

Technology Applications for Universal Design for Learning

The following are useful technology applications which fit within the framework of Universal Design for Learning (UDL)

Multiple ways of engagement

Engagement



Kahoot

www.kahoot.com

Create live quizzes/polls. Students respond live in your class.



Google Suite

<https://gsuite.google.com/>

Google docs allow for collaboration with groups of students. Google Forms can help with surveys, student responses.

Multiple ways of representation

Representation



PDF Documents

acrobat.adobe.com

* Accessibility (read aloud)

* Embedded Vocabulary Support (dictionary and thesaurus)



Google Translate App

<https://translate.google.com>

A) Text translation

B) Audio Translation

C) Visual Translation



Youtube and other video apps

www.youtube.com

A) Allow for visual

representation of information

B) Captioning

Multiple ways of expression

Expression



Flip Grid

www.flipgrid.com

Flip Grid is a virtual classroom that can allow students multiple opportunities to express themselves and interact with others through video.



Student Choice

With the learning objectives in mind, allow students to choose their own technology to express their learning (creating an online video, song, etc)