## RUN FOR FUN PRIMARY (GRADES K - 2)



## UNIVERSAL DESIGN FOR LEARNING

**Universal Design for Learning** (UDL) is a strategy for eliminating instructional and environmental barriers for every member of a learning community 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 every need, 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 for Learning considerations intended to serve as baseline recommendations for inclusive 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 considerations to move us closer to the ideal of Universal Design for Learning.

## Universal Design for Learning Considerations for Run for Fun

Equipment	Pulos -	Environment	Instruction
<ul> <li>Equipment</li> <li>Provide assistive technology as needed to ensure activity is inclusive for all</li> <li>Use bright and apparent</li> </ul>	Rules  • Allow students to choose locomotor movements that match their skill and level of comfort and	<ul> <li>Environment</li> <li>Create a running/movement loop with plenty of space for student movement – including assistive instructional and</li> </ul>	<ul> <li>Use visual demonstrations with auditory instruction</li> <li>Display diagrams and visual instruction</li> </ul>
colorful floor markers or signs to help students identify the running loop  Use signs and posters as visual cues  Use speakers with deep bass to allow students to feel the vibration of the music as they move	comfort and ability  • Adapt or modify activities to allow for partner or group assistance if needed	instructional and movement equipment	instructions whenever possible Provide hand- over-hand assistance when necessary Use auditory and visual signals to start, stop and change movements

Lieberman, L.J., & Houston-Wilson, C. (2009). *Strategies for inclusion: A handbook for physical educators (2nd ed.)*. Champaign, IL: Human Kinetics.



