

UDL Lesson Plan Creator

The E3T Lesson Plan Creator for universally designed curriculum focuses on the following main elements.

BIG IDEAS: The concepts or principles central to the lesson that anchor or connect the smaller ideas.

ESSENTIAL QUESTIONS: *Questions that help students probe for deeper meaning.*

LEARNING OBJECTIVES: 2-4 learning targets that reflect the understandings or insights students are expected to develop by the end of this lesson.

SUMMATIVE ASSESSMENT: Provide a choice of topics (when appropriate) and multiple options of means for completing the assessment to support different learning needs/preferences. Include an explicit description of the criteria for quality work.

LESSON OPENING: Lesson openers establish a purpose, are engaging and activate prior knowledge.

EXPLORATION: Activities that help students make discoveries related to big idea(s) and promote student inquiry.

CHECK FOR UNDERSTANDING: Determine the student's level of understanding as it relates to the big idea, essential questions and learning objectives. Use methods that assess all learners and addresses the next steps based on the assessment results.

EXPLANATION: Information delivered so that students develop a mastery of the objectives. Includes explicit learning strategies, multiple representations of info provided, frequent opportunities for response and practice and a variety of student centered learning activities.

CHECK FOR UNDERSTANDING: Determine the students' level of understanding as it relates to the big idea, essential questions and learning objectives. Includes a plan for re-teaching material as needed.

EXTENDED PRACTICE: Activities used to help deepen understanding and provide for greater fluency and accuracy of new skills.

CLOSING: A review of big ideas for the purpose of tying ideas together, transitioning to next lesson or continuing practice.

Adapted from: Planning Effective Instruction (Price, Nelson) 2008



E3T UDL Desgin Checklist

As you plan your lesson, keep track of the UDL principles you have included. The goal is to include as many as possible. Use this checklist to guide your lesson development.

- □ Make expectations (big ideas, objectives, rubrics, grading) explicit from the start
- Include multiple ways to engage students such as choice, challenge, relevance, active engagement
- Include multiple ways of representing new ideas e.g. images, graphic organizer, models concept maps, demonstration, audio/video, manipulatives
- Include options to help students learn from the text based materials e.g. text-reader, comprehension supports, annotations, images
- Include alternatives to text e.g. interactive website, video, audio summary, or lower reading level text
- □ Include multiple ways to check for understanding and shape instruction
- □ Include methods that require students' active participation
- Include a choice of learning options to address student interest/preference and that provide varied support and challenge
- Provide step by step instructions and practice for learning and using new ideas and strategies
- Provide access to class notes in various formats
 e.g., outline, graphic, studycast
- Include options for students to show what they know (formative and summative assessment) in multiple ways

Engage, Expand & Encompass Through Technology <u>http://e3t.org</u>



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