UNIVERSAL DESIGN FOR LEARNING AND MATHLINKS

UNIVERSAL DESIGN FOR LEARNING

Universal Design for Learning (UDL) is a framework to improve and optimize teaching and learning for ALL students (CAST, 2018). It's three main principles are to (1) provide multiple means of engagement, (2) provide multiple means of representation, and (3) provide multiple means of action and expression. Here are some examples of how these principles are built into the *MathLinks* design.

	UDL Principles	MathLinks Examples
Provide Multiple Means of Engagement	Learners differ in the ways in which they can be engaged to learn. Teachers should devise lessons that motivate students while answering the question: <i>Why do I need to learn this</i> ?	Opening Problems launch unique problems in ways that challenge students to think differently about the mathematics. (SP)
	 Provide options for recruiting interest Provide options for sustaining effort and persistence 	Nonroutine Problems, Tasks, Projects, and Technology Activities offer a variety of games, puzzles, and contexts to for sustained learning. (PR) Monitor Your Progress, a self-monitoring tool for
	Provide options for self-regulation	lesson objectives, and Packet Reflection give students tools for self-assessment. (SP)
Provide Multiple Means of Representation	Learners differ in the ways that they perceive and understand information that is presented to them. Teachers should devise lessons that allow students opportunities to learn concepts in multiple ways while answering the question:	Guided instruction options appear with Lesson Notes, Slide Decks, and Slide Deck Alternatives. (TE) Graphic organizers highlight patterns, structural
	 Provide options presenting and receiving the information 	The program emphasizes mathematical representations with pictures, numbers, symbols, or words. (SP, TE)
	 Provide options for language, mathematical expressions, and symbols Provide options for comprehension 	A Word Bank, Vocabulary Review, and Student Resources support academic language development. (SP)
Provide Multiple Means of Action and Expression	Learners differ in the ways that they respond in a learning environment and express what they	Card sorts and manipulatives help kinesthetic learners show what they know. (SP, PR)
	 know. Teachers should provide a variety of ways for students to show their knowledge while answering the question: <i>How can I show what I know and don't yet understand?</i> Provide options for physical action 	Review section activities are appropriate as formative assessment. For example, with Poster Problems students move around the room, work together to solve problems, critique reasoning of others. (SP)
	Provide options for expression and communication	Structured workspace helps students stay organized and on task. Monitor Your Progress and Packet Reflection give students tools to self-
Compon	Provide options for executive functions	assess academic progress. (SP)

STRATEGIES TO SUPPORT SPECIAL POPULATIONS IN MATHLINKS

Classrooms typically include students with different learning styles and needs. In addition to incorporating principles for UDL when creating MathLinks, the team gave additional focus to strategies that would support special populations. Synthesized from the work of Echeveria (2009), Moskowitz (2013), Sliva (2003), Lambert (2016, 2020) and others, these strategies center around four main principles: (1) Know your learner, (2) Increase academic language through mathematics, (3) Increase comprehensible input, and (4) Promote student interaction. Here are some examples of how these principles are built into the *MathLinks* design. Examples of their applications to specific lessons are located in the Front of each TE section. Note that strategies essential to the academic success of English learners are noted with a star (*).

	Strategy	MathLinks Feature
Increase Comprehensible Input	 Link concepts to past learning. Make concepts meaningful through hands-on activities, visuals, demonstrations, and color-coding. Use a think-aloud strategy to model appropriate thinking processes and academic language use. Use graphic organizers to help students record information and data, see patterns, and generalize them. Use multiple representations (pictures, numbers, symbols, words, contexts) of math ideas to create meaning and make connections. Simplify written instructions, rephrase explanations for concepts, and supplement with verbal and visual clues.* Strategically sequence problems and scaffold explorations and activities to give students access to more complex language structures.* 	Getting Started reviews or previews important concepts for a lesson. Structured workspace that includes graphic organizers and sentence starters highlight patterns, multiple representations, and relationships, as it helps students stay organized. (PR) Reproducibles (e.g. card sorts, puzzles) and easily accessible Materials (e.g. counters, colored pencils) provide options for instruction. (TE) Slide decks and Slide Deck Alternatives frequently provide options for lesson delivery. (TE)
Promote Student Interaction	 Use flexible group configurations that support content objectives. Use strategies and activities that promote teacher/student and student/student interactions (e.g. think-pair-share, poster problem). Encourage elaborate responses through questioning. Allow processing time and appropriate wait time, recognizing the importance of the different requirements for speaking, reading, and writing in a new language.* Allow alternative methods to express mathematical ideas (e.g., visuals, students' first language)* 	 Review activities promote engagement and interaction. For example, Poster Problems provide opportunities to solve problems and share ideas in small group settings. (SP) Lesson Notes provide specific suggestions for teacher/teacher and teacher/ student interactions. (TE) Activity Routines (e.g. Poster Problems, Big Square Puzzles, Four-In-A Row Games, Match and Compare Sorts) are typically found in Review, Essential Skills, Math Talks, or Nonroutine Problems. They are designed to encourage interaction and communication using varied grouping configurations. (GR, SP, PR) Prompts in the TE for Journals and Using the MathLinks Rubric give students opportunities to take ownership of a formative assessment. (SP, TE, GR)
Compone	ents cited: Student Packet (SP) Teacher Edition (TE)	Packet Resources (PR) Other Resources (GR)

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THE BIG PICTURE: UDL and MATHLINKS STRATEGIES

The three Universal Design for Learning principles and the four *MathLinks* Strategies for Special Populations are seamlessly built into the *MathLinks* design. Educators can use this program with confidence, knowing that it was designed to create interest in the beauty and utility of mathematics and lead to access and success for more students.

