



Apply the Universal Design for Learning (UDL) in your module

A practical guide to better engage your learners through flexibility, choice and accessible design.

1 Engage learners — multiple means of engagement

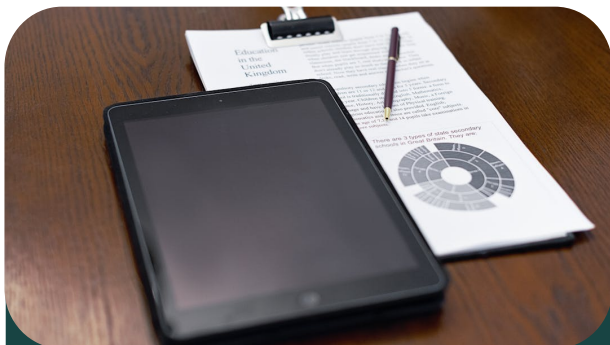


Help students *want* to learn by supporting interest, purpose and motivation.

How?

- Offer choices (topics, partners or formats).
- Connect to real-world goals.
- Use gamified strategies like progress tracking .
- Create a safe environment for experimentation.

2 Represent information clearly — multiple means of representation



Present content in different ways so all learners can understand it.

How?

- Combine text, visuals and audio.
- Add captions and alt text to media.
- Use diagrams, concept maps or timelines.
- Highlight key vocabulary and structure.

3 Support expression and action — multiple means of action and expression



Allow students to show what they know in different ways.

How?

- Let learners choose the format of submission (essay, video, podcast...).
- Provide templates or automated/AI-assisted feedback.
- Encourage collaboration and reflection.
- Support planning with digital tools.

Your first steps towards UDL

You could start with one of these:

- Redesign one lesson with a UDL principle.
- Add one new choice and one new content format.
- Ask students what helps them learn best and plan how to incorporate it in your teaching.

UDL isn't about lowering expectations — it's about removing barriers so all learners can reach them.

If you'd like support integrating UDL in your module, contact your school designated Educational Developer from EDU or reach out through our [Instructional Design Service form](#).

