Universal Design for Learning
HACKS
for Online Courses & Programs

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Activity 1: What learner interactions regularly don’t go as you plan them? What’s the gap?
Think: How would you describe Universal Design for Learning (UDL) in your own way?

Activity 2: What elements describe the ways your learners are variable?
Activity 3: Apply a Plus-One UDL strategy to one of your learning interactions.

Report-outs & sharing: what do you want to remember from colleagues?
Take-aways: what have you learned, underlined, or un-learned?

THANK YOU!

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