

UNIVERSAL DESIGN CHART

**Universal Design for Learning (UDL)** is a strategy for eliminating instructional and environmental barriers for every member of a learning community in order to meet the needs of all students across the continuum of physical, intellectual, and emotional abilities. Although we acknowledge that it would be impossible to build one curriculum to meet the needs of every single child, we strongly believe that striving to maximize the active and meaningful participation for all students is a core responsibility of every educator.

OPEN has embraced this responsibility by working to create suggested Universal Design Adaptations intended to serve as baseline recommendations for modifying learning activities. The text *Strategies for Inclusion: A Handbook for Physical Educators* by Lauren J. Lieberman and Cathy Houston-Wilson provides the foundation for our work in this area.

The table below offers additional adaptations in an effort to move closer to the ideal of Universal Design.

**Potential Universal Design Adaptations for Dance**

Equipment	Rules	Environment	Instruction
<ul style="list-style-type: none"> <li>• Use directional arrows</li> <li>• Use spot-marker footprints</li> <li>• Utilize a strong subwoofer to amplify vibrations from bass</li> </ul>	<ul style="list-style-type: none"> <li>• Allow students to move in their own space and at their own speed</li> <li>• Allow students to improvise and create their own dance moves at any time</li> </ul>	<ul style="list-style-type: none"> <li>• Provide mirrors for visual feedback</li> <li>• Provide directional markings such as arrows</li> </ul>	<ul style="list-style-type: none"> <li>• Provide ongoing verbal cues</li> <li>• Provide physical assistance</li> <li>• Provide a peer tutor/mentor</li> <li>• Use videos, graphics, and pictures as visual examples</li> <li>• Provide individualized (one-to-one) instruction</li> </ul>