Technology Applications for Universal Design for Learning

The following are useful technology applications which fit within the framework of Universal Design for Learning (UDL)

Engagement

Multiple ways of engagement



Kahoot

www.kahoot.com

Create live quizzes/polls. Students respond live in your class.

Google Suite https://gsuite

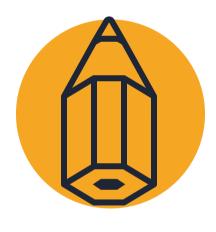
https://gsuite.google.com/ Google docs allow for collaboration with groups of students. Google Forms can help with surveys, student responses.



Representation

PDF Documents

Multiple ways of representation



acrobat.adobe.com * Accessibility (read aloud) * Embedded Vocabulary Support (dictionary and thesaurus)



Google Translate App https://translate.google.com A)Text translation B)Audio Translation C)Visual Translation



Youtube and other video apps www.youtube.com A) Allow for visual representation of information B)Captioning

Expression

Multiple ways of expression



Flip Grid www.flipgrid.com Flip Grid is a virtual classroom that can allow students multiple opportunities to express themselves and interact with others through video.

Student Choice



With the learning objectives in mind, allow students to choose their own technology to express their learning (creating an online video, song, etc)

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