

**Assistive Technology and Universal Design for Learning** 

Andrea Prupas
ALDI Coordinator
EMSB RTN Elementary
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# Resources for this presentation

- 1. aldi.learnquebec.ca
- powerpoint

- 2. bit.ly/EMSBUDL
- UDL tools in this presentation

# Our discussion today

What is Universal Design for Learning (UDL)?

How to design accessible learning experiences

The AT toolbox for UDL implementation

### What is Universal Design for Learning?

UDL is a guiding framework for implementation of assistive technology in the classroom.

To understand UDL, we have to discuss....

Student diversity



We have a diverse student population that needs flexible approaches to teaching and learning.

#### A TYPICAL ELEMENTARY CLASSROOM

Students with emotional difficulties

Students who are disengaged/unmotivated

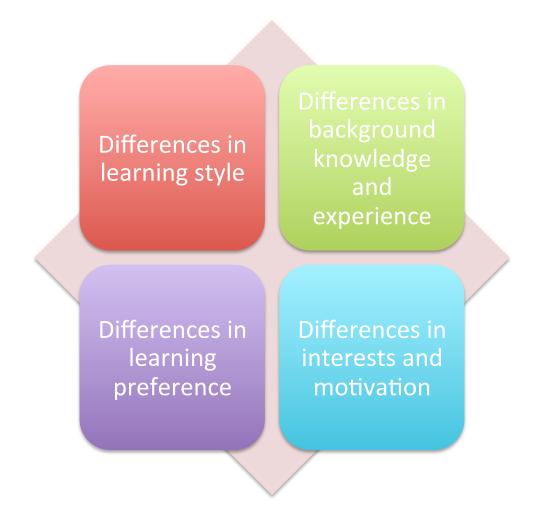
Students with learning disabilities

Students with autism

Students who have difficult home lives/conditions

Students who require support for mental health issues

# What does diversity look like?



## How can we teach to diversity?

Implement different ways of teaching and learning so that students with varying abilities and strengths can learn together.

### **Effective Inclusive Teaching Practices**

Introducing...

Universal Design for Learning (UDL)



#### What is UDL?

 An educational approach that aims to increase access to learning by reducing physical, cognitive, organizational and other barriers.

• A **flexible** approach that provides students of all abilities equal opportunities to learn.

# The origins of UDL

 Universal Design for Learning is an extension of an architectural movement called *universal* design (UD)

# "Consider the needs of the broadest possible range of users from the beginning."

-Ron Mace, pioneer and visionary of Universal Design





# Universal Design in the classroom means....

• Flexible learning experiences that can meet the needs of many learners.

 No retrofitting! Design accessible experiences from the beginning...



### 1. Lower barriers

 Delivery of the curriculum can be a barrier to learning.

 A one-size-fits-all approach to instruction contains hidden barriers for many learners.



# 2. Flexible teaching and learning practices

1. How we **present information** to our students (INPUT)

2. How we allow our students to **express themselves** (OUTPUT)

3. How we engage our students

OUTPUT (multiple means of expression and action)

INPUT (multiple means of representation)

Multiple means of engagement

UDL

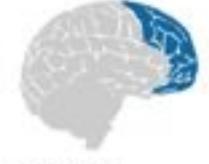
#### Universal Design for Learning

#### Recognition Networks The "what" of learning



Affective Networks The 'why' of learning







How we gather facts and categorize what we see, hear, and read. Identifying letters, words, or an author's style are recognition tasks.

Planning and performing tasks. How we organize and express our ideas. Writing an essay or solving a math problem are strategic tasks.

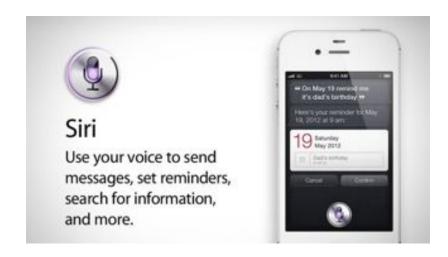
How learners get engaged and stay motivated. How they are challenged, excited, or interested. These are affective dimensions.

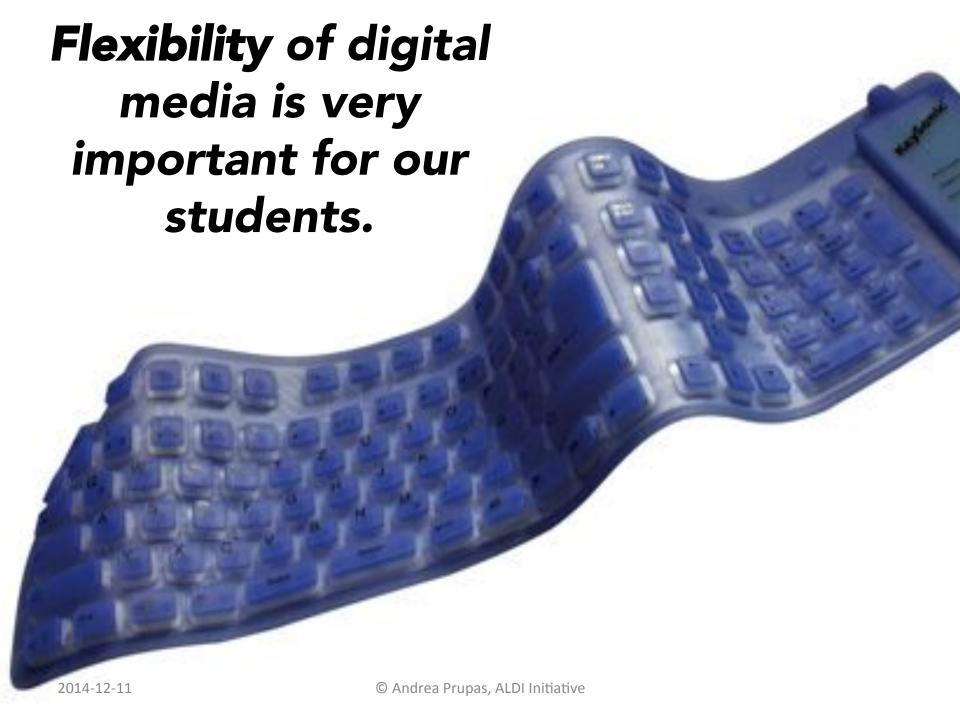
# The role of technology in UDL 2014-12-11 drea Prupas, ALDI Initiative

#### Yesterday's assistive technology is...

#### today's everyday classroom technology.







# What categories of assistive technology and educational technology can be used?

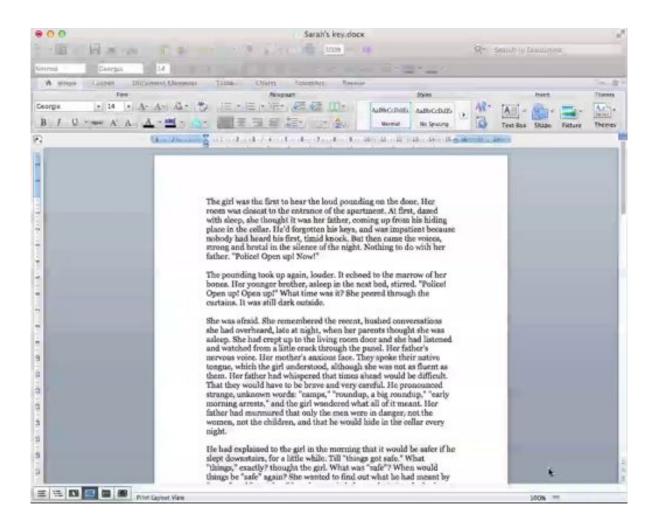


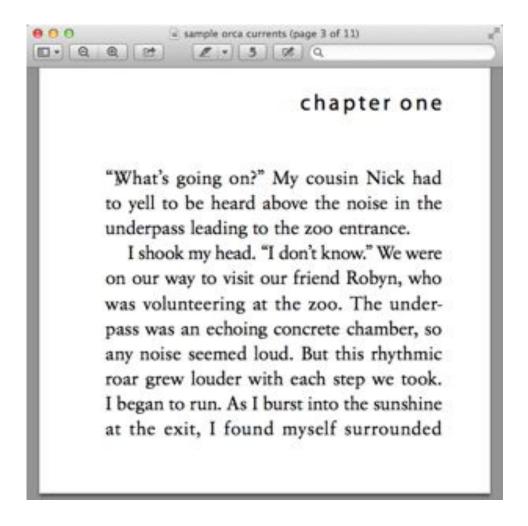
# AT tool #1 Text to speech

 Text to speech technology means that the text on the screen is read to the student using a synthesized voice.

 Students can hear the text spoken rather than struggle with decoding the text.



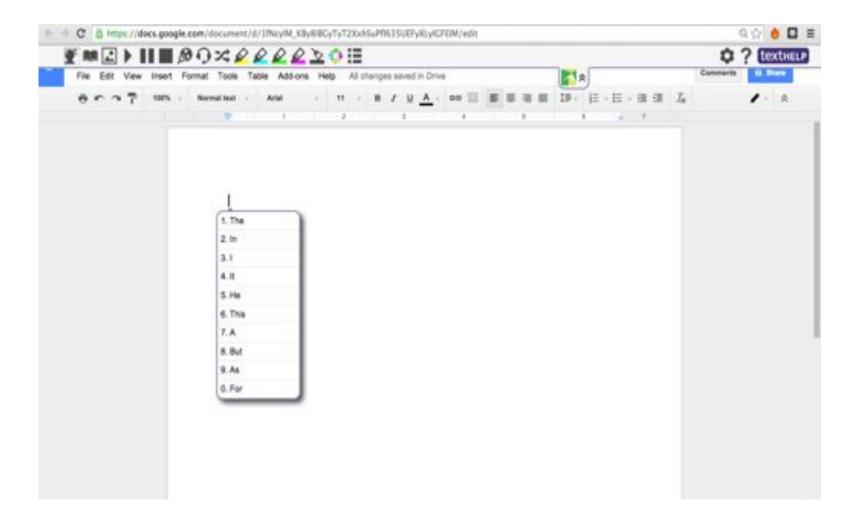




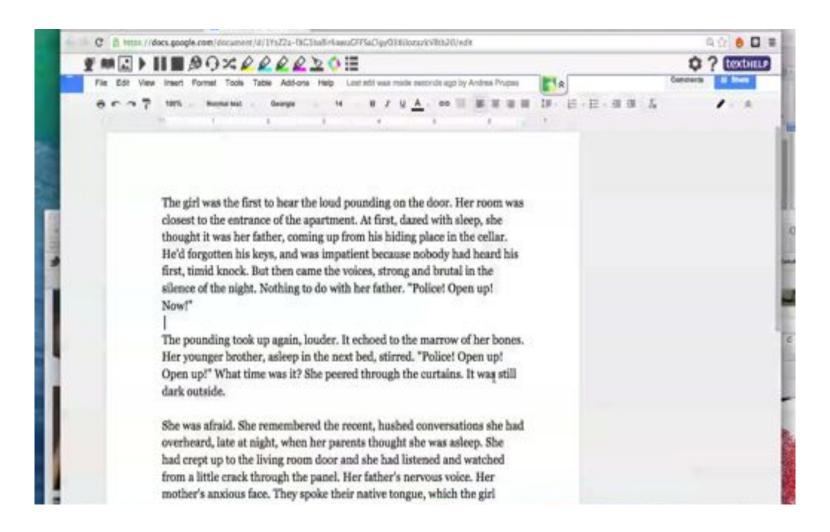
# AT tool #2 Reading and listening support tools

Allows students to become more active and independent readers

 Includes features such as word prediction, highlighting, note extraction, vocabulary support, picture dictionaries, text to speech.









# AT tool #3 Audio

- Teachers can deliver verbal instructions and capture lessons for future listening.
- Gives students opportunity to listen to instruction independently, without distraction and at their own pace.
- Students can demonstrate their understanding of learned concepts, create instructional materials and tutorials for peers, conduct interviews.



### Summarizing as a reading strategy:

As you finish reading each paragraph or key section of the passage, **summarize** the main ideas by writing, or speaking and recording in one or two complete sentences.

Main idea one: (write or record here)

Main idea two: (write or record here)

#### Generating ideas



### Before writing, I:

Say everything I know about the topic here in about 5 minutes:

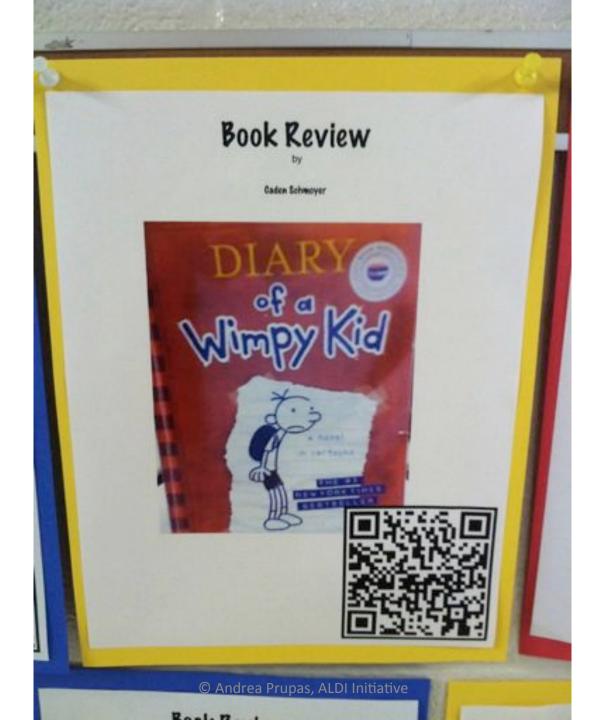


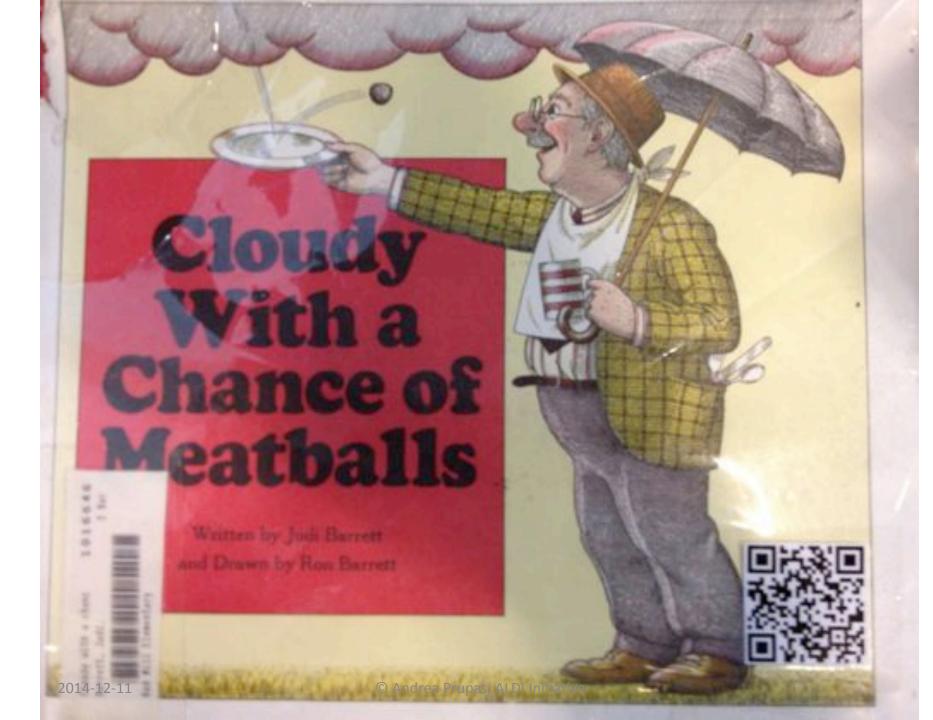
#### Summarize my 3 main points here:

1.

2





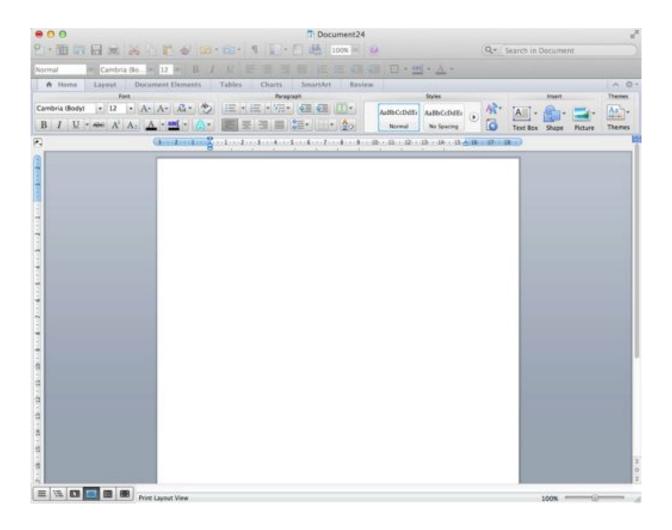


# AT tool #4 Dictation

 A viable option for students who are better expressing themselves through oral language rather than writing.

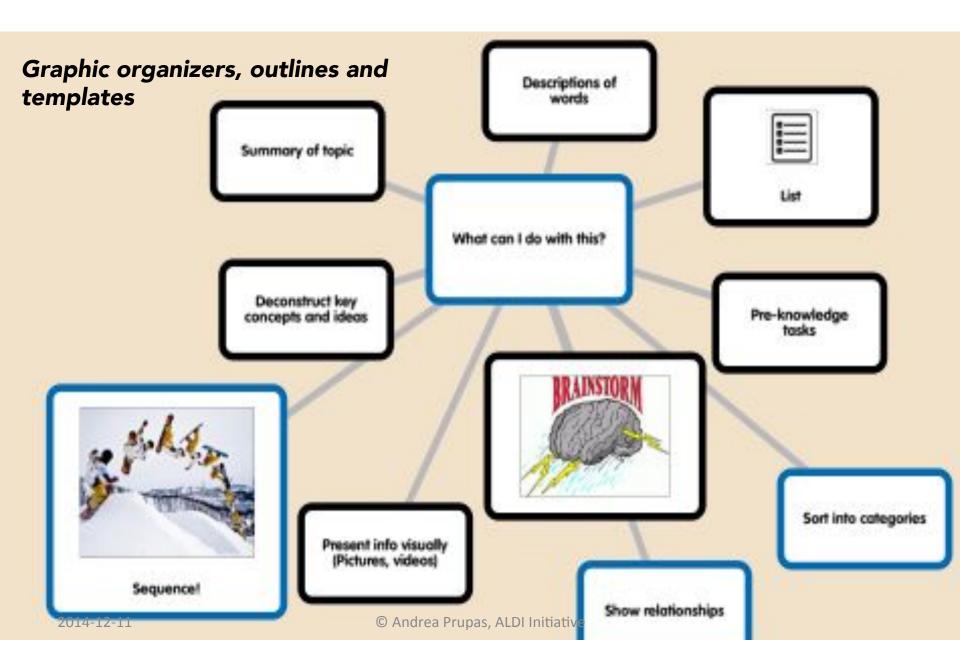
Can speed up the writing process

• Important: requires a process of implementation, and practice!

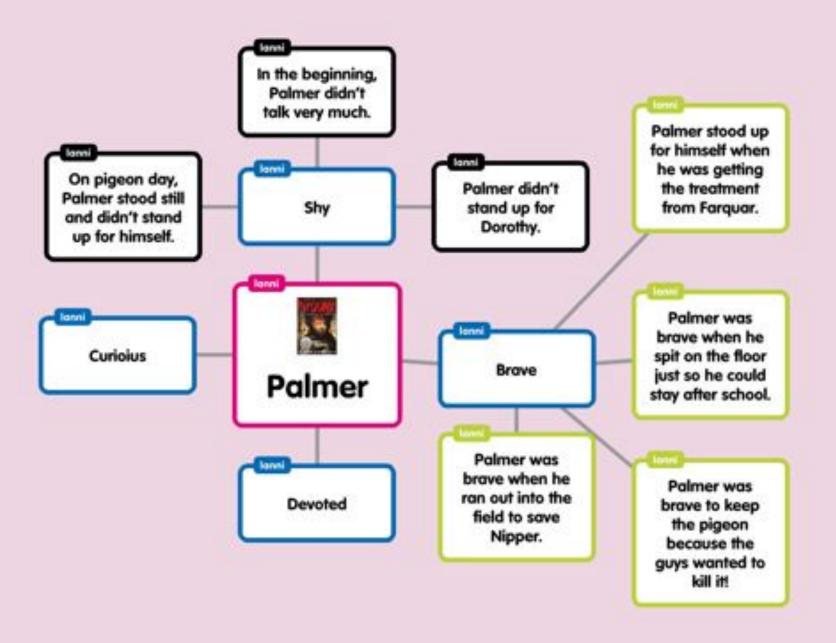


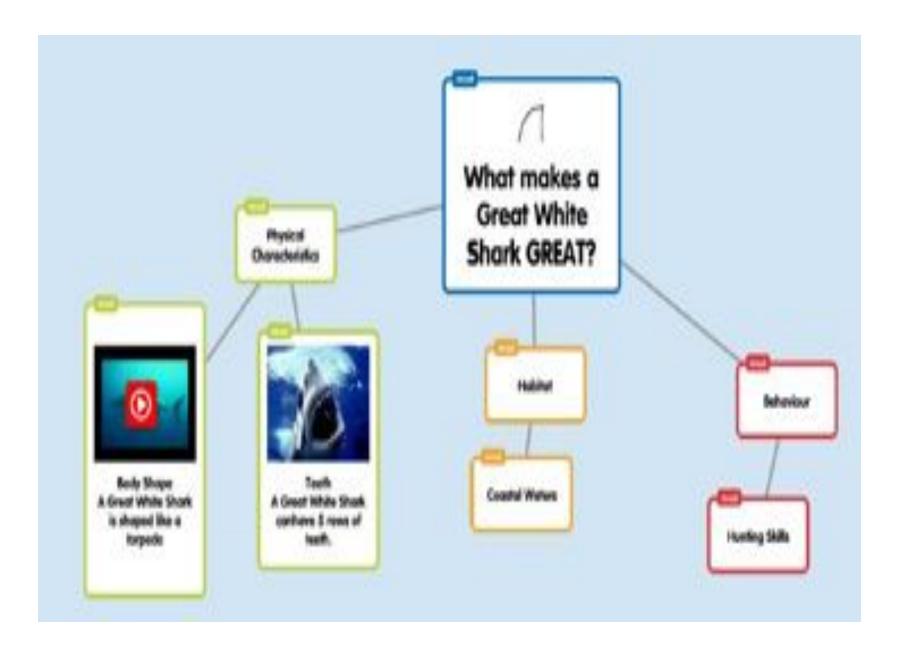


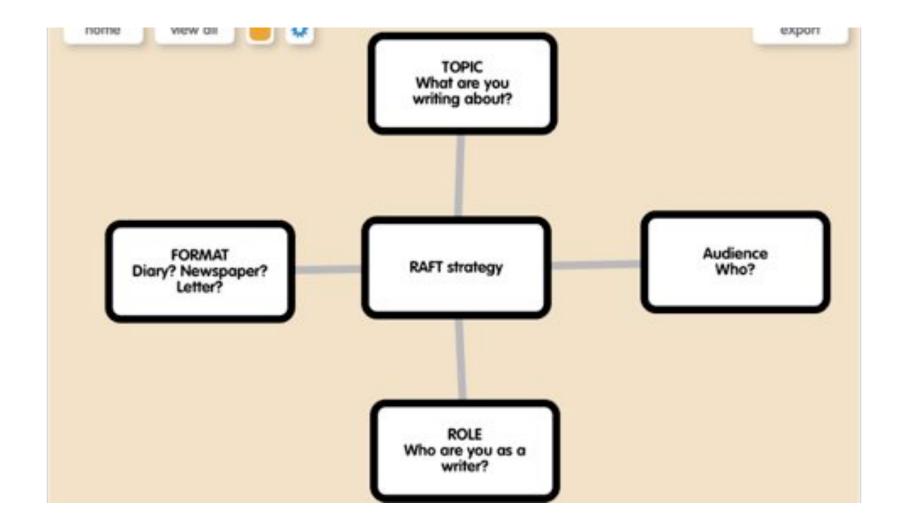
### AT tool #5











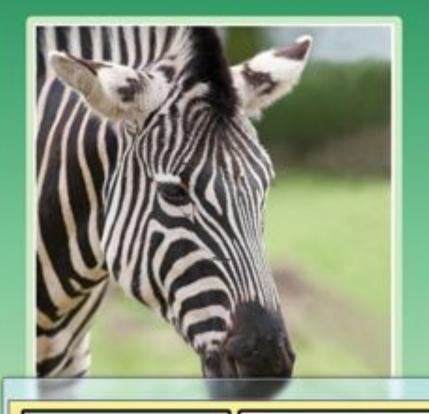


# AT tool #6 Visual literacy tools

 Visual literacy tools can support struggling writers in these areas:

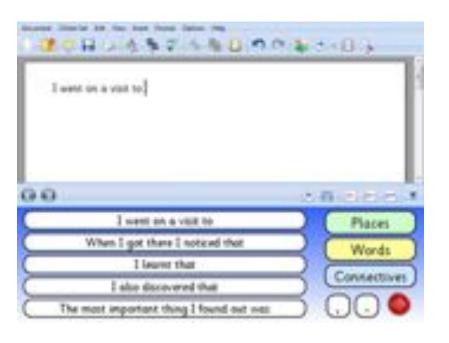
- Ideas
- Organization
- Word choice
- Fluency
- Voice
- Conventions



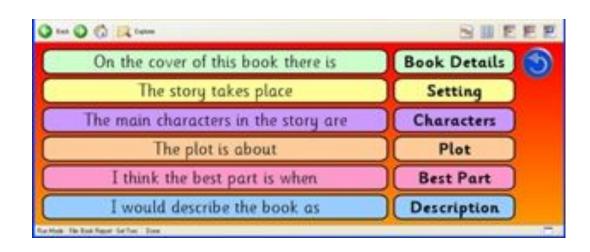


This is a zebra. It has black and white stripy skin. A zebra is a herbivore. It only eats plants. The zebra we saw was eating grass. A zebra is a

mammal reptile carnivore vertebrate insect amphibian herbivore invertebrate





























Rockies

laurentians

tundra

prairies

Yukon

Goalie

Butter churn











Arc-en-ciel

Québec

Nouveau-Brunswick aiguisoir

pique-nique







or







cellules rayon

fer

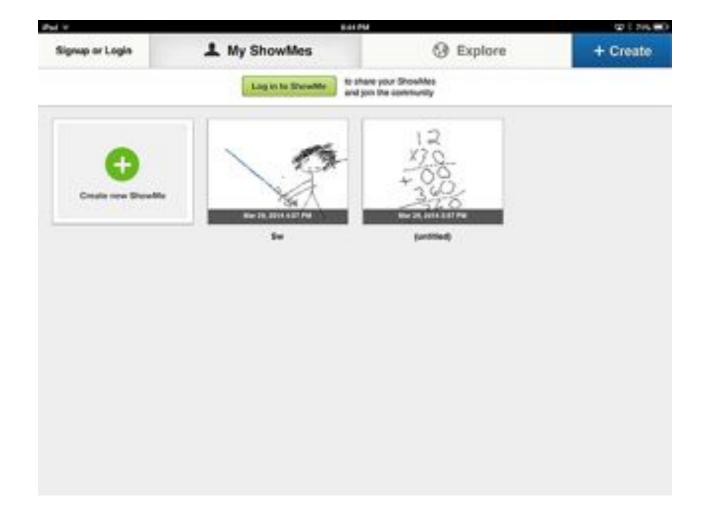
invertébré

octogone

pluie

# AT tool #7 Screencasting

- Screencasting is a video and audio recording of what occurs on a presenter's screen.
- Great for "frontloading" information and students who need increased revision of content.
- Have your students create screencasts for other students in the class.



## AT Tool #8 Social and multimedia tools

- Social media tools are engaging
- Collaborative aspect is powerful
- Use as a tool for communicating, developing oral language, interactivity and sharing ideas.
- Transform media (images, powerpoint, video) into a CONVERSATION.

 https:// voicethread4education.wikispaces.com/K-2

 http://ed.voicethread.com/myvoice/#thread/ 1088706/5821639/7425447

 http://voicethread.com/myvoice/#thread/ 5761319/29531249/31360330



### What's in your AT toolbox? Use UDL as a framework!





### Thank you!



Andrea Prupas
ALDI coordinator

aprupas@swlauriersb.qc.ca
aldi.learnquebec.ca

