# Universal Design for Learning Guidelines

## I. Provide Multiple Means of Representation

1. **Provide options for perception**
   - 1.1 Offer ways of customizing the display of information
   - 1.2 Offer alternatives for auditory information
   - 1.3 Offer alternatives for visual information

2. **Provide options for language, mathematical expressions, and symbols**
   - 2.1 Clarify vocabulary and symbols
   - 2.2 Clarify syntax and structure
   - 2.3 Support decoding of text, mathematical notation, and symbols
   - 2.4 Promote understanding across languages
   - 2.5 Illustrate through multiple media

3. **Provide options for comprehension**
   - 3.1 Activate or supply background knowledge
   - 3.2 Highlight patterns, critical features, big ideas, and relationships
   - 3.3 Guide information processing, visualization, and manipulation
   - 3.4 Maximize transfer and generalization

## II. Provide Multiple Means of Action and Expression

4. **Provide options for physical action**
   - 4.1 Vary the methods for response and navigation
   - 4.2 Optimize access to tools and assistive technologies

5. **Provide options for expression and communication**
   - 5.1 Use multiple media for communication
   - 5.2 Use multiple tools for construction and composition
   - 5.3 Build fluencies with graduated levels of support for practice and performance

6. **Provide options for executive functions**
   - 6.1 Guide appropriate goal-setting
   - 6.2 Support planning and strategy development
   - 6.3 Facilitate managing information and resources
   - 6.4 Enhance capacity for monitoring progress

## III. Provide Multiple Means of Engagement

7. **Provide options for recruiting interest**
   - 7.1 Optimize individual choice and autonomy
   - 7.2 Optimize relevance, value, and authenticity
   - 7.3 Minimize threats and distractions

8. **Provide options for sustaining effort and persistence**
   - 8.1 Heighten salience of goals and objectives
   - 8.2 Vary demands and resources to optimize challenge
   - 8.3 Foster collaboration and community
   - 8.4 Increase mastery-oriented feedback

9. **Provide options for self-regulation**
   - 9.1 Promote expectations and beliefs that optimize motivation
   - 9.2 Facilitate personal coping skills and strategies
   - 9.3 Develop self-assessment and reflection

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**Resourceful, knowledgeable learners**

**Strategic, goal-directed learners**

**Purposeful, motivated learners**