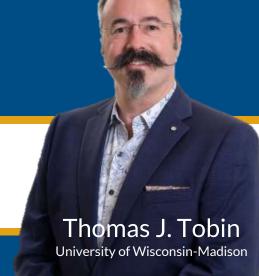
Reach Everyone and Teach Everyone with Universal Design for Learning

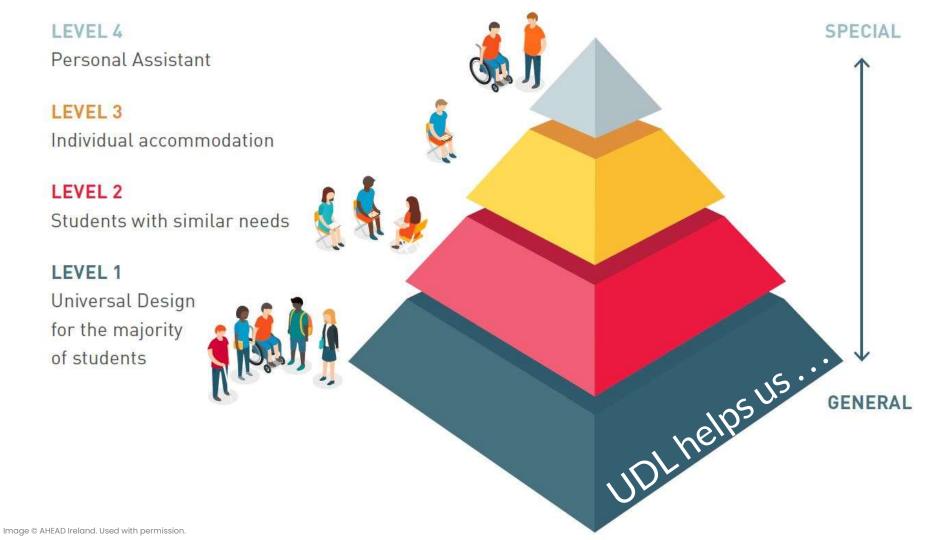


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Strategy 1: start with text.

AREA DESCRIPTION OF PERSONS ASSESSMENT

With new K-Cup S-Star meals, you can eat like a king, and cleanup

CUT TOL

LOGO SCREEN

K-Cup meals photo with flashy text flying around

The new Keurig K-Cup 5-Star Meals, choose from Salad, Tacos, Hot Wings, Donuts and Corn-dogs, or try some of our brand-new Supremo flavors.

CUT TO:

INT. STUDIO

Zack pulling a mug of something brown from his face, smiling in bliss.

ZACK Mmmmm... That's good duck.

CUT TO



Strategy 3: let 'em do it their way.



Strategy 4: go step by step.













Watch an Intro Video (3 mins)

Read Case Study

Post Case Study Response

Read Scholarly Article

Watch Prof Video #2 (5 mins)

Internet Scavenger Hunt













Update Discussion Response



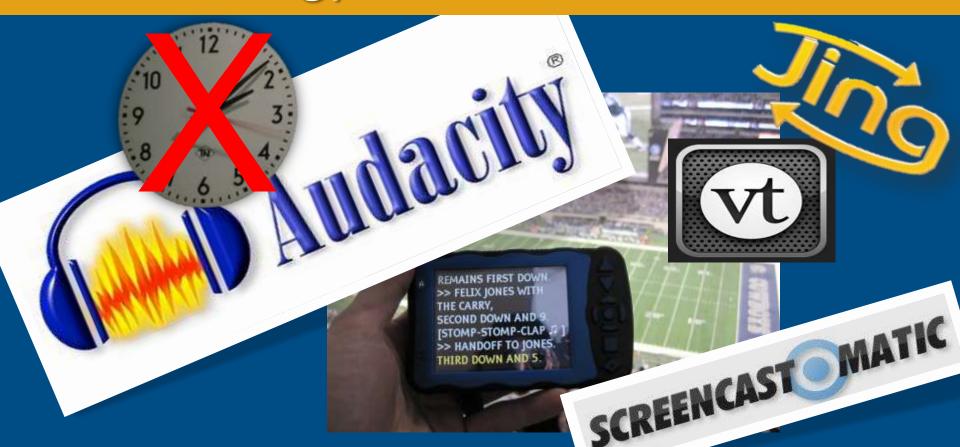
Watch Prof Video #4 (10 mins)

Ungraded Knowledge Check

Watch Final Video (5 mins)

Create Project / Paper

Strategy 5: set content free.



- 1. Start new design processes with text.
- 2. Create alternatives for all multimedia.
- 3. Design alternate ways for learners to demonstrate each course objective.
- 4. Break tasks into separate components.
- 5. Expand, document, and share interactions using free-access methods.



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