UDLnet
Universal Design for Learning

A Framework for Addressing Learner Variability

Network Objectives
The way people learn is as unique as their fingerprints

This means that curricula must be designed to meet this diversity right from the start. Universal Design for Learning is a framework for curriculum design that minimizes barriers and maximizes learning for all students by taking their diversity into account. Consequently, the three governing principles of UDL are:

- **Multiple means of representation** (present information in different ways)
- **Multiple means of action and expression** (allow students to approach tasks in different ways and show what they know in different ways)
- **Multiple means of engagement** (offer different options that make and keep students interested and motivated)

First and foremost UDLnet aims to collect and demonstrate ways to effectively use the UDL framework. The network will promote community building between educational institutions all over Europe and empower them to use, share and exploit accessible learning materials from a variety of educational resources. In addition, it will demonstrate the potential of eLearning resources within the context of the UDL approach. The UDLnet Inventory and a social platform will be developed where teachers, students, parents and other community members will be able to find and adapt accessible UDL eLearning resources on their topics of interest and needs. Finally, it will assess the impact of inclusive tools, practices and teaching materials and document the whole process in the UDLnet Best Practice Guidelines.

The basic aims of UDLNet can be summarised as follows:

- **To develop a detailed and systematic methodology** to define the criteria for identifying best inclusive educational practices.
- **To design and develop a web-based Inventory,** which will include a collection and categorization of best practices. This UDLnet Inventory can support a learning community where users will be able to find, exchange and adapt inclusive teaching and learning practices.
- **To establish a sustainable network** of educational communities interested in innovative, inclusive teaching and learning practices and trained in the effective use of accessible ICT in teaching.
- **To collect and develop innovative, relevant and multilingual content** that will support the proposed inclusive approach, which will be described and stored (in the form of learning objects) in the UDLnet Inventory.
- **To develop educational stakeholders' skills and attitudes** to ensure the access to and use of inclusive teaching and learning practices under the umbrella of community building. Additionally, to carry out a set of pilot sessions with a number of representative user groups (teachers, students, parents, policy makers) in order to adapt and enrich content to current needs and evaluate these pilots.
- **To disseminate and validate the project outcomes** throughout Europe, and to circulate effective teaching methods through networking with relevant projects, networks and initiatives. Furthermore to develop a "Pathway to Universal Design for Learning" to support the deployment of accessible educational e-content and to make available a set of policy recommendations, which may be used at regional, national and transnational level (i.e. EU agencies, National Governments and Administration).

PROJECT PARTNERS

- Ellinogermaniki Agogi (Greece)
- Universal Learning Systems (Ireland)
- National and Kapodistrian University of Athens (Greece)
- Pancyprian, non profit organization for Kids with cerebral palsy 'AGALIA ELPIDAS' (Cyprus)
- NHL University of Applied Sciences (The Netherlands)
- ceFAS e.V. (Germany)
- Spanish Confederation of Education and Training Centres (Spain)
- Enable Ireland (Ireland)
- Finnish Association on Intellectual and Developmental Disabilities (Finland)