

Universal Design

Chime Charter School
Professional Development



Quick Video Introduction

http://www.udlcenter.org/resource_library/videos/udlcenter/udl#video0

What SOME students will learn:

Lesson Title: Adding Money to \$1

- identify correct value of penny, nickel, dime, quarter
- find at least 5 coin combinations that add up to \$1.00
- find combinations that add up to increasing amounts of money (\$2.00, \$3.00, \$4.00)
- find combinations that add up to increasing amounts of money using fewest coins possible or determined number of coins

What MOST students will learn:

- identify correct value of penny, nickel, dime, quarter
- find at least 5 coin combinations that add up to \$1.00
- find combinations that add up to increasing amounts of money (\$2.00, \$3.00, \$4.00)

What ALL students should learn:

- identify correct value of penny, nickel, dime, quarter
- find at least 5 coin combinations that add up to \$1.00

***Students achieving individualized goals:**

Student A: identify coins with proper name

Student B: identify more or less

Student C: 1-1 correspondence using coins

<p style="text-align: center;">Multiple Means of Representation</p>	<p style="text-align: center;">Multiple Means of Expression</p>	<p style="text-align: center;">Multiple Means of Engagement</p>
<p>How you present content (ie. animation, video, graphics, PowerPoint, direct instruction)</p>	<p>The options you give students for expressing what they have learned from the lesson (ie. assessment: presentation, project, paper-pencil)</p>	<p>How you fuel students' motivation to learn the material being presented (ie. based on their interests, choices to promote autonomy)</p>
<ul style="list-style-type: none"> -all students read and listen to "Alexander Who Used to be Rich Last Sunday" -bring in real coins -use enlarged images of coins to manipulate on board -direct instruction 	<ul style="list-style-type: none"> -write (writing down combinations of a dollar) -draw (coin rubbings with crayons to accompany addition sentence) -show (present or publish work) *or any combination of these forms of expression 	<ul style="list-style-type: none"> -connection to real life experiences (ie. student store, buying Wii or Xbox, allowance)

What SOME students will learn:

Lesson Title: _____

What MOST students will learn:

What ALL students should learn:

*Students achieving individualized goals:

Multiple Means of Representation How you present content (ie. animation, video, graphics, PowerPoint, direct instruction)	Multiple Means of Expression The options you give students for expressing what they have learned from the lesson (ie. assessment: presentation, project, paper-pencil)	Multiple Means of Engagement How you fuel students' motivation to learn the material being presented (ie. based on their interests, choices to promote autonomy)

Resources for Reference

1. <http://www.cast.org/udl/>
2. <http://www.udlcenter.org/implementation/examples>
3. http://www.udlcenter.org/resource_library
4. <http://www.youtube.com/user/UDLCAST>
5. <http://www.myinfinitec.org/downloads>
-> Universal Design Guides