



2012-13 PA Community of Practice (COP)

Series:

***Making Connections for
Secondary Transition:***

**Transition and Universal Design for
Learning – Youth and Young Adult
Session**

January 30, 2013

The powerpoint handout for today's webinar can be downloaded from the Pattan website: www.pattan.net
> Training Calendar > January 30, 2013

What is Universal Design for Learning (UDL)?

An idea that everyone learns differently and there is no one way to learn something.

What is Universal Design for Learning (UDL)?

In order for all youth to be successful they need to be provided with multiple ways to get information and show what they have learned.

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Universal Design

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Examples of Universal Design in our Daily Life

- Ramp curb cuts
- Digital books with text-to-speech
- Television and video captioning
- Easy grip tools
- Electric doors and lever doorknob



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UDL and Brain Research

- There is no “normal” student –
 - Everyone’s brain works differently
- UDL provides for different ways to learn

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4 Parts of UDL

UDL Provides Multiple ways to:

1. Get information
2. Showing what you know
3. Provide the best environment/place to learn
4. Explains “why” you want to learn something

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Getting Information

- Using multiple formats (i.e., oral, tape recorded, typed, written, and/or with prompts).
- Using pictures or photographs along with directions
- Making things easier to read.
 - Allowing for font type, size, color, highlighting, and contrast to be adjusted for the user; limiting unnecessary distractions.

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Getting Information

- Having a definition guide for unknown or “hard” words
- Having time go over basic information and skills.
- Having time to ask questions, review, and practice new information.

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Showing What you Know

Giving choices to show what you know:

- talking about what you know/presentation
- written answers
- other ways to show what you know (i.e., song, dance, poem, poster, story board, comic strip)
- computer/internet (i.e., PowerPoint, blog post, discussion board, social media website, interactive games).

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Showing What you Know

- Teach a mentor or peer about what you just learned, i.e. (create flashcards, or write sample questions)

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Multiple Environments- Places to Learn

- Changing environments to help you learn better.
 - Getting rid of distractions. (use noise-cancelling headphones, earplugs, or audio devices (i.e., iPods).
 - Change location or workspace
 - Change who you are working with (i.e., individually, with a mentor, with a peer, in a group, or with a family member).

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“Why” you want to learn something

- Set goals – provide the reason why you are learning something
 - Long Term Goals
 - Short Term Goals
- Ask for specific feedback regarding how you are doing
- Develop ways to reward your learning – (small steps)

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We Want to Stay in Touch

Please visit the following link to provide us with your contact information:

<https://docs.google.com/spreadsheet/viewform?formEmail=true&formkey=dG1qb2ITVFlmX2trZGgya1VGWDhUMWc6MQ>



We Want to Stay in Touch

Connect to the PYLN by visiting our website at
www.pyn.org

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<http://www.facebook.com/groups/2329492915/>

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Submit questions and/or stay connected to the PYLN,
pyn.gb@gmail.com

What Did You Learn Today?

- ▶ Please complete the following survey to let us know what you learned today:

<https://www.surveymonkey.com/s/LHZZ9NM>

**Thank You for Participating in
Today's Session!**

