# Inclusive approaches to learning, teaching and assessment



Study visit UCLL March 5-9, 2018

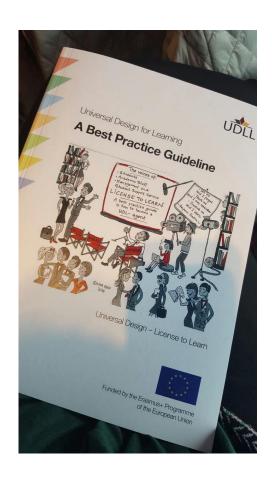
## Guidelines: draft version

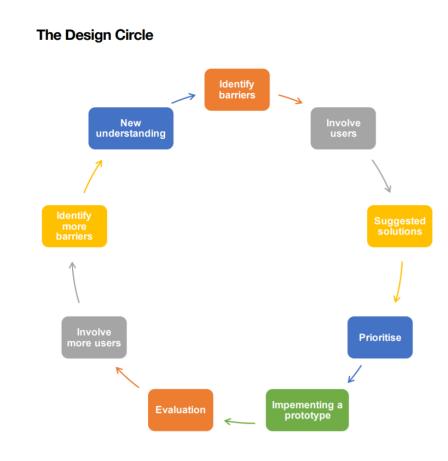
1) Inclusive curriculum design

2) Inclusive teaching and learning

3) Inclusive assessment

# Part 1: Inclusive curriculum design





http://siho.be/sites/sites.arteveldehogeschool.be.siho/files/pdf\_udl\_abestpracticequideline.pdf

# Part 1: Inclusive curriculum design

- Course description challenge your assumptions on UDL and diversity
- Be explicit on general course objectives motivation is everything
- Be explicit on specific learning objectives consider core values and methods.
- Define reading lists think alternative routes for access to literature
- Methods of assessing student learning: Use UDL thinking on assignments and other feedback
- Know your diverse users the baseline for all UDL thinking

# Part 2: Inclusive learning / teaching

• <a href="http://www.udlcenter.org/aboutudl/udlguidelines/downloads">http://www.udlcenter.org/aboutudl/udlguidelines/downloads</a>

- 3 principles
- Multiple checkpoints and tips

- → Inspiration
- → Leads to inclusive instruction: each HEI decides what to take + elaborates own learning / teaching and assessment guidelines

# UNIVERSAL DESIGN FOR LEARNING (UDL)

# Universal Design for Learning

## Affective networks:

THE WHY OF LEARNING



How learners get engaged and stay

excited, or interested. These are

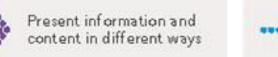
affective dimensions.

motivated. How they are challenged,

Recognition networks: THE WHAT OF LEARNING



How we gather facts and categorize what we see, hear, and read. Identifying letters, words, or an author's style are recognition tasks.



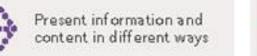
Strategic networks:

THE HOW OF LEARNING



Planning and performing tasks. How we organize and express our ideas. Writing an essay or solving a math problem are strategic tasks.







Differentiate the ways that students can express what they know

# What? & Why?

 Curriculum design (courses, evaluation, methods, etc) in such a way what it is accessible for all, independent of learning styles, needs and limitations of students

- Diversity as a rule
- Present from the beginning
- It is more costly to arrange adaptations afterwards
- It is more efficient than individual measures

# Based on neurologic research

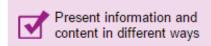
Universal Design for Learning

### **Recognition Networks**

The "what" of learning



How we gather facts and categorize what we see, hear, and read. Identifying letters, words, or an author's style are recognition tasks.





Principle #1: Provide Multiple Means of Representation

### Strategic Networks

The "how" of learning



Planning and performing tasks. How we organize and express our ideas. Writing an essay or solving a math problem are strategic tasks.



Differentiate the ways that students can express what they know



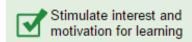
Principle #2: Provide Multiple Means of Action and Expression

#### Affective Networks

The "why" of learning



How learners get engaged and stay motivated. How they are challenged, excited, or interested. These are affective dimensions.





Princple #3: Provide Multiple Means of Engagement

# Universal Design for Learning Guidelines

### I. Provide Multiple Means of **Representation**

#### 1: Provide options for perception

- 1.1 Offer ways of customizing the display of information
- 1.2 Offer alternatives for auditory information
- 1.3 Offer alternatives for visual information

## II. Provide Multiple Means of **Action and Expression**

#### 4: Provide options for physical action

- 4.1 Vary the methods for response and navigation
- 4.2 Optimize access to tools and assistive technologies

### III. Provide Multiple Means of Engagement

#### 7: Provide options for recruiting interest

- 7.1 Optimize individual choice and autonomy
- 7.2 Optimize relevance, value, and authenticity
- 7.3 Minimize threats and distractions

### 2: Provide options for language, mathematical expressions, and symbols

- 2.1 Clarify vocabulary and symbols
- 2.2 Clarify syntax and structure
- 2.3 Support decoding of text, mathematical notation, and symbols
- 2.4 Promote understanding across languages
- 2.5 Illustrate through multiple media

#### 5: Provide options for expression and communication

- 5.1 Use multiple media for communication
- 5.2 Use multiple tools for construction and composition
- 5.3 Build fluencies with graduated levels of support for practice and performance

- 8: Provide options for sustaining effort and persistence
- 8.1 Heighten salience of goals and objectives
- 8.2 Vary demands and resources to optimize challenge
- 8.3 Foster collaboration and community
- 8.4 Increase mastery-oriented feedback

#### 3: Provide options for comprehension

- 3.1 Activate or supply background knowledge
- 3.2. Highlight patterns, critical features, big ideas, and relationships
- 3.3 Guide information processing, visualization, and manipulation
- 3.4 Maximize transfer and generalization

#### 6: Provide options for executive functions

- 6.1 Guide appropriate goal-setting
- 6.2 Support planning and strategy development
- 6.3 Facilitate managing information and resources
- 6.4 Enhance capacity for monitoring progress

#### 9: Provide options for self-regulation

- 9.1 Promote expectations and beliefs that optimize motivation
- 9.2 Facilitate personal coping skills and strategies
- 9.3 Develop self-assessment and reflection

Resourceful, knowledgeable learners

Strategic, goal-directed learners

Purposeful, motivated learners

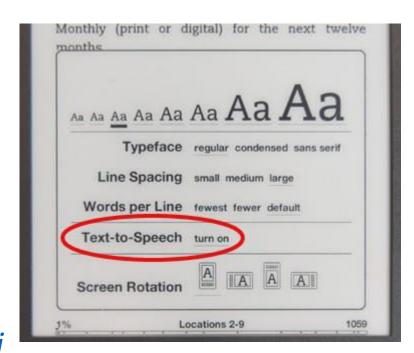
# Principle 1: Provide multiple means of representation

## Checkpoint 1: Provide options for perception

- Provide information in different ways: visual, audio, tactile
- Use pictures, video, text, audio, graphs
- Offer ways of customizing the display of information: possibility to enlarge text, to increase the sound, etc
- Accessible texts:

  <a href="https://www.sheffield.ac.uk/polopoly-fs/1.18989!/file/The-inclusive-learning-and-teaching-handbook.pdf">https://www.sheffield.ac.uk/polopoly-fs/1.18989!/file/The-inclusive-learning-and-teaching-handbook.pdf</a>

  handbook.pdf



# Principle 1: Provide multiple means of representation

Checkpoint 2: Provide options for language, mathematical expressions, and symbols

- Clarify words and symbols
- Clarify syntax and structure
- Support decoding of tekst
- Illustrate through multiple media

# MY GLOSSARY



# Glossary

laptop: a small computer you can use on your lap

**desktop:** a large computer you use on a desk

**keyboard:** the buttons on a computer with letters and numbers



# Principle 1: Provide multiple means of representation

## Checkpoint 3: Provide options for comprehension

- Activate or supply background knowledge
- Highlight patterns, big ideas and relationships
- Guide information processing, visualisation
- Maximize transfer and generalisation

# Principle 2: Provide multiple means of action and expression

## Checkpoint 4: Provide options for physical action

- Vary the methods for response and navigation
- Keyboard, mouse, reading software, role play, dialogue, collaboration, project work, mind maps, polls, etc.

# Principle 2: Provide multiple means of action and expression

Checkpoint 5: Provide options for expression and communication

- Vary the methods for examination
- Vary the type of questions
- Use different (online) tools
- Give clear feedback

# Principle 2: Provide multiple means of action and expression

Checkpoint 6: Provide options for executive functions

- Guide appropriate goal-setting
- Support planning
- Clarify expectations and requirements

# Principle 3: Provide multiple means of engagement

Checkpoint 7: Provide options for recruiting interest

- Optimize choice and autonomy
- Optimize relevance
- Minimize threats and distractions

# Principle 3: Provide multiple means of engagement

Checkpoint 8: Provide options for sustaining effort and persistance

- Use short term goals to achieve long term goals
- Use schemes with reminders
- Evaluate the process
- Peer tutoring, peer feedback
- Cooperative learning

Values:	5=Superior	4=Above Average	3=Average 2	=Below Average
Attribute	Myself	1.	2.	3.
Participated in group discussions.				
Helped keep the group on task.				
Contri <mark>buted useful</mark> ideas.				
How much work was done.				
Quality of completed work				4
Totals				

# **Group Self Evaluation Checklist**

Name	Class Period	Date
Topic of Study	Group Members' Names	

# Principle 3: Provide multiple means of engagement

Checkpoint 9: Provide options for self regulation

- Develop self assessment
- Develop reflection
- Use camera, organise role play

## Inclusive assessment



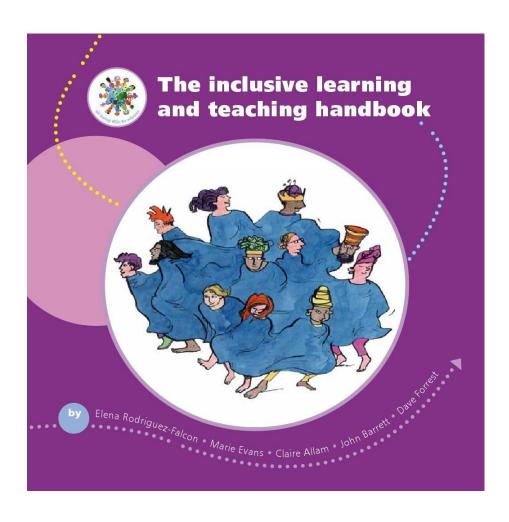


Tips on how to run exams inclusively

Tips on flexibility when adjusting exams for particular students

file:///D:/u0073619/Downloads/s eedguide inclusive.pdf

## Other useful websites



### Concrete tips on:

- Producing accessible handouts
- Introducing critical thinking to students
- Understanding individual needs
- Presentations that work
- Assessment matters
- The inclusive classroom
- Language in lectures
- Engaging lectures
- Making online materials more accessible
- •

https://www.sheffield.ac.uk/polopoly\_fs/1.18989!/file/The-inclusive-learning-and-teaching-handbook.pdf

## Other useful websites

- http://inclusive.tki.org.nz/guides/universal-design-for-learning/
- http://www.udlcenter.org/aboutudl
- https://www.heacademy.ac.uk/system/files/inclusivelearningandteac hing\_finalreport.pdf
- <a href="https://www.futurelearn.com/courses/inclusive-learning-teaching#section-educators">https://www.futurelearn.com/courses/inclusive-learning-teaching#section-educators</a>

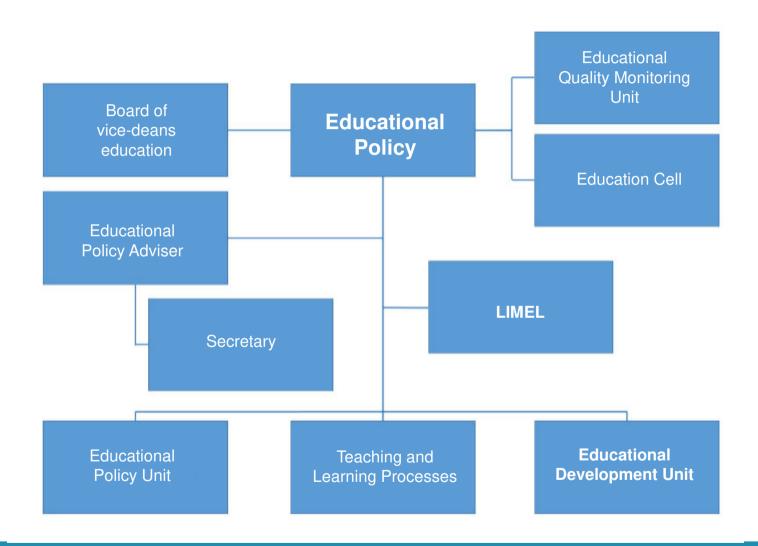


## LIMEL

**Leuven Institute for Media and Learning** 

Enrich education with video





# 3 TIER MODEL



#### **PRODUCTIE**

Wil je een video of animatie laten maken? Voor onderwijs, MOOCs of andere doeleinden? Ons professioneel en studententeam staan voor u klaar.

LEES MEER



#### **PROFESSIONALISERING**

Wil je zelf onderwijsvideo's maken, maar heb je dat nog nooit gedaan? Schrijf je in voor een workshop of kom meer te weten over het helpplatform!

LEES MEER



#### **ONDERSTEUNING**

Wil je zelf aan de slag, maar heb je geen materiaal? Daar kunnen we je bij helpen met onze uitleendienst, opnamestudio en mediacellen.

LEES MEER

### WELCOME TO LIMEL'S TRAINING PLATFORM!

### CREATE YOUR OWN EDUCATIONAL VIDEOS

### PREPARING YOUR VIDEO



- > DIY concepts
- > Writing a script
- > Practical and legal factors

#### PRODUCING YOUR VIDEO



- > Working with recording material
- > Screencasting
- > DIY knowledge clip studio (in Dutch)

### **FINISHING YOUR VIDEO**



- > Video editing
- > Video distribution



## **Lending Service**



**DIY Recording Studio** 



## **Editing/screencast suites**





## Showreels & links

- Professional video production: <a href="https://vimeo.com/239127576">https://vimeo.com/239127576</a>
- Student video production: <a href="https://vimeo.com/251307549">https://vimeo.com/251307549</a>
- Recording in DIY Studio: <a href="https://vimeo.com/251306186">https://vimeo.com/251306186</a>
- www.kuleuven.be/limel
- Helpplatform: https://www.kuleuven.be/english/education/educationalpolicy/limel/training-platform/training-platform



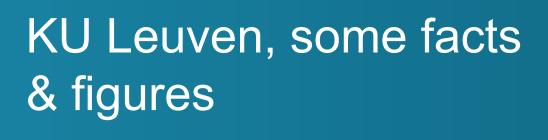
## **KU LEUVEN**



# Blended learning & UDL @ EDU

March 2018 Elke Van der Stappen







# Organisation

- Total number of students: 57.503
- 16 faculties, organised into 3 'groups'
  - Humanities & social sciences
  - Biomedical sciences
  - Science, engineering & technology

## KU Leuven in Leuven... and beyond

KU Leuven in 11 locations spread over 15 campuses



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Campus Group T Leuven

Technology Campus De Nayer Sint-Katelijne Waver

**Technology Campus Geel** 

Campus Carolus Antwerp

Campus Sint-Andries Antwerp

**Technology Campus Aalst** 

**Technology Campus Ghent** 

Campus Sint-Lucas Ghent

Campus Sint-Lucas Brussels

Campus Brussels

**Technology Campus Ostend** 

Campus Bruges

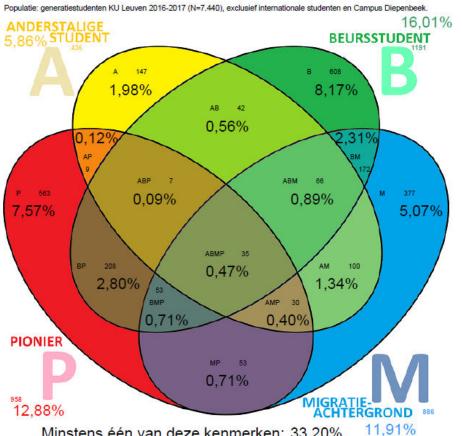
Campus Kulak Kortrijk

Technology Campus Diepenbeek \*

<sup>\*</sup> The degree programme in Diepenbeek is jointly offered by Hasselt University and KU Leuven.



# KU Leuven & diversity

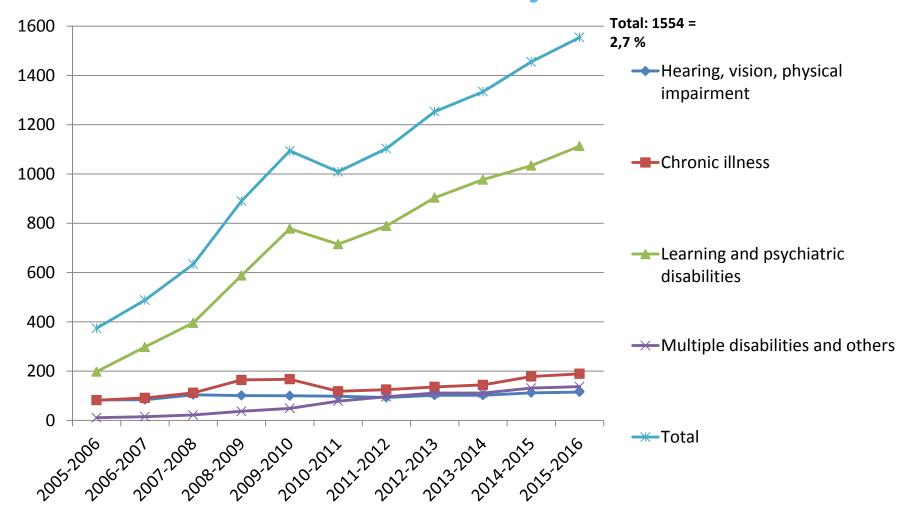


Minstens één van deze kenmerken: 33,20%

Geen van deze vier kenmerken: 66,80%



## Students with a disability

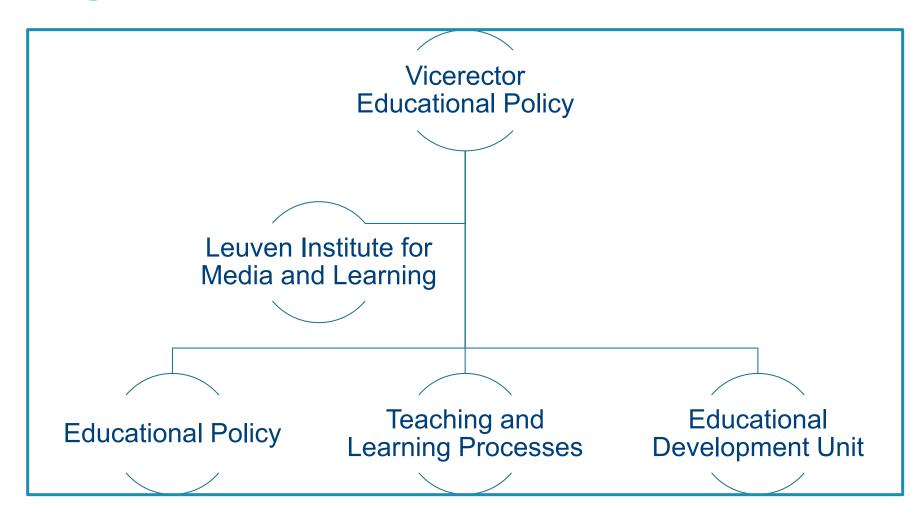






# Our unit

# Organisational chart







### The Educational Development Unit has a twofold mission

- Enhancing the quality of academic education
  - through professional and educational development
- Supporting continuing education and other forms of lifelong learning
  - through administrative, legal, promotional support





Yearly workshop calendar

Online modules and support materials

Tailor-made support in faculties and study programmes

Individual support and coaching

Educational design



Curriculum Development



Educational innovation



Teaching philosophy



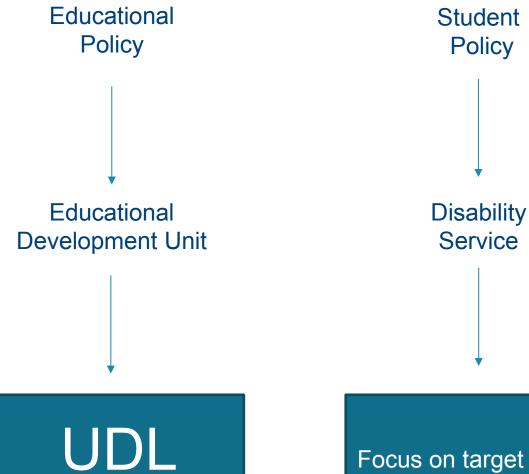
Peer learning

Learning in the workplace

Flexible

Contextualised





Focus on target group 'disabilities'

**Policy** 



# Online and blended support

### Online support materials website Education

### JE OPLEIDING VAN A TOT Z

- > Blauwdruk en opleidingsplan
- > Bouwstenen van je opleiding
- > Soorten opleidingen
- > Regels voor curriculum

- > Procedures
- > Aan de slag binnen je opleiding
- > Student in je opleiding
- > Opleiding in samenwerking



### VISIE EN BELEID

- Visie en beleidsplan Onderwijs en Studenten
- > Facultaire implementatie van de visie
- → Beleidsplan
- Projectrealisaties
- Beleidsthema's en -tekster

### **KWALITEIT VAN HET ONDERWIJS**

- > Kwaliteitszorgportaa
- > COBRA
- > Instellingsreview
- Onderwijsportfolic
- Universiteitsbred

**VERKEN VISIE EN BELEID** 

### **ONTWERP JE OPO**

### STRUCTUREN EN ORGANISATIE

- Veranderingen aan POC's en/of programmadirecteurs
- → Lijst Programmadirecteurs
- > Overzicht van beleidsorganen en raden
- > Ontsluiting van onderwijsinformatie
- > Toewijzing onderwijsopdracht
- > Academische kalender
- > <u>Decreten en reglementen</u>

### **INNOVATIE EN PRO**

- Facultaire projectr
- Technologie in and
- Onderwijsontwikke
- Campus Manag
- > Afgesloten proje
- Lopende project

IES JE WERKVORM

**KEN JE STUDENTEN** 

**KIES JE EVALUATIE** 

GEBRUIK MEDIA EN TECHNOLOGIE

**KU LEUVEN** 

# Why?

- Impact
- Multicampus
- Own pace
- Flexible in time and space
- Accessibility
- Teach what you preach



# Blended





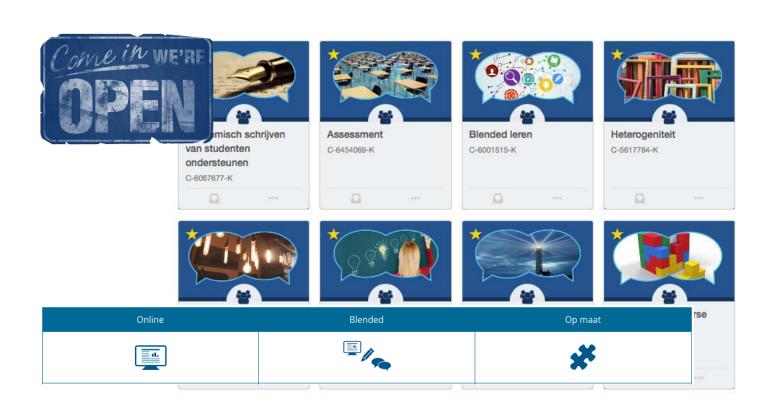




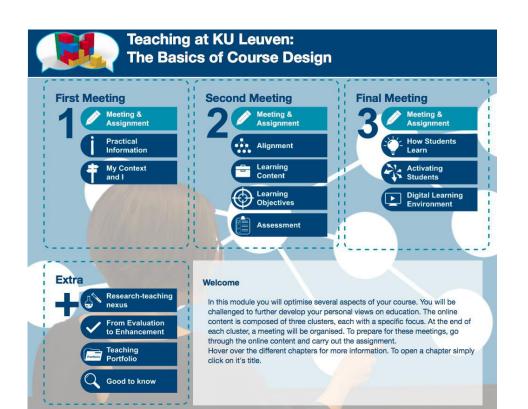




# Open











# Teach what we preach



# Teach what we preach

Provide Multiple Means of Representation



# Teach what we preach

### Provide Multiple Means of Representation



### Een kijkje nemen naar "flipped classroom"

Kies (minstens) 1 van de 4 bronnen die je terugvindt in deze map (één van beide video's, de Prezi **of** de infographics). Hieronder een korte uitleg wat elke bron inhoudt. Per bron in de map zijn enkele vragen vermeld die je voor jezelf kan beantwoorden en die je zullen helpen met de verdere opdrachten.

VIDEO Flipping the large enrollment (psychology) classroom"

In deze video krijgen we een voorbeeld te zien van hoe een OPO met een groot studentenaantal (aan North Carolina State University) geflipt werd.

VIDEO Flipping your class: Roles and expectations"

In een 'flipped classroom' krijgen zowel docenten als studenten een nieuwe rolsinvulling. In deze getuigenisvideo lichten drie docenten toe hoe zij zichzelf hieraan moesten aanpassen en hoe ze de studenten hielpen bij het aannemen van hun nieuwe rol.

PREZI My flipped classroom"

Deze Prezi geeft meer uitleg bij het 'hoe' en 'waarom' van een Flipped Classroom, aangevuld met concrete voorbeelden van een onderwijzer (in het secundair onderwijs) die haar wiskundelessen *flipte*.

INFOGRAPHICS "Flipped Learning - The Big Picture", "Flipped Classroom" en "The Flip Side"

Op de infographics vind je meer info terug over de ideeën achter 'flipped classroom', wat het net inhoudt en een praktijkvoorbeeld van Dr. Russell Mumper.









# UDL as guiding principles

- Provide Multiple Means of Representation
- Provide Multiple Means of Action and Expression

Assignment 'Blended learning'

- Translate the information of this course to your own context.
- You can choose what is relevant to you and how you represent this
- Here are some examples and guiding questions (you can choose if you use them)

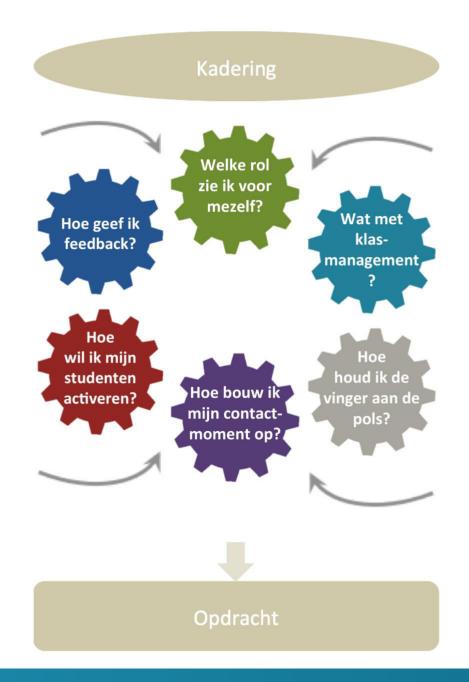


# UDL as guiding principles

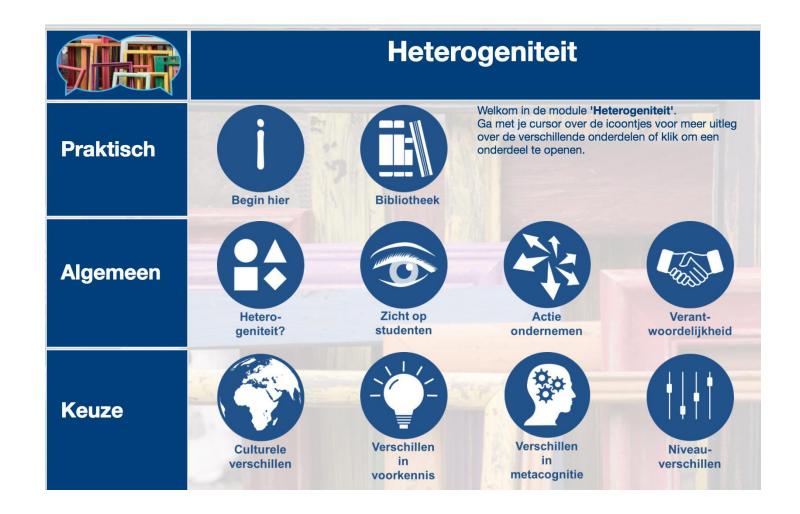
- Provide Multiple Means of Representation
- Provide Multiple Means of Action and Expression
- Provide Multiple Means of Engagement

Online	Blended	Op maat
		**











# UDL in our courses and workshops

### Conceptual

- What is UDL?
- Why?
- What are the benefits?

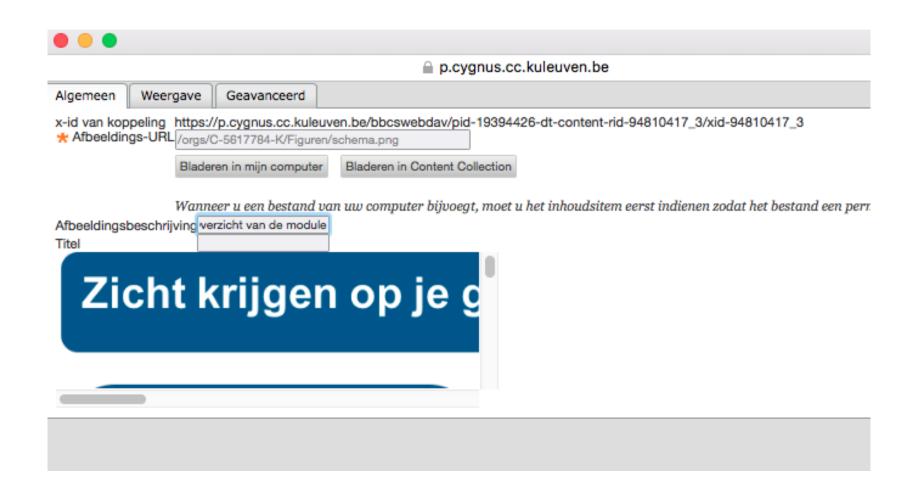
Course "Heterogenity"

### Practical guidelines

- Use of colors
- Use of Images
- Provide transcripts
- Give students choice

Workshop "Blended learning"







# **Future**

# Towards an inclusive university

- Starting point = superdiversity
- Actions
  - Sensibilisation
    - Role models --> "portrets"
    - Peer-learning
  - Professionalisation
    - How can we profesionalise teaching staff in handling diversity?
      - Good practices
      - Workshops: diversity as a focus or diversity as a layer
  - 0 ...
- Together with facultities, student services, development services, hr-department etc...