

QUICK REFERENCE CARD UDL

Affective Network



ENGAGEMENT

Stimulate interest and motivation for learning in different ways

1. Are there different options to recruit the learner's interest?
2. Are there different options to sustain the learner's efforts to achieve his goals?
3. Are there different options for self regulation?

Recognition Network

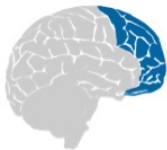


REPRESENTATION

Present information and content in different ways

4. Is clear info about goals and organization available online and beforehand?
5. Can information be absorbed by different senses?
6. Can the learner comprehend the subject matter in different ways?

Strategic Network



ACTION AND EXPRESSION

Differentiate the ways that learners can express what they know

7. Can the learner work actively with the subject matter in different ways?
8. Can the learner show what he has learned or achieved in different ways?
9. Are there various options for goal-setting and prioritizing?

SUGGESTIONS

1.
 - Choices in challenge, reward and context
 - Personal development plan
 - Authentic tasks
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2.
 - Helpdesk with generous opening hours
 - Peer tutoring
 - Tailor-made formative assessments
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3.
 - Intake assessments
 - Progress tracking
 - Communities of practice (learners and experts)
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4.
 - Online assessment criteria (e.g. rubric)
 - Link to official knowledge bases
 - Description of when and where of module organization
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5.
 - Clearly readable/audible texts
 - Audiovisual, textual and kinesthetic learning materials
 - Online and face-to-face session (blended learning)
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6.
 - Mindmapping
 - Visualization techniques (illustrations, graphics, timelines)
 - Voice-overs and text-to-speech programmes
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7.
 - Differentiated group work
 - Gamification and serious games
 - Interactive and responsive software (Socrative, Kahoot etc.)
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8.
 - Formative and summative testing
 - Formal presentations and simulations, games or drama
 - Article writing, group presentations
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9.
 - Tailor-made mentoring and tutoring
 - Timely and specific feedback
 - Scaffolding
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