Universal Design for Learning (UDL): Review and Applications By Matt Conner, University of California at Davis

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Background

Library services for those with intellectual disability (ID)

Book club – pedagogical techniques

Librarians



Generalization Reference Unique population Test of point for normal? pedagogy

UDL (History)

Developed ca. 1984 David Rose, Anne Meyer, Harvard educators

Based on issue of disability access

Curb Cut vs. Ramp





Inclusion vs. Separation



Accommodation for Senses

- Captions
- Inclusive



Affect (Why) – The motivation for learning (intrinsic, extrinsic)

Learning Styles (Rose)

Representation (What) – The content of learning (visual, auditory, kinetic)

Strategy (How) – The plan (group, solitary, reflective, impulsive)







Critique (Learning Styles)

- No evidence
- Lack of theory
- Confusing learning styles with maturity
- Why cater to strongest style at the expense of weaker?



Critique (Order)

Recommendations (Learning styles)

Multisensory instruction as opposed to isolation of learning styles

"The more representations, the better the learning"

Visual, audial, kinetic

Recommendations (Organization)

What goes out must come back...

Differences of any kind must be validated and shown how they contribute



NARRATIVE/STORY

DRAMATIC PERFORMANCE

GAME

Organizing Schema

Case Study (Miss Mattie Rials)

- First library program for those with ID
- McComb, MS, site of violence over civil rights
- Award-winning children's librarian 1974



Miss Mattie

- Scooter Mouse series
- Dramatic telling with multiple voices
- Decorated library









Wednesday Friends



Wednesday Friends



Florida Atlantic University (FAU) Book Club

- Attached to Post-Secondary Education (PSE) program, Academy for Community Inclusion (ACI)
- Member of Next Chapter Book Club (NCBC)
 - O Dr. Tom Fish Ohio State University
 - Informal book club based on reading and socialization





FAU Evolution

Structured discussion gave way to spontaneity



Games in addition to reading

- Quiz games
- Dramatic games
- Interactive games

Pictionary/Charades Combo





Example

Emerging reader, born in Egypt, had little to no participation

Inspired by book about mummy

Dramatic flair in using a tablecloth to portray a ghost in Charades



Multisensory Approach to Literature

Nicola Grove began as English teacher in UK

Switched to speech therapist, appalled at reading matter

Multisensory explorations of literature

- Real, canonical texts e.g. Shakespeare, Dickens
- Dramatic performance
- Movement
- Games
- Context of story



Students generate personal stories

Story out of performance

https://storysharing.org.uk/

PSE UC Davis

Redwood SEED Scholars

Instructors elementary and high school teachers

Literacy

- Refugees
- Online game
- Google Maps

Map



SEED Scholars

- Math
- Multisensory philosophy: geometric, physical intuition, physical models, verbal explanation, play
- Connecting student comments in discussion, validating individuals within the class







Escape from Mr. Lemoncello's Library





References

- Rose, D.H., & Meyer, A. (2002). Teaching every student in the Digital Age: Universal design for learning. Alexandria, VA: Association for Supervision and Curriculum Development.
- An, D., & Carr, M. (2017). Learning styles theory fails to explain learning and achievement: Recommendations for alternative approaches. *Personality and Individual Differences*, 116, 410-416.

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