

Universal Design for Learning (UDL) is basically a matter of addition and subtraction. By *adding* new ways for your students to learn and to express what they have learned, you *subtract* barriers that could otherwise block them from having success in school.

Even if you are completely new to UDL as a teaching strategy, you may be surprised at how much of what you already do actually follows UDL principles. Still it is likely that you can use UDL to do even more to help *all* your students have success. Explore our virtual UDL classroom to learn more about Universal Design for Learning.

### UDL Simulator: Secondary Classroom

1. Click on the yellow hotspot button to open images.
2. Use the icons on the top menu bar to zoom in and out while navigating through the simulation, or hold the mouse button down and drag the image to the left or right to explore the room.

#### Image Map:



	Item	Description
1.	Digital text	<b>Digital text</b> gives students the opportunity to customize the way information is displayed. It also allows for scaffolding of instruction and opens access to helpful learning tools (glossaries, spell check, etc.)
2.	School Vision Statement	The <b>school vision statement</b> demonstrates the school's commitment to the success of <i>all</i> of its students and sets clear expectations for success.
3.	Supply Kit	The <b>student supply kit</b> helps students organize and have ready access to important learning materials.
4.	Student Learning Teams	<b>Student learning teams</b> present opportunities for flexible grouping and for students to assume specific roles that play to their strengths. They can also help students develop their self-assessment skills.
5.	Student Recognition	<b>Team points</b> are one way to recognize and celebrate student accomplishments to increase engagement, to motivate students and to reinforce classroom expectations.
6.	Class Standards	The <b>class standards</b> provide all students with positive expectations for behavior and achievement. Class standards also foster a shared sense of community among the students.

7.	Audio files	<b>Audio files</b> are an alternative to print materials and support reading comprehension and reading efficiency.
8.	Paired Desks	<b>Paired desks</b> promote close collaboration and enable teachers to create pairings in which students will complement and learn from each other.
9.	Safe Space	A <b>safe space</b> reduces distractions and gives students the chance to regroup on their own when necessary. This promotes self-regulation and coping skills.
10.	Clustered Student Desks	The <b>clustered student desks</b> provide opportunities for flexible grouping and collaborative work. This can be helpful for particularly social students and for those who learn best by talking and listening.
11.	Small Group Instruction	<b>Small group instruction</b> gives teachers the chance to focus on certain content and/or skills with the students who need help in targeted areas. It can also help activate background knowledge and reduce distractions for some students.
12.	Wireless Cart	The <b>wireless computers</b> help students access and manage information and optimize student choice around <i>how</i> they will access information.
13.	Chips	<b>Chips</b> are a way to recognize group achievements toward a class goal.
14.	Equity Sticks	<b>Equity Sticks</b> promote equal participation by students in large groups. Each stick has a student's name and the teacher draws sticks randomly to ensure equal participation. Teachers should apply knowledge of student needs when asking the questions.
15.	Interactive Whiteboard	The <b>interactive whiteboard</b> is another tool that increases student interaction with content and supports tactile learners to learn and show what they have learned.
16.	Digital Timer	The <b>digital timer</b> helps students stay engaged and on task. It can also provide focus and enhance concentration since students know the time that is available to complete tasks.
17.	Daily Routines, Checklists and Prompts	The predictability of <b>daily routines, checklists, and prompts</b> provide important supports for many students and help them complete tasks with greater independence and confidence.
18.	Classroom Bookshelf	The <b>classroom bookshelf</b> contains multiple resources designed to appeal to <i>all</i> the different kinds of learners within the class.
19.	DVDs	<b>DVDs</b> provide opportunities for engagement for all students, but especially for those who are visual learners.
20.	CDs	<b>CD's</b> containing music, interviews and/or audio books are generally engaging for all students, particularly auditory learners.
21.	Print Materials	<b>Print materials</b> are useful for students who learn best via standard text resources like books.
22.	Digital resources	<b>Digital resources</b> promote engagement by offering a wide array of different kinds of content and paths to learning. Likewise, they can appeal to students with different learning styles via the use of multimedia.