Universal Design for Learning and The Simplicity Cycle

Dianne N. Brown
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Dianne N. Brown
Social Science Research & Instruction Librarian
Tisch Library, Tufts University
Dianne.Brown@tufts.edu / @diannelibrarian
MY JOURNEY SO FAR

• B.S. in Elementary Ed. & English
• M.S. in Library & Information Science
• M.Ed. with concentration in online teaching & learning
• Lifelong commitment to teaching & innovative education
Universal Design for Learning
Universal design for learning (UDL) is a framework to improve and optimize teaching and learning for all people based on scientific insights into how humans learn.

-CAST.org
Provide Multiple Means of Representation

Guideline 1: Provide options for perception

• Present information and content in different ways
  • Offer alternatives: visuals, audio, A/V
  • Check for closed captions on video!
Provide Multiple Means of Representation

Guideline 2: Provide options for language, mathematical expressions, and symbols

- Decode structures
  - Building layout
  - Academic article
- Clarify academic language/library jargon
  - Catalog
  - Stacks
Guideline 3: Provide options for comprehension

- Highlight patterns/relationships
- Help students make connections to prior knowledge
- Reminder of familiar databases
- Reference previous classes
Provide Multiple Means of Action and Expression

Guideline 4: Provide options for physical action

- Get students moving around
- Assistive technologies
  - Paper vs Electronic
Guideline 5: Provide options for expression and communication

- Differentiate the ways students can express what they know
Provide Multiple Means of Action and Expression

Guideline 6: Provide options for executive functions

- Facilitate note-taking/information organization
- Goal-setting & feedback
Guideline 7: Provide options for recruiting interest

- Stimulate interest and motivation for learning
  - Student choice
  - Authenticity
  - Reduce distractions
Provide Multiple Means of Engagement

Guideline 8: Provide options for sustaining effort and persistence

- Sustain students’ persistence
  - Collaboration & communication
  - Challenge your students (appropriately)
Provide Multiple Means of Engagement

Guideline 9: Provide options for self-regulation

- Self-regulation
  - Acknowledge stress
  - Student reflection
Why?
QUESTIONS TO ASK YOURSELF

• Physical activity?
• Information presented both aurally and visually?
• Varying ways for students to express their learning?
• Student choice?
• Engage students’ interest?
Questions?
The Simplicity Cycle
THE SIMPLICITY CYCLE
A FIELD GUIDE TO MAKING THINGS BETTER
WITHOUT MAKING THEM WORSE
DAN WARD
AUTHOR OF F.I.R.E.
FOREWORD BY DON NORMAN
The Design Process
START
Remove one piece

Does system work?

Replace piece

Try again

Y

Y

N

Y

N

N

FINAL DESIGN

Try again

Discard piece

Try again
THE SIMPLICITY CYCLE

Complexity

1

2

3

4

5

Goodness

🚫
Why?
QUESTIONS TO ASK YOURSELF

• When did I last review my instructional materials?
• Time to reflect on current design?
• Removed any unnecessary elements?
• Clean and easy to read/use?
THANKS!

Thank you!
Any questions?

You can find me at: dianne.brown@tufts.edu
@diannelibrarian

Slides: SlidesCarnival
Photos: Pixabay