



A **cross-institutional approach to UDL** strengthens the university's goals on inclusion and equity by providing:

- A community of shared expertise
- A Top-down, Middle-out, Bottom-up approach
- More fluid and streamlined communication
- Support for collaboration
- Removal of Silos
- Stakeholders with a voice
- Cross-campus awareness

The Why of UDL

Universal Design for Learning (UDL) is a curriculum design, development, and delivery framework used to create inclusive and accessible learning environments. It centers on three main principals which include Multiple Means of Representation, Multiple Means of Action and Expression and Multiple Means of Engagement.

UDL is required to meet the growing demands and needs of every student including a diverse learner base e.g., international, sanctuary, socio-economic disadvantaged, mature, carers and disability.

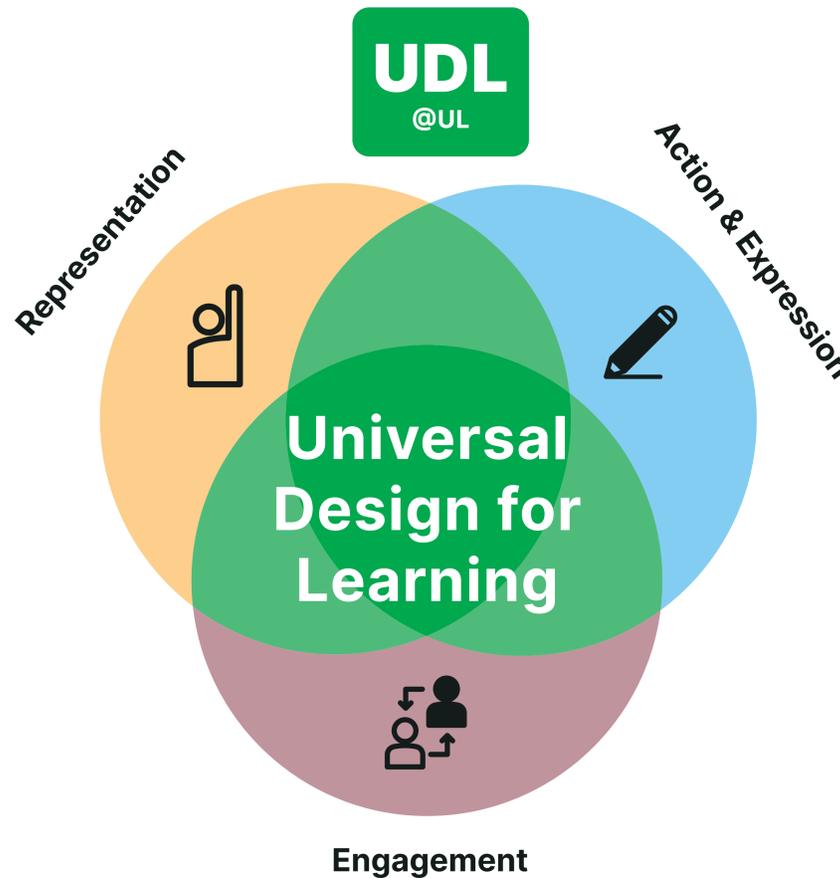


A '**Quick Win**' is a tangible improvement that has immediate benefit and can be delivered quickly. A 'Quick Win' is the power of delivering incremental success. Given the iterative nature of the inclusive practice – small bite sized changes can often bring the greatest reward e.g., The Plus One Approach.



Learner Voice is essential in the **UDL** process. This can be embedded in a range of ways including:

- Allowing learners to be co-creators/co-designers
- Providing multiple ways for learner feedback
- Providing multiple ways for reflection
- Providing options for peer evaluation
- Providing learner-driven assessment
- Providing multiple ways for communication



A new **Virtual Learning Environment** was recently released in UL (Brightspace). To facilitate more inclusive practice in line with the UDL and accessibility the new VLE will support:

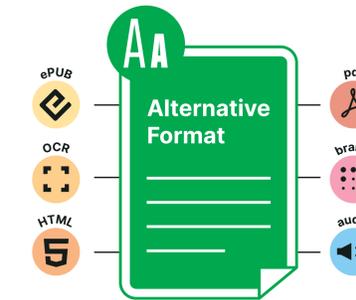
- Blackboard Ally
- Accessible templates
- Accessible training
- Supports for UDL (Multiple means of representation, engagement, and action and expression)



Offering **Learner Choice** can foster self-determination, pride in accomplishment, and increase the degree to which they feel connected to their learning. It also promotes student autonomy and agency.

For Learner Choice we need to offer options in:

- Assessment
- Communication
- Expression
- Engagement



Blackboard Ally is a Brightspace LTI tool that helps make course content in Brightspace accessible to all users. Blackboard Ally:

- Automatically scanning course content and providing accessibility scores and feedback on how to improve the accessibility of the content.
- Generating alternative accessible formats for uploaded files that users can download for their personal use



UDL Community of Practice (CoP): A CoP consists of a network of people who share a common objective and who regularly engage to improve what they do in order to address that shared objective. The UDL CoP is a peer network designed to facilitate knowledge sharing and collaboration amongst staff in the area of inclusive practice and UDL.



The goal of UDL is to use a variety of teaching methods to remove any **Barriers to Learning** and give all learners equal opportunities to succeed

These barriers include but are not limited to:

- Financial / Economic related issues
- Inflexible and inaccessible curriculum and supports
- Language
- Access to supports/technologies/services



There is no UDL without accessibility. Therefore, accessibility needs to be built into every facet of our educational environments. Digital Accessibility is also mandated in the European Union Web Accessibility Directive transposed into Irish law in 2020.

Accessibility must be embedded across:

- Digital content
- Communication
- Practices
- Services