UDL Introduction & Pre-Assessments

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Corey Lott, M.Ed. https://coreylott.com/



Promoting the art of teaching & the science of learning

Check-in

Partners and small group

- What is something going well in your class?
- What experiences have you had using your common assessments? (If you have them)
- What are next steps to create and use your common assessments?
- Did you do a pre-assessment for the year? What was it?

Common assessments...

- Set goals for the department.
- Make student expectations regarding skill and content development clear.
- Help promote vertical and horizontal alignment.
- Allow students to transfer classes without missing material.
- Develop common language

UDL assessments...

- Allow for students to demonstrate what they have learned in a variety of ways.
- Can be flexible given individual students needs.
- Includes a variety of learning modalities and then assessments in those modalities.
- Can be from common assessments or not.
- Are planned for before they are needed in specialized cases.

Example: Unit 1 Academic Vocabulary

We might use 11 Learning Activities: 1. Ranking, 2. flashcards, 3. grouping, 4. application to pictures, 5. drawing of own pictures, 6. collaborative flashcards to post in the room, 7. fill in sentence frames, 8. student written sentences applying the words to their own lives (EL students do ½ and get to rewrite after corrections), 9. class discussions using and saying the words, 10. write an argumentative paragraph using the words, 11. take a practice online multiple choice test similar to the real test.

But on test day.....Multiple choice test



How do the students benefit from the assessments they take in your class?

Our objective together is to *increase* diverse teaching, learning, and assessment strategies in order to maximize engagement and achievement of students.

(UDL principles will be supported throughout)

UDL philosophies

• Teaching, learning, and assessment strategies should be diverse.

 Students should have options to demonstrate what they know in a variety of ways.

Universal Design for Learning (UDL)

A equity-based design tool built on Neuroscience and Educational research findings

UDL Resources folder

UDI Framework

9 Dimensions of Learning

Based on Neurological systems

The Universal Design for Learning Guidelines

Provide multiple means of **Engagement**

> Affective Networks The "WHY" of Learning

Provide multiple means of Representation

> Recognition Networks The "WHAT" of Learning

CAST Until learning has no limits

Provide multiple means of **Action & Expression**

> Strategic Networks The "HOW" of Learning

Provide options for

Recruiting Interest

- · Optimize individual choice and autonomy
- · Optimize relevance, value, and authenticity
- · Minimize threats and distractions

Provide options for

Perception

- Offer ways of customizing the display of information
- Offer alternatives for auditory information
- · Offer alternatives for visual information

Provide options for **Physical Action**

- · Vary the methods for response and navigation
- Optimize access to tools and assistive technologies

Provide options for

Sustaining Effort & Persistence

- Heighten salience of goals and objectives
- · Vary demands and resources to optimize challenge
- · Foster collaboration and community
- · Increase mastery-oriented feedback

Provide options for

Language & Symbols

- · Clarify vocabulary and symbols
- Clarify syntax and structure
- · Support decoding of text, mathematical notation, and symbols
- · Promote understanding across languages
- · Illustrate through multiple media

Provide options for

Expression & Communication

- Use multiple media for communication
- Use multiple tools for construction and composition
- · Build fluencies with graduated levels of support for practice and performance

Provide options for

Self Regulation

- · Promote expectations and beliefs that optimize motivation
- · Facilitate personal coping skills and strategies
- · Develop self-assessment and reflection

Provide options for

Comprehension

- · Activate or supply background knowledge
- Highlight patterns, critical features, big ideas, and relationships
- Guide information processing and visualization
- · Maximize transfer and generalization

Provide options for **Executive Functions**

- · Guide appropriate goal-setting
- Support planning and strategy development
- Facilitate managing information and resources
- Enhance capacity for monitoring progress

Expert learners who are...

Goal

Purposeful & Motivated

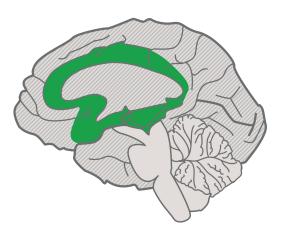
Resourceful & Knowledgeable

Strategic & Goal-Directed

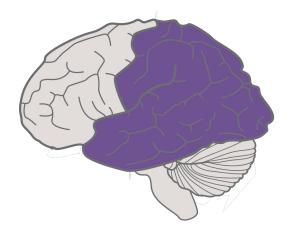
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Predictable Variability: 3 networks

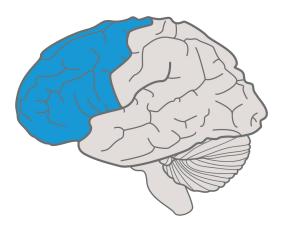
The Affective Network



The Recognition Network



The Strategic Network



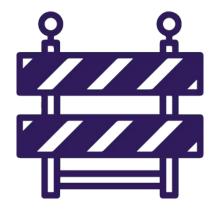
Design process: not just options

Set Clear, Rigorous Goals

Anticipate Barriers

Design Options and Scaffolds











Re-frame the barrier to be in the environment - not the student

- Reduce stereotype
- Support emotions for learning
- Promote equity, expert learning
- Promote autonomy, agency in learning

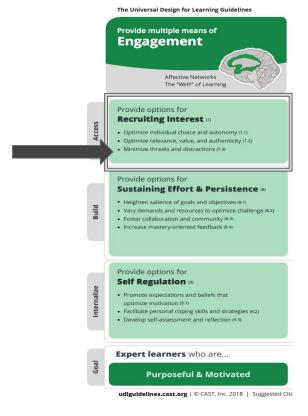
Ask instead:

- What is the goal?
- What are the barriers?
- How can we design to reduce those barriers and include all in challenging, meaningful learning?

Recruit Interest

Minimize threats and distractions: variability & context matter

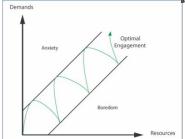
- Autonomy to choose
- Relevance, value, authenticity
- Learn about your students cultural autobiographies
 - Shonkoff: "every child needs just one champion"
- Reframe tasks



Sustain effort & persistence

- Make goals salient
- Vygotsky's Zone of Proximal Development
- Foster collaboration & community
 - *Get to know your students & their communities

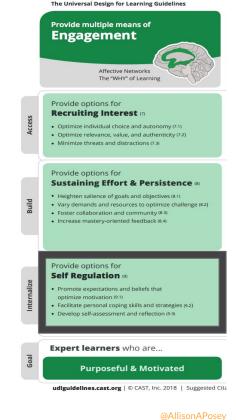
Dweck's mastery-oriented feedback





Self Regulation

- Promote beliefs & expectations
- Facilitate personal coping skills
- Develop self-reflection



Design options for...

- Learning choice menu
- Connect to real-world situations
- Start with the "why"
- Flexible timing: Materials available on the front end
- Frequent formative checks: clear, high expectations
- Flexible breaks, food
- Flexible options to collaborate
- Goal-driven

The Universal Design for Learning Guidelines Provide multiple means of **Engagement** Affective Networks The "WHY" of Learning Provide options for Recruiting Interest o Optimize individual choice and autonomy (7.1) . Optimize relevance, value, and authenticity (7.2) . Minimize threats and distractions (7.3) Provide options for **Sustaining Effort & Persistence** ® · Heighten salience of goals and objectives (8.1) . Vary demands and resources to optimize challenge (8.2) . Foster collaboration and community (8.3) • Increase mastery-oriented feedback (8.4) Provide options for Self Regulation ® · Promote expectations and beliefs that · Facilitate personal coping skills and strategies (9.2) · Develop self-assessment and reflection (9.3) Expert learners who are... **Purposeful & Motivated**

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UDL Guidelines: Link the CAST website

Comprehension:

Highlight patterns, critical features, big ideas, and relationships (checkpoint 3.2)

Executive Functions

Guide appropriate goal-setting (checkpoint 6.1)

Self-Regulation

Promote expectations and beliefs that optimize motivation (checkpoint 9.1)

Executive Functions: Enhance capacity for monitoring progress (checkpoint 6.4)





students feel their efforts are meaningful and deliver progress.

Student-centered data is when...

the student can see clearly her or his own growth in skill and concept.

Afternoon collaboration

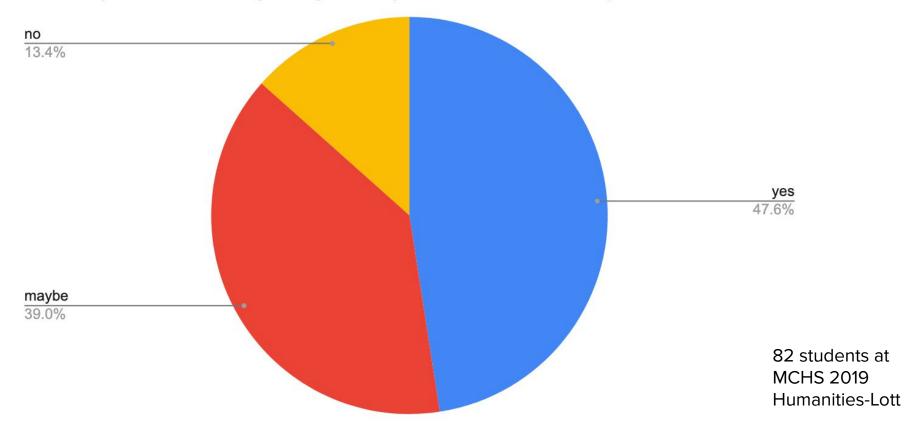
Assessments as gifts for students



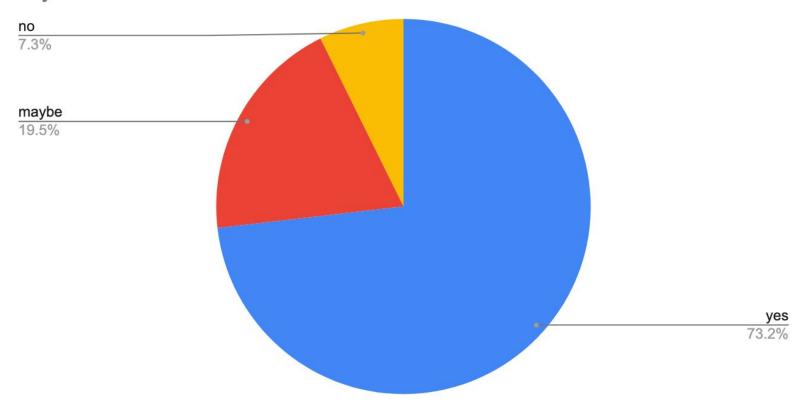
Use common assessment work you have already done or create a new pre-assessment for your class.

The goal is for students to be able to use the pre-assessment to clearly see their growth at the end of the semester or year.

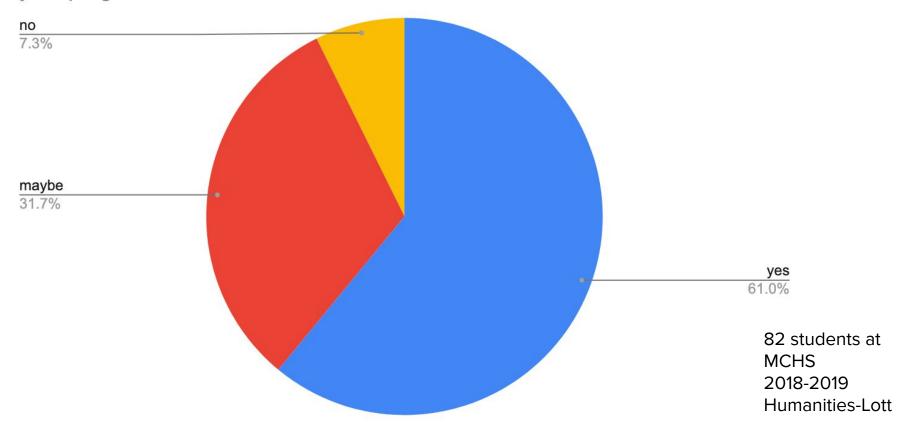
In your academic classes do you have ways to see clearly your progress in that subject from the beginning of the year to the end of the year?



Would you like it, or would it be useful to you as a student, if you were able to clearly see your progress from the beginning of the year to the end of the year in your academic classes?



Did reviewing your 5 story maps, and first self-portrait story map, help you see your progress an academic student in this class?



Analyze student centered data capabilities







How will students benefit from seeing their results?

- What is most important in skill and concept?
- Quality -not quantity-
- Make it tangible and the teacher keeps track of it.
- Has some piece that relates the content directly to the students life.
- The same, similar, or progressive assessment can be given again in May.
- When students see compare assessments progress will be visible

Effective pre-assessments...

are not more paperwork



Effective pre-assessments...

are not kept by the student

are not graded on a scale





Effective pre-assessments...

Are a set up for celebrating student success later

Compatible planning with UDL

Diverse Learning Preferences

Multiple Intelligences Theory (Gardner) + Brain Plasticity (Dweck)

- Intrapersonal
- Interpersonal
- Verbal-linguistic
- Visual-spatial
- Musical
- Kinesthetic
- Logical
- Naturalistic
- Existential (2009)