### UDL Guidelines

<table>
<thead>
<tr>
<th>Unit/Lesson:</th>
</tr>
</thead>
<tbody>
<tr>
<td>I. Provide multiple means of representation– Knowledge Networks (more information)</td>
</tr>
</tbody>
</table>

#### 1. Provide options for perception (examples)

- **Your Ideas**
  - 1.1 Customize the display of information
  - 1.2 Provide alternatives for auditory information
  - 1.3 Provide alternatives for visual information

#### 2. Provide options for language and symbols (examples)

- **Your Ideas**
  - 2.1 Define vocabulary and symbols
  - 2.2 Clarify syntax and structure
  - 2.3 Decode text and mathematical notation
  - 2.4 Promote cross-linguistic understanding
  - 2.5 Illustrate key concepts non-linguistically

#### 3. Provide options for comprehension (examples)

- **Your Ideas**
  - 3.1 Provide or activate background knowledge
  - 3.2 Highlight critical features, big ideas, and relationships
  - 3.3 Guide information processing
  - 3.4 Support memory and transfer

<table>
<thead>
<tr>
<th>II. Provide multiple means for action and expression - Strategic Networks (more information)</th>
</tr>
</thead>
</table>

#### 4. Provide options for physical actions (examples)

- **Your Ideas**
  - 4.1 Provide varied ways to respond
  - 4.2 Provide varied ways to interact with materials
  - 4.3 Integrate assistive technologies

#### 5. Provide options for expressive skills and fluency (examples)

- **Your Ideas**
  - 5.1 Allow choices of media for communication
  - 5.2 Provide appropriate tools for composition and problem solving
  - 5.3 Provide ways to scaffold practice and performance

#### 6. Provide options for executive functions (examples)

- **Your Ideas**
  - 6.1 Guide effective goal setting
  - 6.2 Support planning and strategy development
  - 6.3 Facilitate managing information and resources
  - 6.4 Enhance capacity for monitoring progress

<table>
<thead>
<tr>
<th>III. Provide multiple means for engagement - Affective Networks (more information)</th>
</tr>
</thead>
</table>

#### 7. Provide options for recruiting interest (examples)

- **Your Ideas**
  - 7.1 Increase individual choice and autonomy
  - 7.2 Enhance relevance, value, and authenticity
  - 7.3 Reduce threats and distractions

#### 8. Provide options for sustaining effort and persistence (examples)

- **Your Ideas**
  - 8.1 Heighten salience of goals and objectives
  - 8.2 Vary levels of challenge and support
  - 8.3 Foster collaboration and communication
  - 8.4 Increase mastery-oriented feedback

#### 9. Provide options for self-regulation (examples)

- **Your Ideas**
  - 9.1 Guide personal goal-setting and expectations
  - 9.2 Scaffold coping skills and strategies
  - 9.3 Develop self-assessment and reflection

---

© 2008 by CAST. All rights reserved.

APA Citation: CAST (2008). *Universal design for learning guidelines version 1.0*. Wakefield, MA: Author