Examples of addressing learner variability from *Learner Variability and UDL*

I. Provide Multiple Means of **Representation**

- Make text available in a variety of formats: e-Text reader, audio, MS PowerPoint

- Offer a variety of media to access information

- Provide multiple visual and physical examples of information using, for example, manipulatives, Smart Boards, iPads

- **Additional examples**:

II. Provide Multiple Means of **Action & Expression**

- Present learners with choices of tools to demonstrate knowledge. For example, provide a "technology toolkit" on a class wiki with reviews of available tools and resources

- Implement project-based learning to provide opportunities for problem solving and to help guide effective goal-setting

- Other examples: audio recording, dramatic productions, creating charts, graphs and illustrations, and free websites like Blogmeister, Glogster, Toondoo, Animoto, Xtranormal, Voki

- **Additional examples:**

III. Provide Multiple Means of **Engagement**

- Teach students how to use the available formats, tools and technology

- Implement project-based learning opportunities to provide options for individual choice and enhance the relevance and authenticity of the learning

- Give choices of tools, technology, medium, work environments and topic

- Guide students to understand personal learning needs so they can make good choices and become more autonomous

- Provide opportunity for independent choices of participation, for example, standing during a lesson

- **Additional examples:**

Learner Variability and UDL from the National Center on UDL (www.udlcenter.org)