

# AVANZAR UDL Y ALINEARSE CON CAMBIAR

Loui Lord Nelson, Ph.D.

<https://bit.ly/DUAmañana>

META:

PRESENTAR LAS DIRECTRICES UDL ACTUALIZADAS Y  
LAS MENTALES, HABILIDADES Y PRÁCTICAS DEL DUA

<https://bit.ly/DUAmañana>





The Universal Design for Learning Guidelines

CAST | Until learning has no limits

	<b>Provide multiple means of Engagement</b> Affective Networks The "WHY" of Learning	<b>Provide multiple means of Representation</b> Recognition Networks The "WHAT" of Learning	<b>Provide multiple means of Action &amp; Expression</b> Strategic Networks The "HOW" of Learning
<b>Access</b>	<b>Provide options for Recruiting Interest</b> <ul style="list-style-type: none"> <li>Optimize individual choice and autonomy</li> <li>Optimize relevance, value, and authenticity</li> <li>Minimize threats and distractions</li> </ul>	<b>Provide options for Perception</b> <ul style="list-style-type: none"> <li>Offer ways of customizing the display of information</li> <li>Offer alternatives for auditory information</li> <li>Offer alternatives for visual information</li> </ul>	<b>Provide options for Physical Action</b> <ul style="list-style-type: none"> <li>Vary the methods for response and navigation</li> <li>Optimize access to tools and assistive technologies</li> </ul>
<b>Build</b>	<b>Provide options for Sustaining Effort &amp; Persistence</b> <ul style="list-style-type: none"> <li>Heighten salience of goals and objectives</li> <li>Vary demands and resources to optimize challenge</li> <li>Foster collaboration and community</li> <li>Increase mastery-oriented feedback</li> </ul>	<b>Provide options for Language &amp; Symbols</b> <ul style="list-style-type: none"> <li>Clarify vocabulary and symbols</li> <li>Clarify syntax and structure</li> <li>Support decoding of text, mathematical notation, and symbols</li> <li>Promote understanding across languages</li> <li>Illustrate through multiple media</li> </ul>	<b>Provide options for Expression &amp; Communication</b> <ul style="list-style-type: none"> <li>Use multiple media for communication</li> <li>Use multiple tools for construction and composition</li> <li>Build fluencies with graduated levels of support for practice and performance</li> </ul>
<b>Internalize</b>	<b>Provide options for Self Regulation</b> <ul style="list-style-type: none"> <li>Promote expectations and beliefs that optimize motivation</li> <li>Facilitate personal coping skills and strategies</li> <li>Develop self-assessment and reflection</li> </ul>	<b>Provide options for Comprehension</b> <ul style="list-style-type: none"> <li>Activate or supply background knowledge</li> <li>Highlight patterns, critical features, big ideas, and relationships</li> <li>Guide information processing and visualization</li> <li>Maximize transfer and generalization</li> </ul>	<b>Provide options for Executive Functions</b> <ul style="list-style-type: none"> <li>Guide appropriate goal setting</li> <li>Support planning and strategy development</li> <li>Facilitate managing information and resources</li> <li>Enhance capacity for monitoring progress</li> </ul>
<b>Goal</b>	<b>Expert learners who are...</b> Purposeful & Motivated	Resourceful & Knowledgeable	Strategic & Goal-Directed

udlguidelines.cast.org | © CAST, Inc. 2018 | Suggested Citation: CAST (2018). Universal design for learning guidelines version 2.2 [graphic organizer]. Wakefield, MA: Author.

### Proposed Updates for UDL Guidelines 3.0 Graphic Organizer Draft


	Design Multiple Means of Engagement	Design Multiple Means of Representation	Design Multiple Means of Action & Expression
Access 	<b>Options for Welcoming Interests &amp; Identities</b> <ul style="list-style-type: none"> <li>Optimize choice and autonomy</li> <li>Optimize relevance, value, and authenticity</li> <li>Nurture joy and play</li> <li>Address biases, threats, and distractions</li> </ul>	<b>Options for Perception</b> <ul style="list-style-type: none"> <li>Support opportunities to customize the display of information</li> <li>Support multiple ways to perceive information</li> <li>Authentically represent a diversity of perspectives and identities</li> </ul>	<b>Options for Interaction</b> <ul style="list-style-type: none"> <li>Vary the methods for response, navigation, and movement</li> <li>Optimize access to tools and assistive technologies</li> </ul>
	<b>Options for Sustaining Effort &amp; Persistence</b> <ul style="list-style-type: none"> <li>Elevate the meaning and purpose of goals</li> <li>Optimize challenge and support</li> <li>Foster collaboration, interdependence, and collective learning</li> <li>Foster belonging and community</li> <li>Offer action-oriented feedback</li> </ul>	<b>Options for Language &amp; Symbols</b> <ul style="list-style-type: none"> <li>Clarify vocabulary and symbols</li> <li>Clarify language structures</li> <li>Support decoding of text, mathematical notation, and symbols</li> <li>Cultivate understanding and respect across languages and dialects</li> <li>Address biases in the use of language and symbols</li> </ul>	<b>Options for Expression &amp; Communication</b> <ul style="list-style-type: none"> <li>Use multiple media for communication</li> <li>Use multiple tools for construction, composition, and innovation</li> <li>Build fluencies with graduated support for practice</li> <li>Address biases related to modes of expression and communication</li> </ul>
	<b>Options for Emotional Growth</b> <ul style="list-style-type: none"> <li>Recognize expectations, beliefs, and motivations</li> <li>Develop awareness of self and others</li> <li>Promote individual and collective reflection</li> <li>Practice empathy</li> </ul>	<b>Options for Building Knowledge</b> <ul style="list-style-type: none"> <li>Connect prior knowledge to new learning</li> <li>Highlight and explore patterns, critical features, big ideas, and relationships</li> <li>Cultivate multiple ways of knowing and making meaning</li> <li>Maximize transfer and generalization</li> </ul>	<b>Options for Strategy Development</b> <ul style="list-style-type: none"> <li>Set meaningful goals</li> <li>Plan and anticipate challenges</li> <li>Organize information and resources</li> <li>Enhance capacity for monitoring progress</li> </ul>
<b>Goal: Individual and collective learning that is...</b>	Purposeful, motivated, & reflective	Authentic, resourceful, & knowledgeable	Strategic, creative, & liberatory

Released for public comment, March 2024  
© 2024 CAST | Until learning has no limits\*

<https://bit.ly/JuegoDUA>



### Proposed Updates for UDL Guidelines 3.0 Graphic Organizer Draft

	<u>Design Multiple Means of Engagement</u>	<u>Design Multiple Means of Representation</u>	<u>Design Multiple Means of Action &amp; Expression</u>
<p><u>Access</u></p> 	<p><u>Options for Welcoming Interests &amp; Identities</u></p> <ul style="list-style-type: none"> <li>Optimize choice and autonomy</li> <li>Optimize relevance, value, and authenticity</li> <li>Nurture joy and play</li> <li>Address biases, threats, and distractions</li> </ul>	<p><u>Options for Perception</u></p> <ul style="list-style-type: none"> <li>Support opportunities to customize the display of information</li> <li>Support multiple ways to perceive information</li> <li>Authentically represent a diversity of perspectives and identities</li> </ul>	<p><u>Options for Interaction</u></p> <ul style="list-style-type: none"> <li>Vary the methods for response, navigation, and movement</li> <li>Optimize access to tools and assistive technologies</li> </ul>
	<p><u>Options for Sustaining Effort &amp; Persistence</u></p> <ul style="list-style-type: none"> <li>Elevate the meaning and purpose of goals</li> <li>Optimize challenge and support</li> <li>Foster collaboration, interdependence, and collective learning</li> <li>Foster belonging and community</li> <li>Offer action-oriented feedback</li> </ul>	<p><u>Options for Language &amp; Symbols</u></p> <ul style="list-style-type: none"> <li>Clarify vocabulary and symbols</li> <li>Clarify language structures</li> <li>Support decoding of text, mathematical notation, and symbols</li> <li>Cultivate understanding and respect across languages and dialects</li> <li>Address biases in the use of language and symbols</li> </ul>	<p><u>Options for Expression &amp; Communication</u></p> <ul style="list-style-type: none"> <li>Use multiple media for communication</li> <li>Use multiple tools for construction, composition, and innovation</li> <li>Build fluencies with graduated support for practice</li> <li>Address biases related to modes of expression and communication</li> </ul>
	<p><u>Options for Emotional Growth</u></p> <ul style="list-style-type: none"> <li>Recognize expectations, beliefs, and motivations</li> <li>Develop awareness of self and others</li> <li>Promote individual and collective reflection</li> <li>Practice empathy</li> </ul>	<p><u>Options for Building Knowledge</u></p> <ul style="list-style-type: none"> <li>Connect prior knowledge to new learning</li> <li>Highlight and explore patterns, critical features, big ideas, and relationships</li> <li>Cultivate multiple ways of knowing and making meaning</li> <li>Maximize transfer and generalization</li> </ul>	<p><u>Options for Strategy Development</u></p> <ul style="list-style-type: none"> <li>Set meaningful goals</li> <li>Plan and anticipate challenges</li> <li>Organize information and resources</li> <li>Enhance capacity for monitoring progress</li> </ul>
<p><u>Agency</u></p>	<p><u>Goal: Individual and collective learning that is...</u></p> <p>Purposeful, motivated, &amp; reflective</p>	<p>Authentic, resourceful, &amp; knowledgeable</p>	<p>Strategic, creative, &amp; liberatory</p>

Released for public comment, March 2024  
© 2024 CAST | Until learning has no limits®

## TEMAS PARA ESTA MAÑANA

- Compromiso (inmersión profunda)
- Los engranajes UDL
- Mentalidades
- Representación (buceo poco profundo)
- Habilidades
- Acción y Expresión (inmersión media)
- Prácticas



<https://bit.ly/DUAmañana>

# Compromiso

Aprendizaje individual y colectivo

que es\*:



...útil,

...motivado,

...y reflectante\* .

Proposed Updates for UDL Guidelines 3.0 Graphic Organizer Draft

	Design Multiple Means of Engagement	Design Multiple Means of Representation	Design Multiple Means of Action & Expression
Actions	<ul style="list-style-type: none"><li>• Provide options for how to engage with the content.</li><li>• Provide options for how to interact with the content.</li><li>• Provide options for how to demonstrate learning.</li><li>• Provide options for how to receive feedback.</li></ul>	<ul style="list-style-type: none"><li>• Present information in different ways (e.g., text, audio, video, graphics, etc.).</li><li>• Provide options for how to represent information.</li><li>• Provide options for how to represent information.</li><li>• Provide options for how to represent information.</li></ul>	<ul style="list-style-type: none"><li>• Provide options for how to demonstrate learning.</li><li>• Provide options for how to demonstrate learning.</li><li>• Provide options for how to demonstrate learning.</li><li>• Provide options for how to demonstrate learning.</li></ul>
Methods	<ul style="list-style-type: none"><li>• Provide options for how to engage with the content.</li><li>• Provide options for how to interact with the content.</li><li>• Provide options for how to demonstrate learning.</li><li>• Provide options for how to receive feedback.</li></ul>	<ul style="list-style-type: none"><li>• Present information in different ways (e.g., text, audio, video, graphics, etc.).</li><li>• Provide options for how to represent information.</li><li>• Provide options for how to represent information.</li><li>• Provide options for how to represent information.</li></ul>	<ul style="list-style-type: none"><li>• Provide options for how to demonstrate learning.</li><li>• Provide options for how to demonstrate learning.</li><li>• Provide options for how to demonstrate learning.</li><li>• Provide options for how to demonstrate learning.</li></ul>
Guidelines	Provide multiple means of engagement.	Provide multiple means of representation.	Provide multiple means of action & expression.

Released in public comment March 2024  
Revised 2024

# OPCIONES PARA ACOGER INTERESES Y IDENTIDADES\*

## NUTRIR LA ALEGRÍA Y EL JUEGO\*



La alegría  
de aprender

Se mostrará el vídeo

## ABORDAR LOS SESGOS\*, LAS AMENAZAS Y DISTRACCIONES



Proposed Updates for UDL Guidelines 3.0 Graphic Organizer Draft

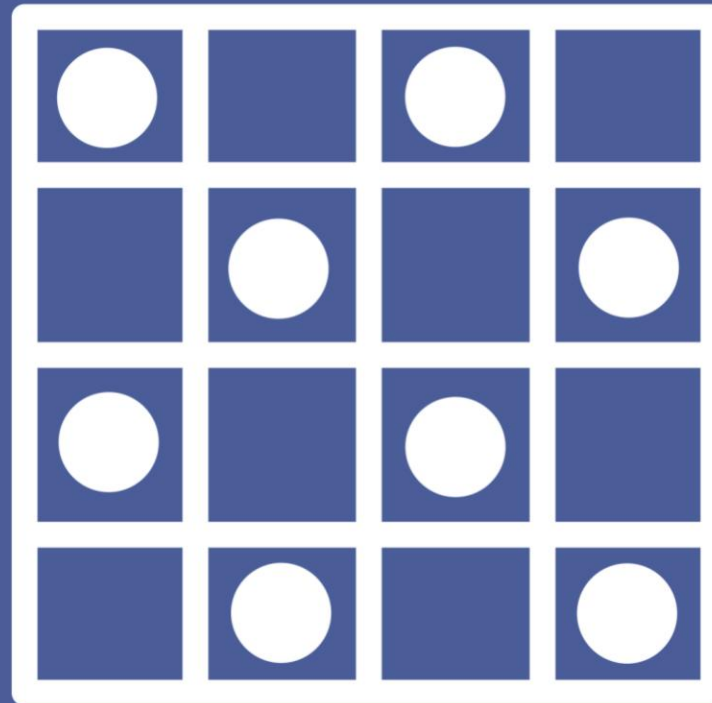
	Design Multiple Means of Engagement	Design Multiple Means of Representation	Design Multiple Means of Action & Expression
<b>Action</b>	<b>Options for Student Interests &amp; Hobbies</b> <ul style="list-style-type: none"><li>• Identify student interests and hobbies</li><li>• Incorporate student interests and hobbies into instruction</li><li>• Offer choices in content, materials, and activities</li><li>• Allow students to choose their own topics and projects</li></ul>	<b>Options for Presentation</b> <ul style="list-style-type: none"><li>• Present information in multiple formats</li><li>• Use visual aids, diagrams, and charts</li><li>• Provide audio recordings and transcripts</li><li>• Offer multiple ways to represent information</li></ul>	<b>Options for Interaction</b> <ul style="list-style-type: none"><li>• Offer multiple ways to interact with content</li><li>• Provide opportunities for student choice and voice</li><li>• Offer multiple ways to demonstrate learning</li></ul>
<b>Method</b>	<b>Options for Student Interests &amp; Hobbies</b> <ul style="list-style-type: none"><li>• Identify student interests and hobbies</li><li>• Incorporate student interests and hobbies into instruction</li><li>• Offer choices in content, materials, and activities</li><li>• Allow students to choose their own topics and projects</li></ul>	<b>Options for Language &amp; Symbols</b> <ul style="list-style-type: none"><li>• Use clear and concise language</li><li>• Avoid jargon and technical terms</li><li>• Provide definitions and examples</li><li>• Offer multiple ways to represent information</li></ul>	<b>Options for Expression &amp; Interaction</b> <ul style="list-style-type: none"><li>• Offer multiple ways to interact with content</li><li>• Provide opportunities for student choice and voice</li><li>• Offer multiple ways to demonstrate learning</li></ul>
<b>Goal</b>	<b>Options for Student Interests &amp; Hobbies</b> <ul style="list-style-type: none"><li>• Identify student interests and hobbies</li><li>• Incorporate student interests and hobbies into instruction</li><li>• Offer choices in content, materials, and activities</li><li>• Allow students to choose their own topics and projects</li></ul>	<b>Options for Language &amp; Symbols</b> <ul style="list-style-type: none"><li>• Use clear and concise language</li><li>• Avoid jargon and technical terms</li><li>• Provide definitions and examples</li><li>• Offer multiple ways to represent information</li></ul>	<b>Options for Expression &amp; Interaction</b> <ul style="list-style-type: none"><li>• Offer multiple ways to interact with content</li><li>• Provide opportunities for student choice and voice</li><li>• Offer multiple ways to demonstrate learning</li></ul>

Released for public comment March 2024  
Revised 1/2024

# OPCIONES PARA MANTENER EL ESFUERZO Y PERSISTENCIA



## ELEVAR EL SIGNIFICADO Y PROPÓSITO DE OBJETIVOS



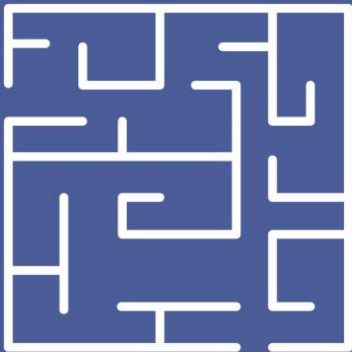
## OPTIMIZAR EL DESAFÍO Y EL APOYO

Investigar, desafiar conceptos/información para desarrollar sus propias ideas.

Los alumnos organizan la información ellos mismos. Trabaje con conceptos ambiguos/complejos para llegar allí.

Pasar de pensar en habilidades individuales a pensar en procesos

La metacognición, los problemas del mundo real, luchan con conceptos sin respuesta.



(Jackson, 2012; Nelson, 2019)

# FOMENTAR LA COLABORACIÓN, LA INTERDEPENDENCIA, Y APRENDIZAJE COLECTIVO



## FOMENTAR LA PERTENENCIA Y LA COMUNIDAD



Podcast  
Episodio 51  
susana  
Geise

## OFRECER RETROALIMENTACIÓN ORIENTADA A LA ACCIÓN

### Rangos de tanques de tiburones

Miembros del grupo:

Producto/empresa:

La mejor parte del argumento de venta:

En general, ¿qué tan bien utilizó el grupo recursos retóricos y técnicas publicitarias?

1 (menos efectivo) 2

3

4

5 (más efectivo)

¿Invertirías en este producto o empresa? ¿Por qué?



Proposed Updates for UDL Guidelines 3.0 Graphic Organizer Draft

	Design Multiple Means of Engagement	Design Multiple Means of Representation	Design Multiple Means of Action & Expression
Actions	<ul style="list-style-type: none"><li>• Provide options for how students learn</li><li>• Provide options for how students demonstrate what they know</li><li>• Provide options for how students are motivated</li></ul>	<ul style="list-style-type: none"><li>• Present information in different ways</li><li>• Represent information in different ways</li><li>• Represent information in different ways</li></ul>	<ul style="list-style-type: none"><li>• Provide options for how students demonstrate what they know</li><li>• Provide options for how students are motivated</li><li>• Provide options for how students are motivated</li></ul>
Methods	<ul style="list-style-type: none"><li>• Provide options for how students learn</li><li>• Provide options for how students demonstrate what they know</li><li>• Provide options for how students are motivated</li></ul>	<ul style="list-style-type: none"><li>• Present information in different ways</li><li>• Represent information in different ways</li><li>• Represent information in different ways</li></ul>	<ul style="list-style-type: none"><li>• Provide options for how students demonstrate what they know</li><li>• Provide options for how students are motivated</li><li>• Provide options for how students are motivated</li></ul>
Guidelines	Provide multiple means of engagement	Address individual differences	Provide multiple means of action & expression

Released for public comment March 2024  
Revised 10/2024

# OPCIONES PARA EL CRECIMIENTO EMOCIONAL\*

# RECONOCER EXPECTATIVAS, CREENCIAS Y MOTIVACIONES\*

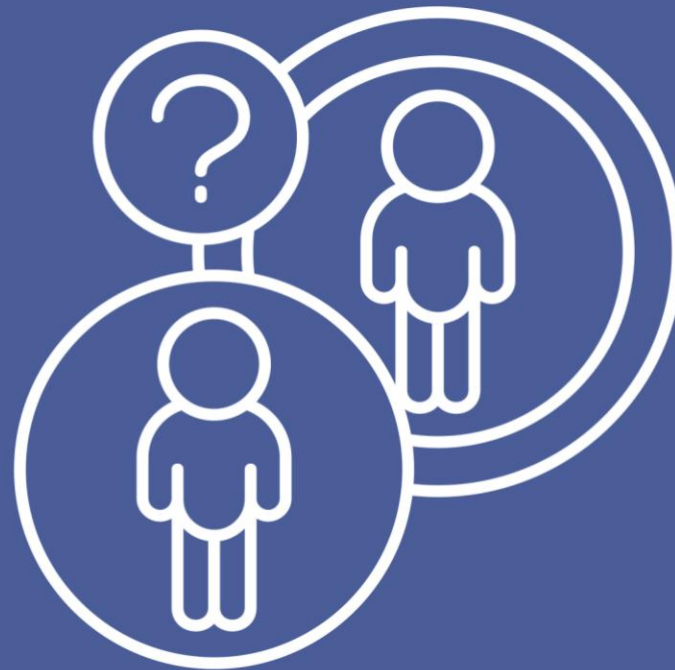


## DESARROLLAR LA CONCIENCIA DE MISMO Y OTROS





# PROMOVER INDIVIDUALES Y COLECTIVOS REFLEXIÓN



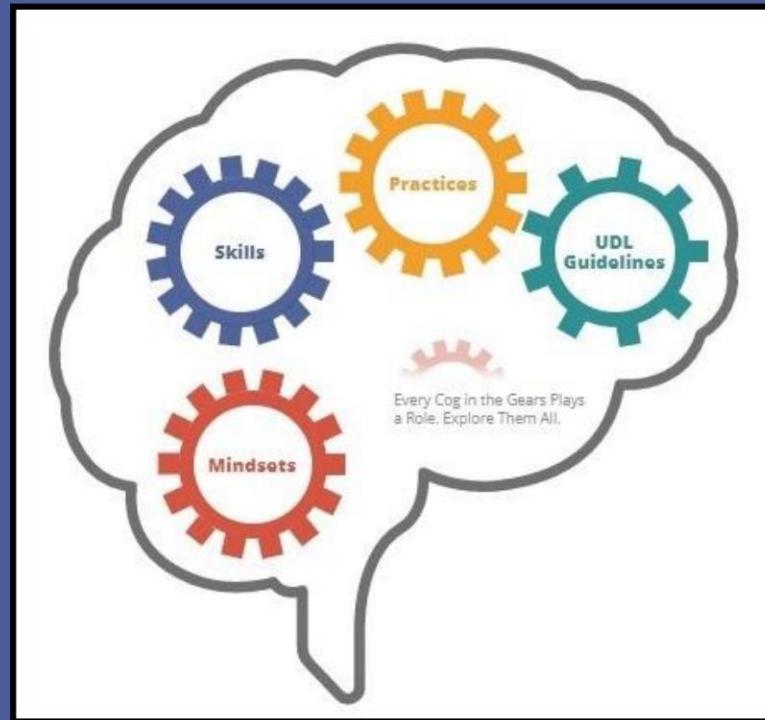
## PRACTICA LA EMPATÍA\*



# Compromiso

Aprendizaje individual y colectivo  
que sea decidido,  
motivado y reflexivo.

¿QUÉ SE NECESITA PARA LLEGAR ALLÍ?







Prácticas



Habilidades



Mentalidad

# MENTALIDAD

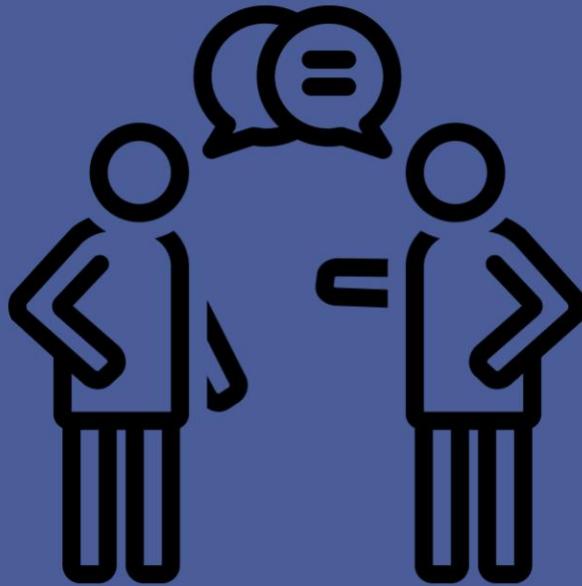
Yo creo...

- Debo cepillarme los dientes y usar hilo dental X veces al día
- Que la higiene dental impacta en el resto de mi salud
- Que la higiene dental impacta mi físico  
apariciencia
- Es importante dedicar tiempo a mi higiene dental.
- Debería gastar mi dinero en mi higiene dental.



3:00

## GIRAR Y HABLAR



- ¿Cuáles son algunas mentalidades necesarias para implementar el DUA?





<https://bit.ly/DUAmañana>

# Representación

Aprendizaje individual y colectivo

que es\*:

...auténtico\*,

...ingenioso y

...experto.

	Design Principle: Means of Engagement	Design Principle: Means of Representation	Design Principle: Means of Action & Expression
Action	<b>Options for Student Interests &amp; Hobbies</b> <ul style="list-style-type: none"><li>• Identify student interests and hobbies</li><li>• Incorporate student interests and hobbies into the learning experience</li><li>• Offer choices of activities and assignments</li></ul>	<b>Options for Language &amp; Symbols</b> <ul style="list-style-type: none"><li>• Offer multiple representations</li><li>• Offer multiple ways to represent information</li><li>• Offer multiple ways to represent information</li><li>• Offer multiple ways to represent information</li></ul>	<b>Options for Expression &amp; Communication</b> <ul style="list-style-type: none"><li>• Offer multiple ways to express and communicate information</li><li>• Offer multiple ways to express and communicate information</li><li>• Offer multiple ways to express and communicate information</li></ul>
Method	<b>Options for Multiple Means of Representation</b> <ul style="list-style-type: none"><li>• Offer multiple ways to represent information</li><li>• Offer multiple ways to represent information</li><li>• Offer multiple ways to represent information</li></ul>	<b>Options for Multiple Means of Action &amp; Expression</b> <ul style="list-style-type: none"><li>• Offer multiple ways to express and communicate information</li><li>• Offer multiple ways to express and communicate information</li><li>• Offer multiple ways to express and communicate information</li></ul>	<b>Options for Multiple Means of Engagement</b> <ul style="list-style-type: none"><li>• Offer multiple ways to engage and motivate students</li><li>• Offer multiple ways to engage and motivate students</li><li>• Offer multiple ways to engage and motivate students</li></ul>
Goal	<b>Options for Multiple Means of Engagement</b> <ul style="list-style-type: none"><li>• Offer multiple ways to engage and motivate students</li><li>• Offer multiple ways to engage and motivate students</li><li>• Offer multiple ways to engage and motivate students</li></ul>	<b>Options for Multiple Means of Representation</b> <ul style="list-style-type: none"><li>• Offer multiple ways to represent information</li><li>• Offer multiple ways to represent information</li><li>• Offer multiple ways to represent information</li></ul>	<b>Options for Multiple Means of Action &amp; Expression</b> <ul style="list-style-type: none"><li>• Offer multiple ways to express and communicate information</li><li>• Offer multiple ways to express and communicate information</li><li>• Offer multiple ways to express and communicate information</li></ul>

# OPCIONES DE PERCEPCIÓN

- Sin cambios

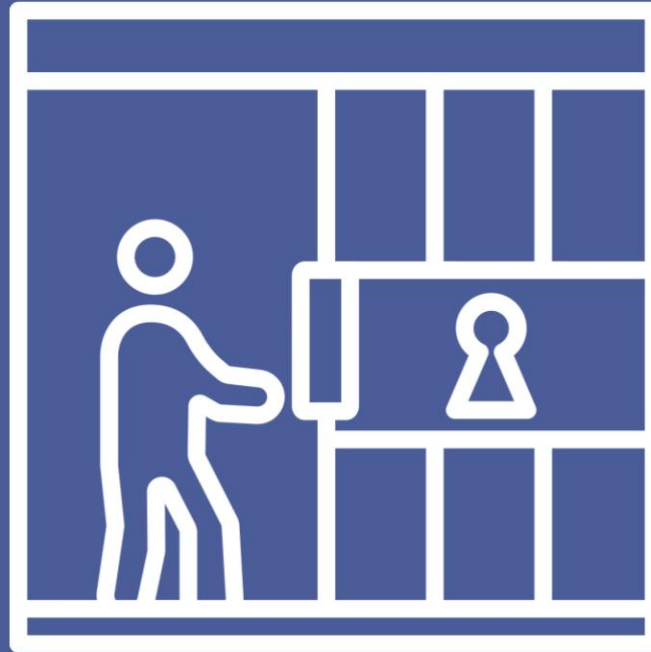
Proposed Updates for UDL Guidelines 3.0 Graphic Organizer Draft

	Design Multiple Means of Engagement	Design Multiple Means of Representation	Design Multiple Means of Action & Expression
Actions	<p><b>Options for Motivation/Interest &amp; Effort</b></p> <ul style="list-style-type: none"> <li>• Provide opportunities for choice</li> <li>• Establish expectations, roles, and responsibilities</li> <li>• Offer choices, options, and alternatives</li> </ul>	<p><b>Options for Perception</b></p> <ul style="list-style-type: none"> <li>• Present information in accessible formats</li> <li>• Represent information in multiple ways</li> <li>• Represent information in multiple ways</li> <li>• Represent information in multiple ways</li> </ul>	<p><b>Options for Interaction</b></p> <ul style="list-style-type: none"> <li>• Provide opportunities for choice</li> <li>• Offer choices, options, and alternatives</li> <li>• Offer choices, options, and alternatives</li> </ul>
Methods	<p><b>Options for Sensing/Attention &amp; Perception</b></p> <ul style="list-style-type: none"> <li>• Provide opportunities for choice</li> <li>• Offer choices, options, and alternatives</li> <li>• Offer choices, options, and alternatives</li> </ul>	<p><b>Options for Understanding &amp; Learning</b></p> <ul style="list-style-type: none"> <li>• Provide opportunities for choice</li> <li>• Offer choices, options, and alternatives</li> <li>• Offer choices, options, and alternatives</li> </ul>	<p><b>Options for Expression &amp; Communication</b></p> <ul style="list-style-type: none"> <li>• Provide opportunities for choice</li> <li>• Offer choices, options, and alternatives</li> <li>• Offer choices, options, and alternatives</li> </ul>
Guidelines	<p><b>Options for Engagement &amp; Motivation</b></p> <ul style="list-style-type: none"> <li>• Provide opportunities for choice</li> <li>• Offer choices, options, and alternatives</li> <li>• Offer choices, options, and alternatives</li> </ul>	<p><b>Options for Representation &amp; Perception</b></p> <ul style="list-style-type: none"> <li>• Provide opportunities for choice</li> <li>• Offer choices, options, and alternatives</li> <li>• Offer choices, options, and alternatives</li> </ul>	<p><b>Options for Action &amp; Expression</b></p> <ul style="list-style-type: none"> <li>• Provide opportunities for choice</li> <li>• Offer choices, options, and alternatives</li> <li>• Offer choices, options, and alternatives</li> </ul>

Released for public comment March 2024  
Revised for public comment March 2024

# OPCIONES IDIOMA Y SÍMBOLOS

# ABORDAR LOS SESGOS EN EL USO DEL LENGUAJE Y SÍMBOLOS





Proposed Updates for UDL Guidelines 3.0 Graphic Organizer Draft

	Design Multiple Means of Engagement	Design Multiple Means of Representation	Design Multiple Means of Action & Expression
Actions	<p><b>Options for Motivation/Interest &amp; Effort</b></p> <ul style="list-style-type: none"> <li>• Provide opportunities for choice</li> <li>• Offer meaningful, relevant, and authentic tasks</li> <li>• Connect to students' lives and interests</li> </ul>	<p><b>Options for Perception</b></p> <ul style="list-style-type: none"> <li>• Present information in multiple ways</li> <li>• Support students with visual aids and annotations</li> <li>• Offer multiple opportunities for practice and feedback</li> </ul>	<p><b>Options for Interaction</b></p> <ul style="list-style-type: none"> <li>• Offer opportunities for collaboration</li> <li>• Support students in setting and achieving goals</li> <li>• Offer multiple ways to demonstrate learning</li> </ul>
Methods	<p><b>Options for Sensory Modalities &amp; Media</b></p> <ul style="list-style-type: none"> <li>• Offer multiple ways to engage with content</li> <li>• Offer multiple ways to interact with content</li> <li>• Offer multiple ways to demonstrate learning</li> </ul>	<p><b>Options for Language &amp; Symbols</b></p> <ul style="list-style-type: none"> <li>• Offer multiple ways to represent information</li> <li>• Offer multiple ways to interact with content</li> <li>• Offer multiple ways to demonstrate learning</li> </ul>	<p><b>Options for Expression &amp; Communication</b></p> <ul style="list-style-type: none"> <li>• Offer multiple ways to demonstrate learning</li> <li>• Offer multiple ways to interact with content</li> <li>• Offer multiple ways to demonstrate learning</li> </ul>
Guiding Principles	<p><b>Options for Student Agency</b></p> <ul style="list-style-type: none"> <li>• Offer multiple ways to engage with content</li> <li>• Offer multiple ways to interact with content</li> <li>• Offer multiple ways to demonstrate learning</li> </ul>	<p><b>Options for Multiple Representations</b></p> <ul style="list-style-type: none"> <li>• Offer multiple ways to represent information</li> <li>• Offer multiple ways to interact with content</li> <li>• Offer multiple ways to demonstrate learning</li> </ul>	<p><b>Options for Multiple Expressions</b></p> <ul style="list-style-type: none"> <li>• Offer multiple ways to demonstrate learning</li> <li>• Offer multiple ways to interact with content</li> <li>• Offer multiple ways to demonstrate learning</li> </ul>

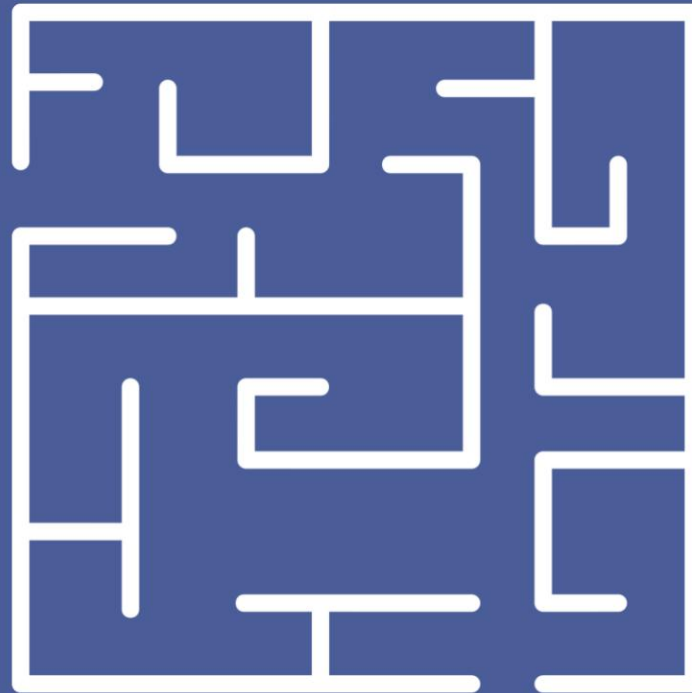
Released for public comment March 2024  
 Adapted from: <https://www.udlcenter.org/2024/03/2024-udl-guidelines-30-draft>

# OPCIONES PARA CONSTRUIR CONOCIMIENTO

DESTACAR Y EXPLORAR PATRONES, CRÍTICO  
CARACTERÍSTICAS, GRANDES IDEAS Y RELACIONES



## CULTIVAR MÚLTIPLES FORMAS DE CONOCER Y LA CREACIÓN DE SIGNIFICADO



# Representación

Aprendizaje individual y colectivo  
que sea auténtico, ingenioso y bien informado.

# HABILIDADES

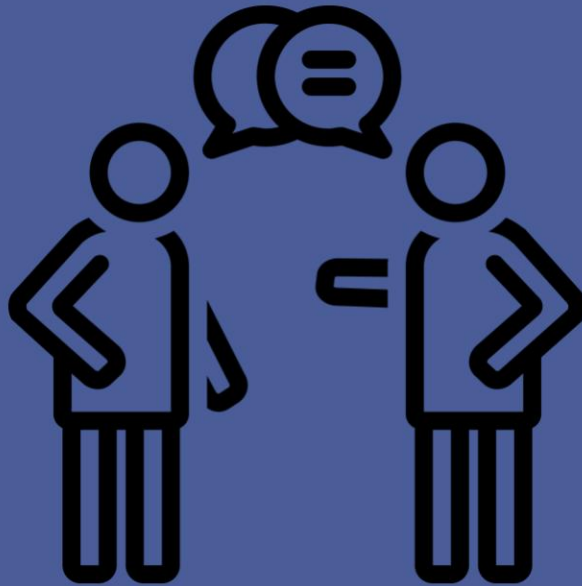
Tengo las habilidades para:

- Ponga pasta de dientes en el cepillo de dientes.
- Aplique la presión adecuada
- Frotarme los dientes
- Cepillarme los dientes durante al menos 2 minutos.





## GIRAR Y HABLAR



- ¿Cuáles son algunas de las habilidades necesarias para implementar el UDL?



<https://bit.ly/DUAmañana>

<https://bit.ly/DUAcombina>





Acción y expresión

Aprendizaje individual y colectivo

que es\*:

...estratégico,

...creativo,

...liberador.

Proposed Updates for UDL Guidelines 3.0 Graphic Organizer Draft		
<p><b>Design Multiple Means of Engagement</b></p> <p><b>Options for Motivation/Interest &amp; Effort</b></p> <ul style="list-style-type: none"> <li>• Provide opportunities for choice and autonomy</li> <li>• Offer meaningful, relevant, and challenging content</li> <li>• Establish a safe and supportive learning environment</li> <li>• Offer frequent, meaningful, and specific feedback</li> </ul>	<p><b>Design Multiple Means of Representation</b></p> <p><b>Options for Perception</b></p> <ul style="list-style-type: none"> <li>• Present information in multiple ways</li> <li>• Support different levels of abstraction</li> <li>• Offer multiple representations of content</li> <li>• Support different levels of complexity</li> </ul>	<p><b>Design Multiple Means of Action &amp; Expression</b></p> <p><b>Options for Response</b></p> <ul style="list-style-type: none"> <li>• Offer multiple ways to demonstrate learning</li> <li>• Support different levels of complexity</li> <li>• Offer multiple ways to demonstrate learning</li> <li>• Support different levels of complexity</li> </ul>
<p><b>Design Multiple Means of Action &amp; Expression</b></p> <p><b>Options for Engagement &amp; Effort</b></p> <ul style="list-style-type: none"> <li>• Offer multiple ways to demonstrate learning</li> <li>• Support different levels of complexity</li> <li>• Offer multiple ways to demonstrate learning</li> <li>• Support different levels of complexity</li> </ul>	<p><b>Design Multiple Means of Representation</b></p> <p><b>Options for Perception</b></p> <ul style="list-style-type: none"> <li>• Present information in multiple ways</li> <li>• Support different levels of abstraction</li> <li>• Offer multiple representations of content</li> <li>• Support different levels of complexity</li> </ul>	<p><b>Design Multiple Means of Action &amp; Expression</b></p> <p><b>Options for Response</b></p> <ul style="list-style-type: none"> <li>• Offer multiple ways to demonstrate learning</li> <li>• Support different levels of complexity</li> <li>• Offer multiple ways to demonstrate learning</li> <li>• Support different levels of complexity</li> </ul>
<p><b>Design Multiple Means of Action &amp; Expression</b></p> <p><b>Options for Engagement &amp; Effort</b></p> <ul style="list-style-type: none"> <li>• Offer multiple ways to demonstrate learning</li> <li>• Support different levels of complexity</li> <li>• Offer multiple ways to demonstrate learning</li> <li>• Support different levels of complexity</li> </ul>	<p><b>Design Multiple Means of Representation</b></p> <p><b>Options for Perception</b></p> <ul style="list-style-type: none"> <li>• Present information in multiple ways</li> <li>• Support different levels of abstraction</li> <li>• Offer multiple representations of content</li> <li>• Support different levels of complexity</li> </ul>	<p><b>Design Multiple Means of Action &amp; Expression</b></p> <p><b>Options for Response</b></p> <ul style="list-style-type: none"> <li>• Offer multiple ways to demonstrate learning</li> <li>• Support different levels of complexity</li> <li>• Offer multiple ways to demonstrate learning</li> <li>• Support different levels of complexity</li> </ul>

## OPCIONES DE INTERACCIÓN

- Variar los métodos de respuesta, navegación y movimiento\*

## VARIAR LOS MÉTODOS DE RESPUESTA, NAVEGACIÓN Y MOVIMIENTO

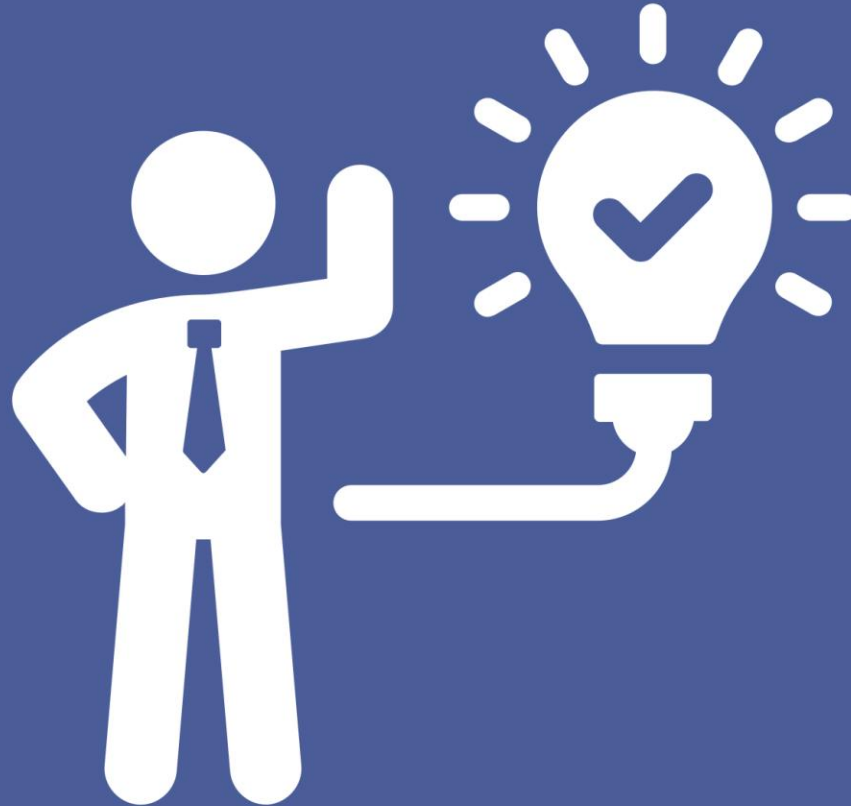


The image shows a graphic organizer titled "Proposed Updates for UDL Guidelines 3.0 Graphic Organizer Draft". It is a 3x3 grid with rows labeled "Action" and "Barrier" on the left. The columns are labeled "Design Multiple Means of Engagement", "Design Multiple Means of Representation", and "Design Multiple Means of Action & Expression". Each cell contains a list of bullet points. A red star is placed in the top-right cell. A vertical double-headed arrow is on the left side. At the bottom, it says "Released to public comment March 2024" and "©Loui Lord Nelson, Ph.D.".

	Design Multiple Means of Engagement	Design Multiple Means of Representation	Design Multiple Means of Action & Expression
Action	<ul style="list-style-type: none"><li>• Provide opportunities for students to engage with the content in a way that is meaningful to them.</li><li>• Offer choices of content, materials, and resources.</li><li>• Provide opportunities for students to engage with the content in a way that is meaningful to them.</li><li>• Offer choices of content, materials, and resources.</li></ul>	<ul style="list-style-type: none"><li>• Present information in multiple ways (e.g., text, audio, video, images, diagrams).</li><li>• Use multiple representations to illustrate concepts.</li><li>• Provide opportunities for students to engage with the content in a way that is meaningful to them.</li><li>• Offer choices of content, materials, and resources.</li></ul>	<ul style="list-style-type: none"><li>• Provide opportunities for students to demonstrate their learning in a way that is meaningful to them.</li><li>• Offer choices of content, materials, and resources.</li><li>• Provide opportunities for students to engage with the content in a way that is meaningful to them.</li><li>• Offer choices of content, materials, and resources.</li></ul>
Barrier	<ul style="list-style-type: none"><li>• Provide opportunities for students to engage with the content in a way that is meaningful to them.</li><li>• Offer choices of content, materials, and resources.</li><li>• Provide opportunities for students to engage with the content in a way that is meaningful to them.</li><li>• Offer choices of content, materials, and resources.</li></ul>	<ul style="list-style-type: none"><li>• Present information in multiple ways (e.g., text, audio, video, images, diagrams).</li><li>• Use multiple representations to illustrate concepts.</li><li>• Provide opportunities for students to engage with the content in a way that is meaningful to them.</li><li>• Offer choices of content, materials, and resources.</li></ul>	<ul style="list-style-type: none"><li>• Provide opportunities for students to demonstrate their learning in a way that is meaningful to them.</li><li>• Offer choices of content, materials, and resources.</li><li>• Provide opportunities for students to engage with the content in a way that is meaningful to them.</li><li>• Offer choices of content, materials, and resources.</li></ul>
Goal	<ul style="list-style-type: none"><li>• Provide opportunities for students to engage with the content in a way that is meaningful to them.</li><li>• Offer choices of content, materials, and resources.</li><li>• Provide opportunities for students to engage with the content in a way that is meaningful to them.</li><li>• Offer choices of content, materials, and resources.</li></ul>	<ul style="list-style-type: none"><li>• Present information in multiple ways (e.g., text, audio, video, images, diagrams).</li><li>• Use multiple representations to illustrate concepts.</li><li>• Provide opportunities for students to engage with the content in a way that is meaningful to them.</li><li>• Offer choices of content, materials, and resources.</li></ul>	<ul style="list-style-type: none"><li>• Provide opportunities for students to demonstrate their learning in a way that is meaningful to them.</li><li>• Offer choices of content, materials, and resources.</li><li>• Provide opportunities for students to engage with the content in a way that is meaningful to them.</li><li>• Offer choices of content, materials, and resources.</li></ul>

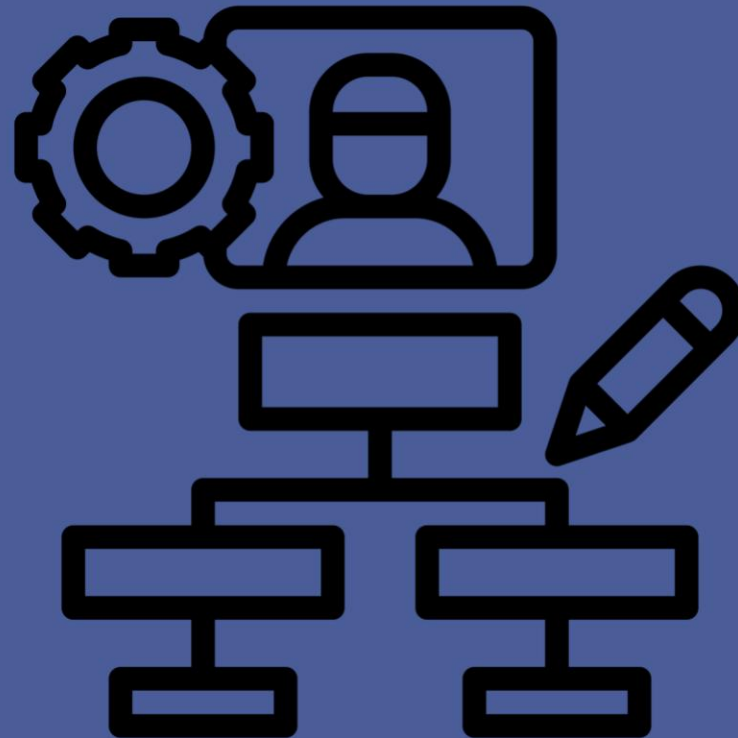
# PROPORCIONAR OPCIONES DE EXPRESIÓN Y COMUNICACIÓN

UTILICE MÚLTIPLES HERRAMIENTAS PARA LA CONSTRUCCIÓN,  
COMPOSICIÓN E INNOVACIÓN\*

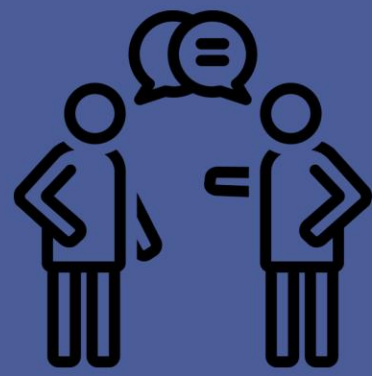
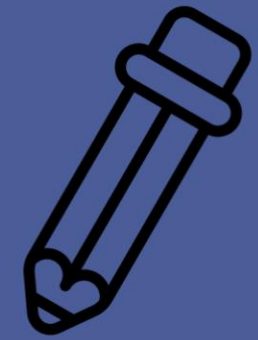




# CONSTRUYE FLUIDEZ CON GRADUADOS APOYO A LA PRÁCTICA



# ABORDAR LOS SESGOS RELACIONADOS CON LOS MODOS DE EXPRESIÓN Y COMUNICACIÓN



Proposed Updates for UDL Guidelines 3.0 Graphic Organizer Draft

	Design Multiple Means of Representation	Design Multiple Means of Action & Expression	Design Multiple Means of Engagement
<p><b>Design Multiple Means of Representation</b></p> <ul style="list-style-type: none"> <li>Present information and content in multiple ways (visual, auditory, tactile, etc.)</li> <li>Use multiple media formats (e.g., text, audio, video, interactive content, etc.)</li> <li>Use multiple languages and dialects</li> <li>Use multiple representations (e.g., text, audio, video, etc.)</li> <li>Use multiple formats (e.g., text, audio, video, etc.)</li> <li>Use multiple languages and dialects</li> <li>Use multiple representations (e.g., text, audio, video, etc.)</li> <li>Use multiple formats (e.g., text, audio, video, etc.)</li> </ul>	<p><b>Design Multiple Means of Action &amp; Expression</b></p> <ul style="list-style-type: none"> <li>Provide multiple ways for students to demonstrate what they know</li> <li>Use multiple media formats (e.g., text, audio, video, etc.)</li> <li>Use multiple languages and dialects</li> <li>Use multiple representations (e.g., text, audio, video, etc.)</li> <li>Use multiple formats (e.g., text, audio, video, etc.)</li> <li>Use multiple languages and dialects</li> <li>Use multiple representations (e.g., text, audio, video, etc.)</li> <li>Use multiple formats (e.g., text, audio, video, etc.)</li> </ul>	<p><b>Design Multiple Means of Engagement</b></p> <ul style="list-style-type: none"> <li>Use multiple media formats (e.g., text, audio, video, etc.)</li> <li>Use multiple languages and dialects</li> <li>Use multiple representations (e.g., text, audio, video, etc.)</li> <li>Use multiple formats (e.g., text, audio, video, etc.)</li> <li>Use multiple languages and dialects</li> <li>Use multiple representations (e.g., text, audio, video, etc.)</li> <li>Use multiple formats (e.g., text, audio, video, etc.)</li> </ul>	
<p><b>Design Multiple Means of Engagement</b></p> <ul style="list-style-type: none"> <li>Use multiple media formats (e.g., text, audio, video, etc.)</li> <li>Use multiple languages and dialects</li> <li>Use multiple representations (e.g., text, audio, video, etc.)</li> <li>Use multiple formats (e.g., text, audio, video, etc.)</li> <li>Use multiple languages and dialects</li> <li>Use multiple representations (e.g., text, audio, video, etc.)</li> <li>Use multiple formats (e.g., text, audio, video, etc.)</li> </ul>	<p><b>Design Multiple Means of Action &amp; Expression</b></p> <ul style="list-style-type: none"> <li>Provide multiple ways for students to demonstrate what they know</li> <li>Use multiple media formats (e.g., text, audio, video, etc.)</li> <li>Use multiple languages and dialects</li> <li>Use multiple representations (e.g., text, audio, video, etc.)</li> <li>Use multiple formats (e.g., text, audio, video, etc.)</li> <li>Use multiple languages and dialects</li> <li>Use multiple representations (e.g., text, audio, video, etc.)</li> <li>Use multiple formats (e.g., text, audio, video, etc.)</li> </ul>	<p><b>Design Multiple Means of Representation</b></p> <ul style="list-style-type: none"> <li>Present information and content in multiple ways (visual, auditory, tactile, etc.)</li> <li>Use multiple media formats (e.g., text, audio, video, interactive content, etc.)</li> <li>Use multiple languages and dialects</li> <li>Use multiple representations (e.g., text, audio, video, etc.)</li> <li>Use multiple formats (e.g., text, audio, video, etc.)</li> <li>Use multiple languages and dialects</li> <li>Use multiple representations (e.g., text, audio, video, etc.)</li> <li>Use multiple formats (e.g., text, audio, video, etc.)</li> </ul>	

Released in public comment March 2024  
 Updated: 1/24/2024

# PROPORCIONAR OPCIONES PARA FUNCIONES EJECUTIVAS

## ESTABLEZCA METAS SIGNIFICATIVAS

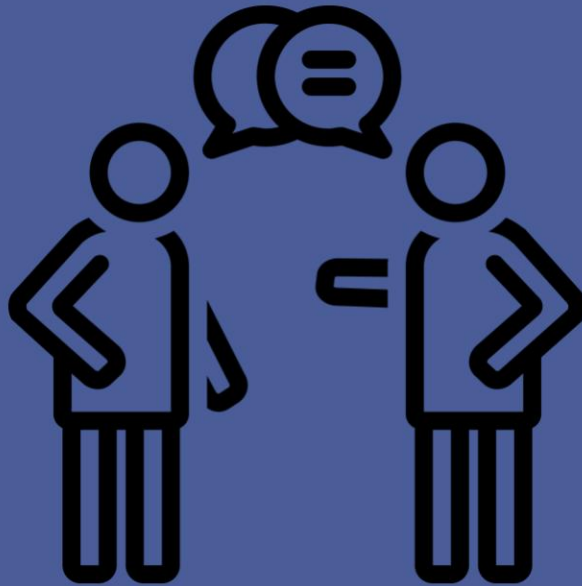


# Acción y expresión

Aprendizaje individual y colectivo  
que sea estratégico, creativo y liberador.

3:00

## GIRAR Y HABLAR



- ¿Cuáles son algunas de las prácticas necesarias para implementar el UDL?



Muchas gracias