

Examples of addressing learner variability from Learner Variability and UDL

I. Provide Multiple Means of Representation

- Make text available in a variety of formats: e-Text reader, audio, MS PowerPoint
- Offer a variety of media to access information
- Provide multiple visual and physical examples of information using, for example, manipulatives, Smart Boards, iPads
- Additional examples:

II. Provide Multiple Means of **Action & Expression**

- Present learners with choices of tools to demonstrate knowledge. For example, provide a "technology toolkit" on a class wiki with reviews of available tools and resources
- Implement project-based learning to provide opportunities for problem solving and to help guide effective goal-setting
- Other examples: audio recording, dramatic productions, creating charts, graphs and illustrations, and free websites like Blogmeister, Glogster, Toondoo, Animoto, Xtranormal, Voki
- Additional examples:

III. Provide Multiple Means of Engagement

- Teach students how to use the available formats, tools and technology
- Implement project-based learning opportunities to provide options for individual choice and enhance the relevance and authenticity of the learning
- Give choices of tools, technology, medium, work environments and topic
- Guide students to understand personal learning needs so they can make good choices and become more autonomous
- Provide opportunity for independent choices of participation, for example, standing during a lesson
- Additional examples: