# Welcome to the FLO-UDL Representation Module

In this module, an overview of the UDL principle of Representation will be provided including its function, the three related guidelines and examples.

## Next Slide

Principle of Representation – which is the **what of learning** –

This is the idea of providing flexible ways to present what we teach and learn.

this learning involves the area of recognition and making sense of the patterns around us for learning

Through the recognition network (sense and assign meaning to patterns and matching to what is familiar – the WHAT)

## Next Slide

Under Representation the three guidelines include

1 Options for Perception

* Such as caption videos
* Offer ways to customize display such a screen magnifier or text to speech

2 Options for Language & Symbols

* Provide a glossary or legend for terms, symbols or acronyms
* Try to remove the jargon and re-word the lesson in own words

3 Options for Comprehension

* Emphasize conceptual connections
* Create discussions or activities that enable learners to draw the connection between ideas

Use background knowledge of your learners to support ideas

## Next Slide

How can you present information in ways that reach all learners?

• Have you considered options for how printed texts, pictures, and charts are displayed?

• What options do you provide for students who need support engaging with texts and/or with auditory learning?

• Make it easy for learners to adjust font sizes and background colors through technology.

• Provide options for engaging with texts, such as text-to-speech, audiobooks, or partner reading.

• Provide content in multiple, accessible ways.

• Offer a legend of commonly used terms, symbols or acronyms.

• Include interactive learning activities online, in the classroom, home tasks, etc.

• Use multimedia resources to deliver content.

• Link new information to previously learned content.