**Homework #4**

Please read the 10 guidelines below, and log into Brightspace and post a 100 word reaction to them here:

<https://brightspace.tudublin.ie/d2l/le/49893/discussions/threads/4085/View>

**Universal Design for Learning: Top Ten Advanced Tips**

1. Communicate high expectations to all students in your class. If you have accommodated all students, everyone should have an equal chance at success.

2. Upload your videos onto YouTube, and [caption them](http://accessproject.colostate.edu/udl/modules/multimedia/tut_caption_youtube.php), and learn more about the [Web Accessibility Initiative (WAI)](http://www.w3.org/WAI/).

3. When developing learning materials, in terms of the range of learners sensory preferences use [the V-A-R-K Learning Styles model](http://vark-learn.com/introduction-to-vark/the-vark-modalities/) to create different types of learning materials and activities, e.g. PNG, Podcasts, PowerPoint, and Playdough

4. Explore each of the three common types of alignment in programme design: Vertical Alignment (linking modules between different years), Horizontal Alignment (linking modules in the same year), and Constructive Alignment (linking Learning Outcomes, Teaching, and Assessment, in a single module).

5. Pre-teach all symbols and unfamiliar vocabulary in an early class, and create a glossary booklet (with both text and visual descriptions) that you hand out at the start of the semester.

6. Consider the physical tasks that the students are required to do in class, find ways that you can provide alternatives in the requirements for speed, strength, timing, and range of these activities.

7. Create assessments so that the criteria to achieve a passing grade, a good grade, a very good grade, and an excellent grade are clearly articulated. Is it possible to provide alternative criteria for each level also?

8. Involve students as much as possible in setting their own learning goals.

9. When developing learning materials, in terms of the range of learners' cognitive preferences use [Keirsey Temperament Sorter](http://www.keirsey.com/4temps/overview_temperaments.asp) to create different types of learning materials and activities, e.g. create activities that include aspects of problem solving, planning, personal growth, and proficiency.

10. Create a series of supporting documents to increase students' independent learning skills and discipline-specific skills that they can access at their own rate.