www.hcc.hawaii.edu/intranet/committees/FacDevCom/guidebk/teachtip/comteach.htm

Do-It. University of Washington. Funded by the National Science Foundation, The US Department of Education, and the State of Washington. Grant # 9725110 [on-line]. Available: http://www.washinton.edu/doit/.

University of Arkansas at Little Rock. College of Education. [on-line]. Available: www.ualr.edu/~coedept/curlinks/sped.html

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