

Beyond Flexibility

The Art and Science of Crafting Learning Environments
to support Universal Design for Learning (UDL)

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Learning Objectives

- Gain a comprehensive understanding of **Universal Design for Learning (UDL)** and its role in fostering improved educational outcomes for all through student-centered learning
- Acquire knowledge of inclusive **design strategies** and creating Least Restrictive Environments to support diverse needs
- Explore **space planning concepts** that facilitate increased engagement, support various methods of representation and expression, and adapt to multiple learning styles
- Delve into real-world examples of the **effective implementation** of these strategies in a school district internationally renowned for its successful integration of UDL

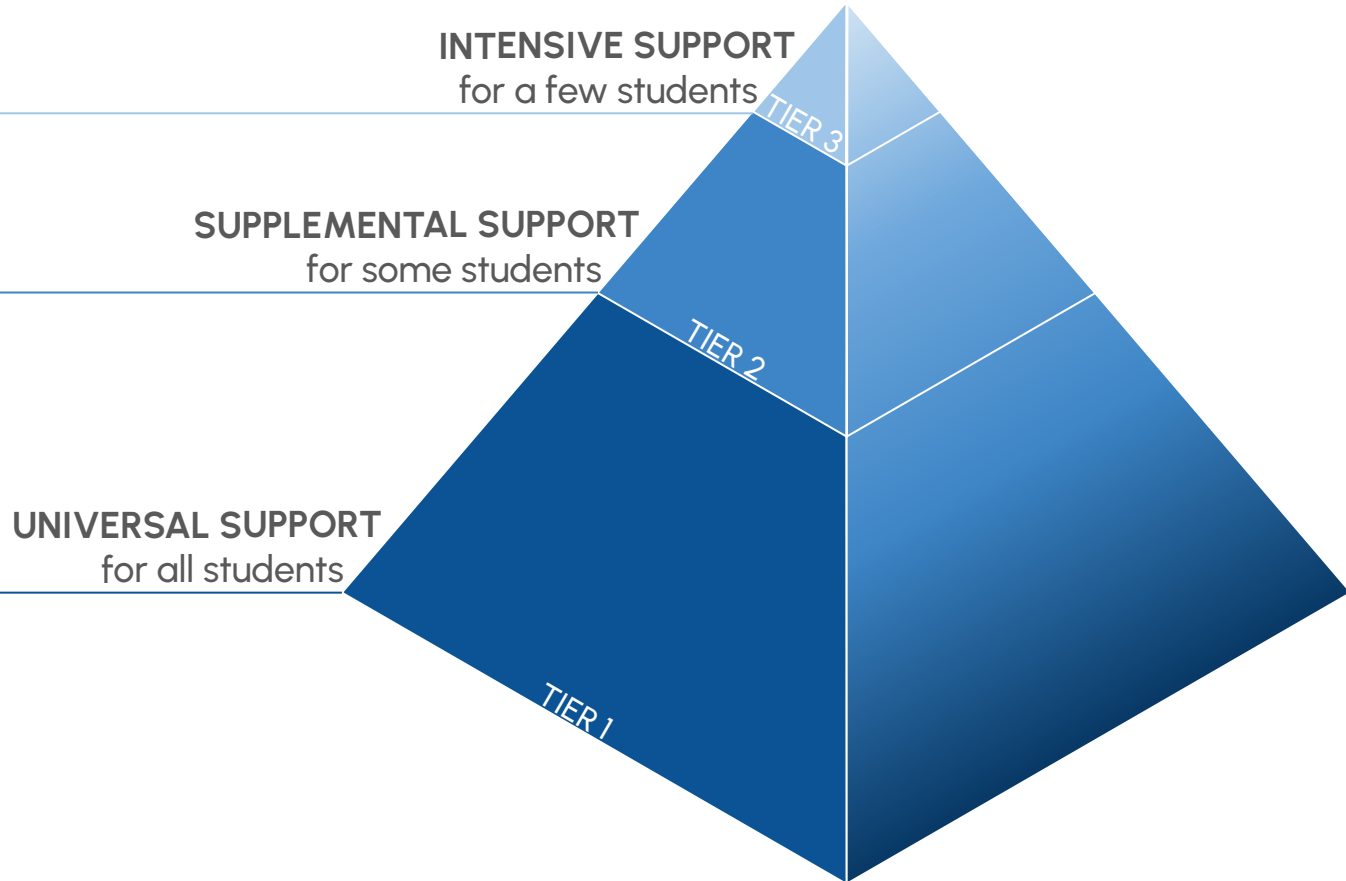
Designing for MTSS + UDL at Florence Roche Elementary



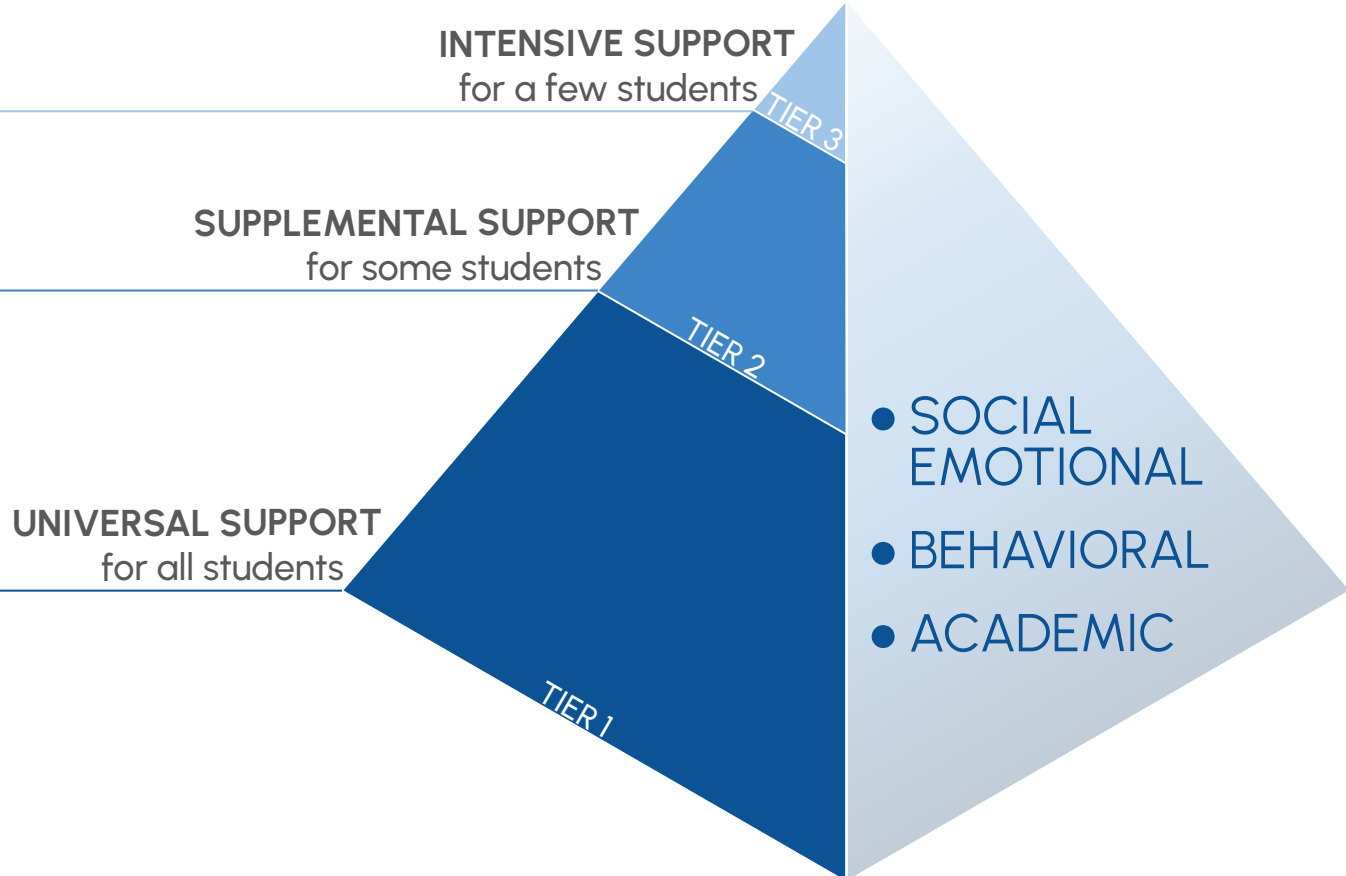
Designing for MTSS + UDL at Florence Roche Elementary



DEFINED: Multi-Tiered System of Supports



DEFINED: Multi-Tiered System of Supports



DEFINED: Universal Design for Learning (UDL)

WHY

are students
learning?

**OPTIONS FOR
ENGAGEMENT**

Interest
Persistence
Motivation

WHAT

are students
learning?

**OPTIONS FOR
REPRESENTATION**

Resourcefulness
Comprehension
Customization

HOW

are students
demonstrating
learning?

**OPTIONS FOR
ACTION & EXPRESSION**

Goal-setting
Strategizing
Building Fluencies



I See...I Think...I Wonder...

Hunter's Point Public Library

Queens, NY





“If you think good design is expensive, you should look at the cost of bad design”

Dr. Ralf Speth, CEO Jaguar

It has been heralded as an [architectural](#) triumph: A new \$41.5 million public library in Long Island City that ascends over multiple landings and terraces, providing stunning Manhattan views to patrons as they browse books and explore.

But several of the terraces at the Hunters Point Library are inaccessible to people who cannot climb to them. A staircase and bleacher seating in the children’s section, judged too risky for small children, has been closed off. And the five-story, vertically designed building only has one elevator, creating bottlenecks at times.

Reflect



React to the statement: “If you think good design is expensive, you should look at the cost of bad design.”

Options

- Take some notes
- Have a conversation with colleagues



Summer Kickoff BBQ

MAY
19

2PM - 8PM

“ COME ONE, COME ALL!
COME LATE...COME EARLY! ”

Dress Code



SPORT COAT



HOODIE



PARTY DRESS

Wear what you'd like as long as you are comfy.

Food & Drink



We'll have beer, wine and soda, burgers (meat & veggie), chicken, mac & cheese, salads and more.

Activities



CARD GAMES



CRAFTS



FIRE PIT



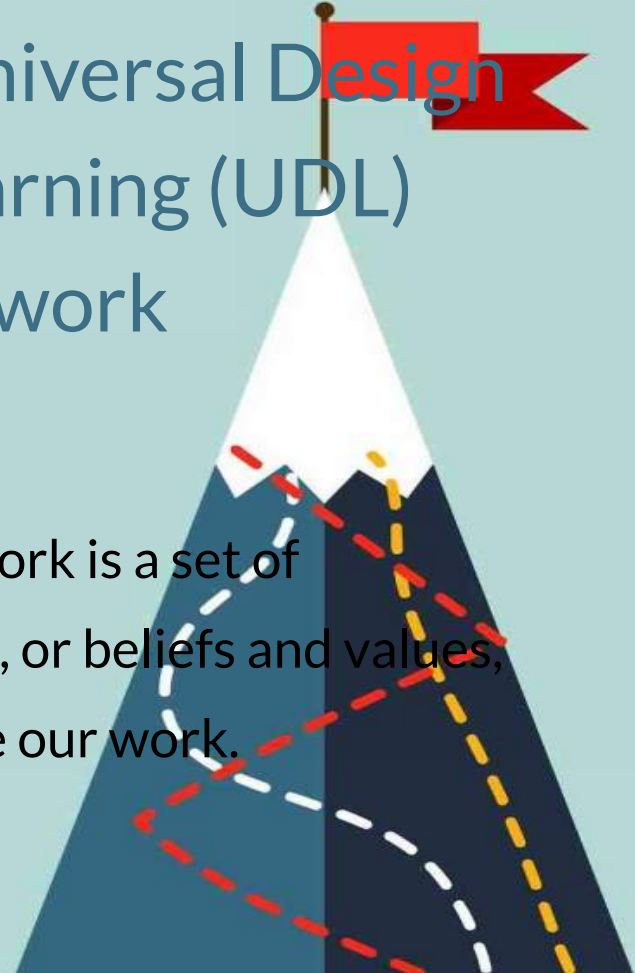
LAWN GAMES

Text or call Katie by May 16 to RSVP | 555-333-1234

So, how do we design it for everyone?

- Identify firm goal
- Identify predictable barriers (who would be excluded if there wasn't choice)
- Eliminate them by providing options that align with the goal

The Universal Design for Learning (UDL) Framework



A framework is a set of principles, or beliefs and values, that guide our work.

The UDL Framework

A UDL Practitioner **believes in:**

- Variability
- Firm goals, flexible means
- Expert learning



Reflect

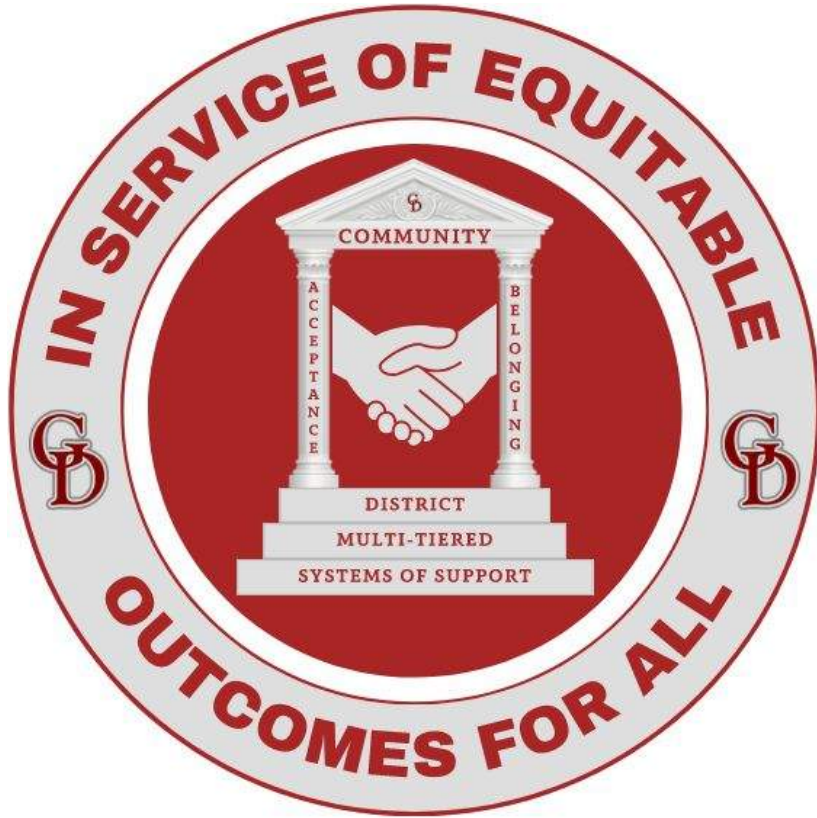


In your own words, what does it mean to universally design learning?

Options

- Take some notes
- Have a conversation with colleagues

Groton-Dunstable RSD MTSS Strategy: $A+B+C+D=E$



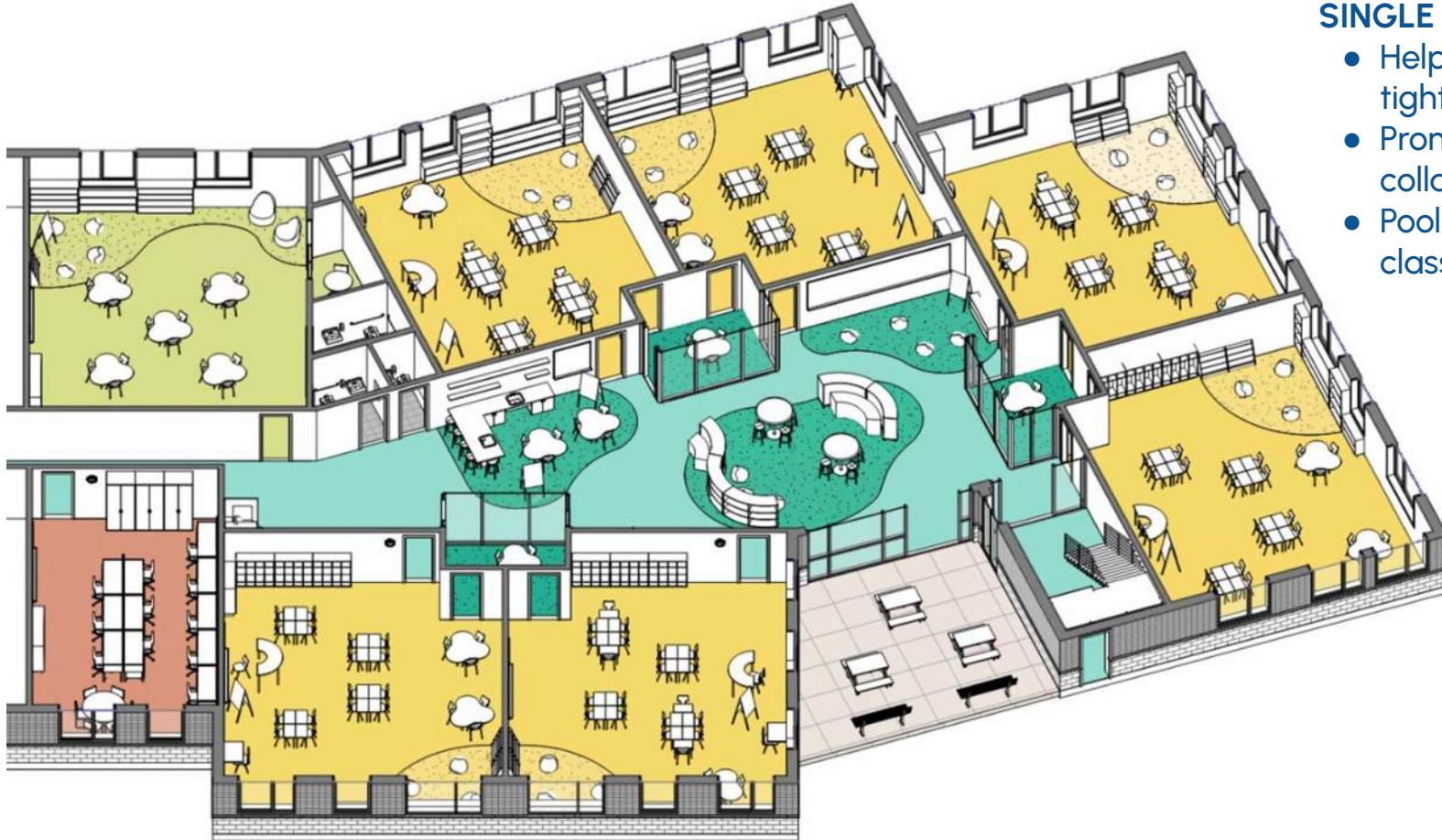
ACCCEPTANCE
+ **B**ELONGING
+ **C**OMMUNITY
+ **D**ISTRICT MTSS

EQUITABLE
OUTCOMES FOR ALL

Learning Environment Design to Support MTSS & UDL

- Least Restrictive Environments (LRE)
- Integrated supports
- Minimized disruptions to learning
- Variety of spaces
- Meet every student where they are

Learning Neighborhood Concept



SINGLE GRADE LEVEL

- Helps create a more tightly-knit community
- Promotes teacher collaboration
- Pool resources among classrooms

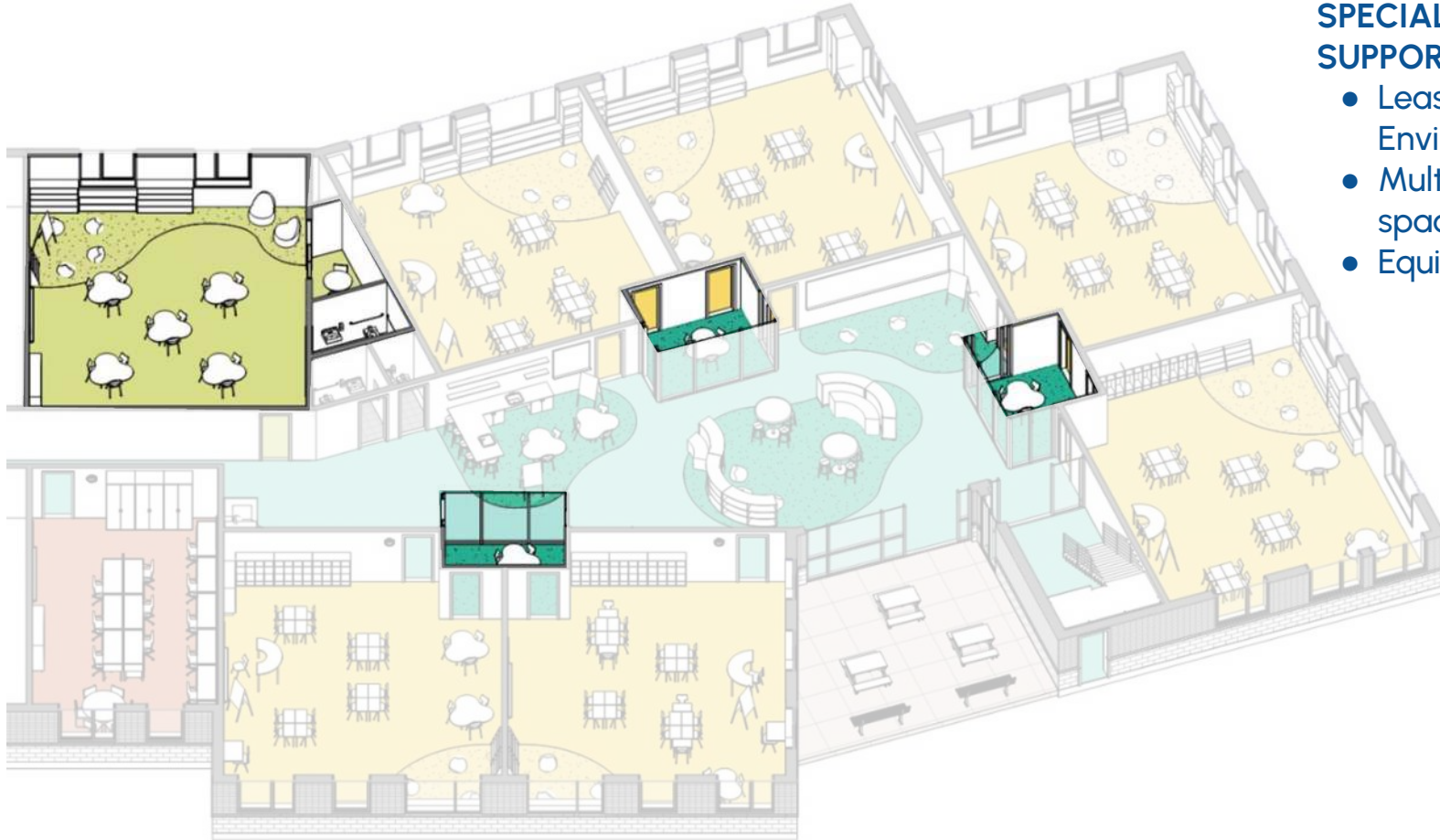
Learning Neighborhood Concept



CLASSROOMS

- Integrated break-out spaces
- Connected to project areas

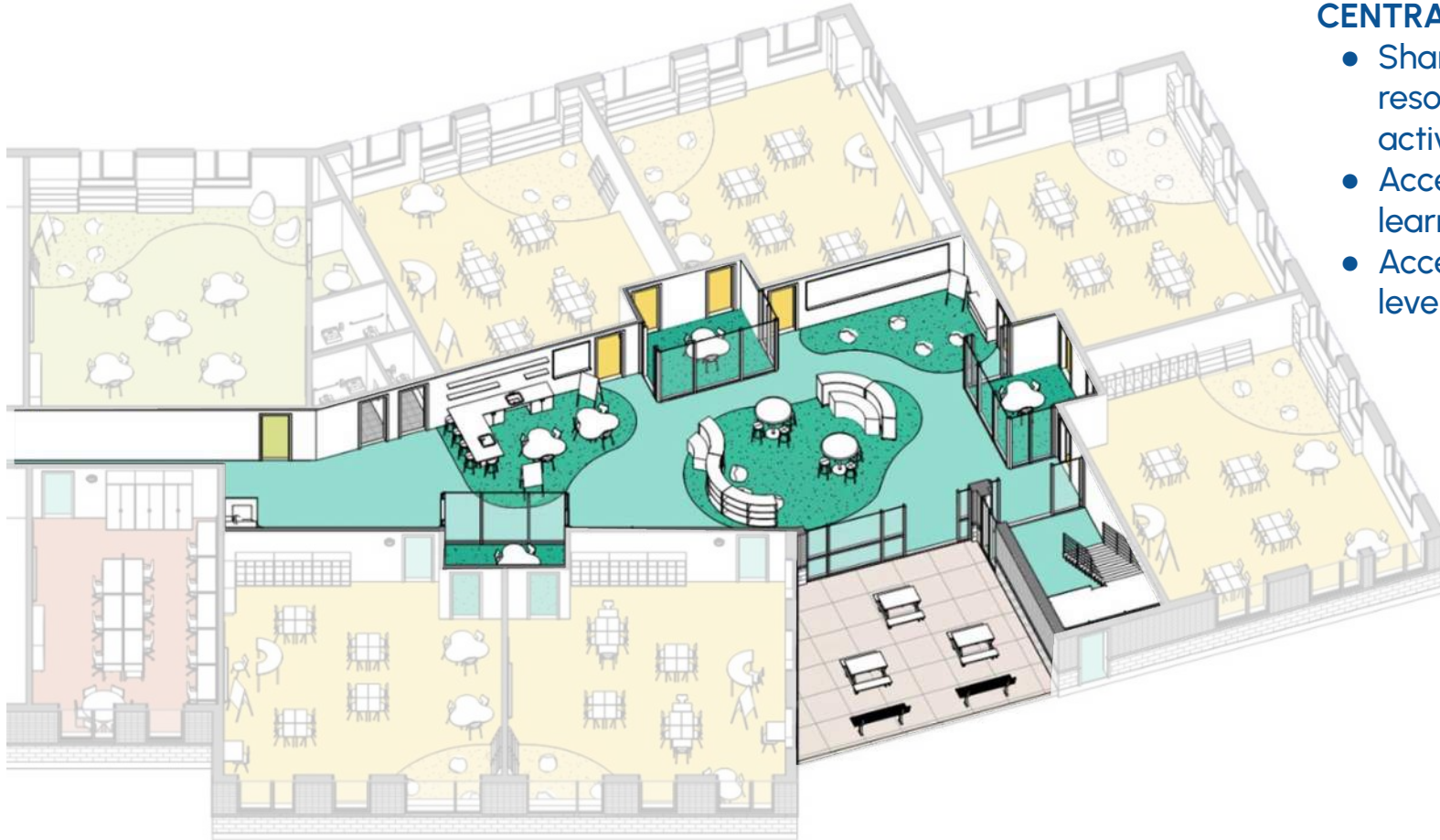
Learning Neighborhood Concept



SPECIAL EDUCATION SUPPORT SPACES

- Least Restrictive Environment (LRE)
- Multiple break-out spaces
- Equitable space

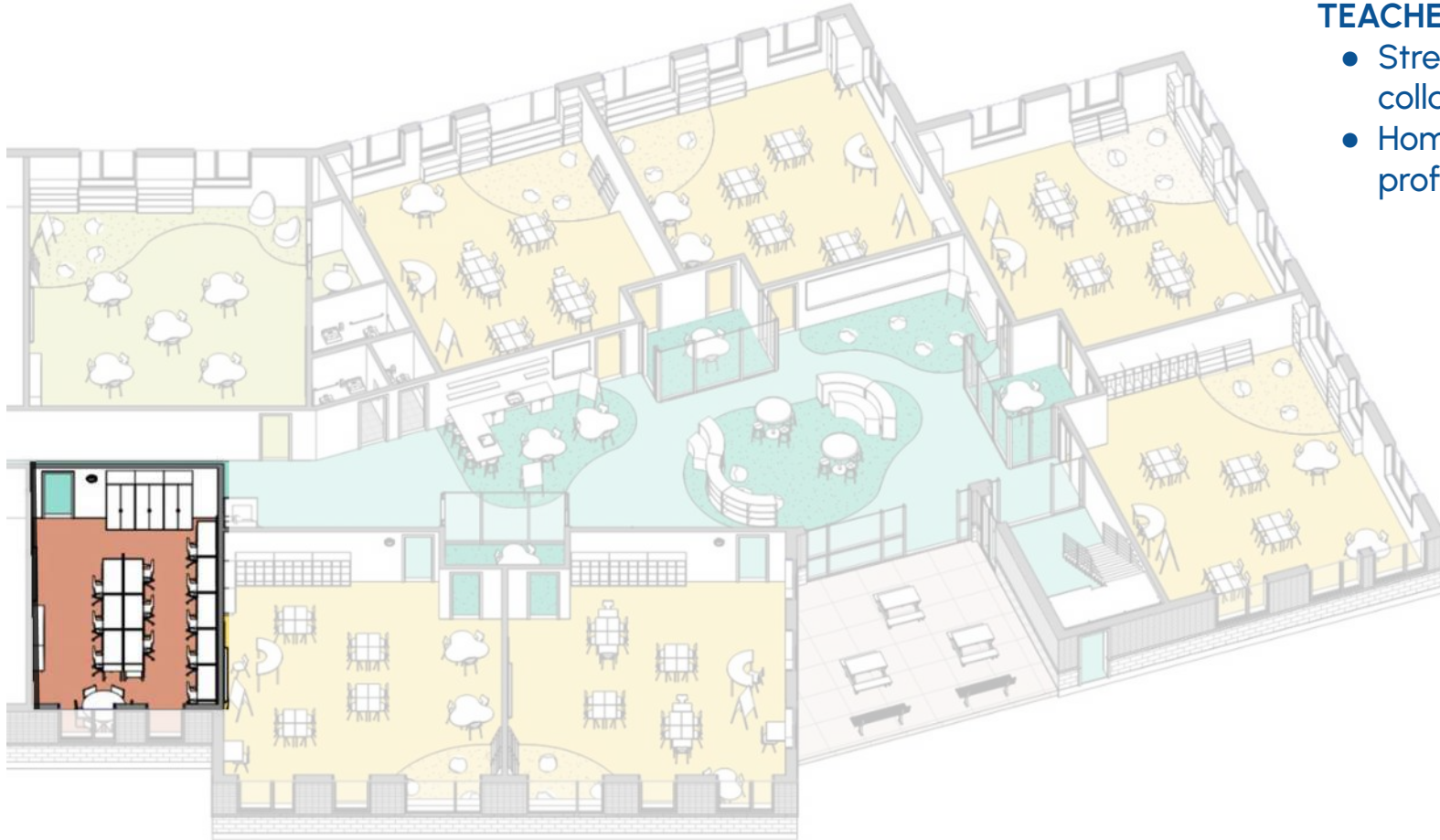
Learning Neighborhood Concept



CENTRAL PROJECT AREA

- Share space- and resource-intensive activities
- Access to outdoor learning
- Access to other grade levels

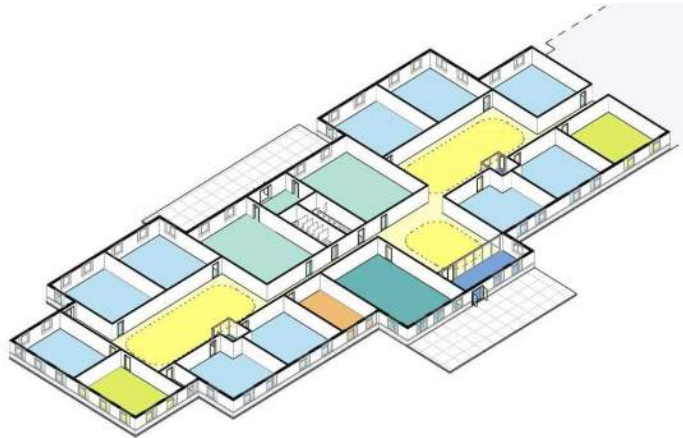
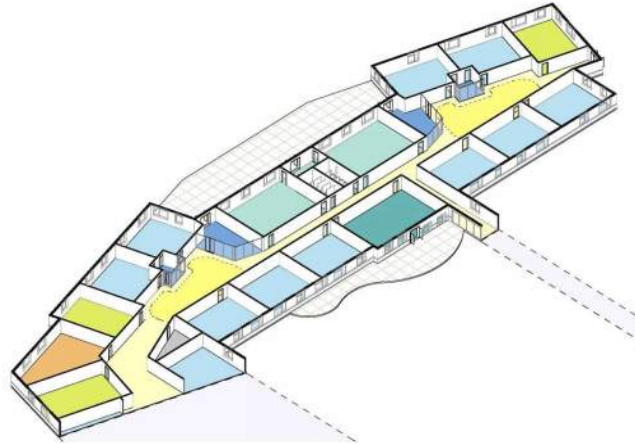
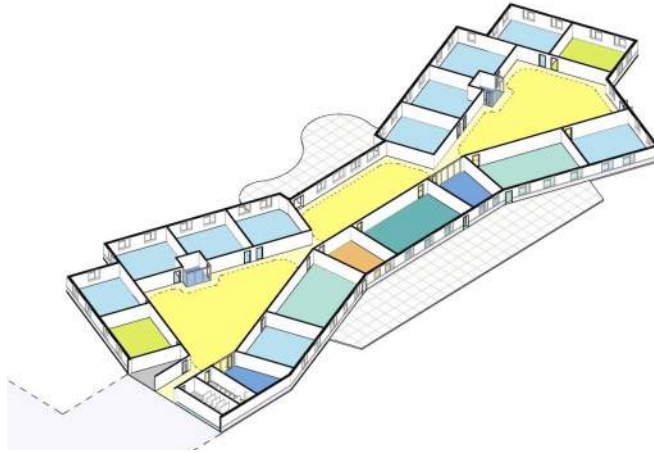
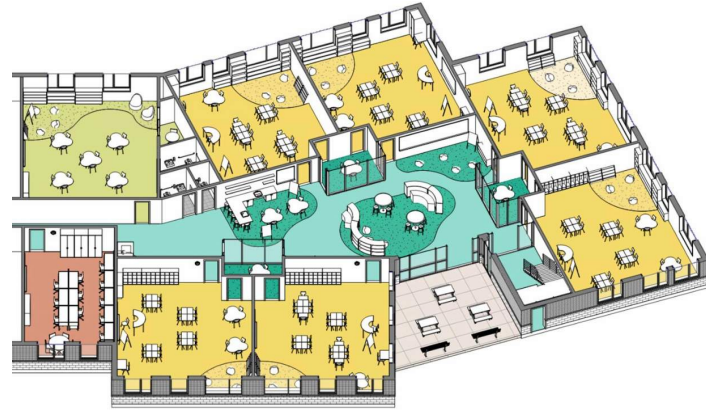
Learning Neighborhood Concept



TEACHER SUPPORT

- Strengthen teacher collaboration
- Home base for visiting professionals

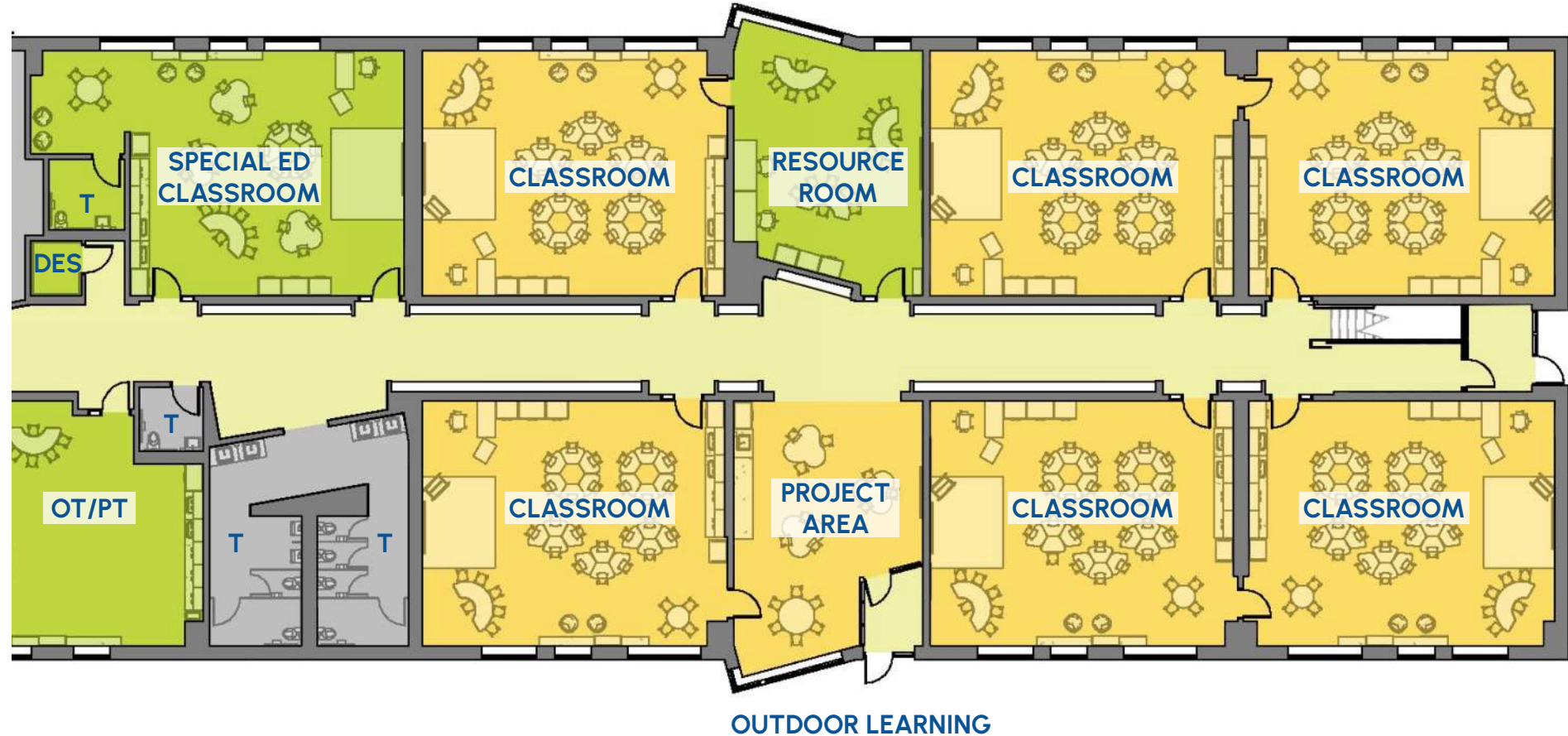
Learning Neighborhood Concept



CAN ADAPT FOR:

- Different quantities of classrooms
- Different age groups (PS, ES, MS & HS)
- Different educational programs
- Mixed age learning
- Existing conditions

Learning Neighborhoods at FloRo - Grade Levels



Learning Neighborhoods at FloRo - Project Areas



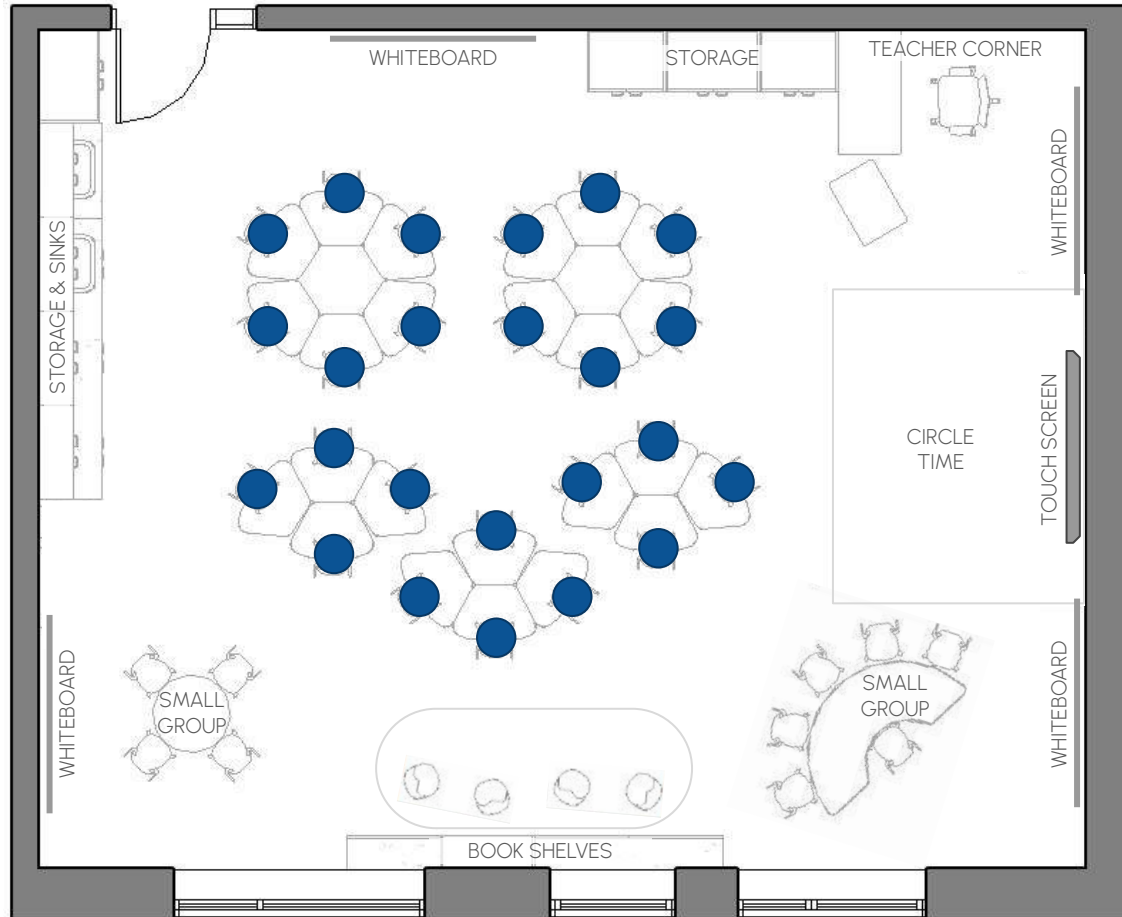
Learning Neighborhoods at FloRo - Outdoor Learning



Classroom Design Strategies to Support MTSS & UDL

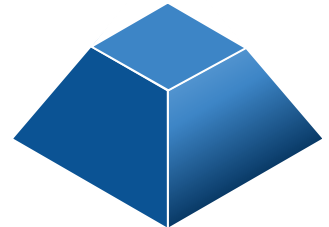
- Options for engagement, representation & demonstration (UDL)
- Student work display & storage
- Access to materials - free vs controlled
- Activity zone & calming corners
- Familiarity & consistency

Classroom Design Strategies

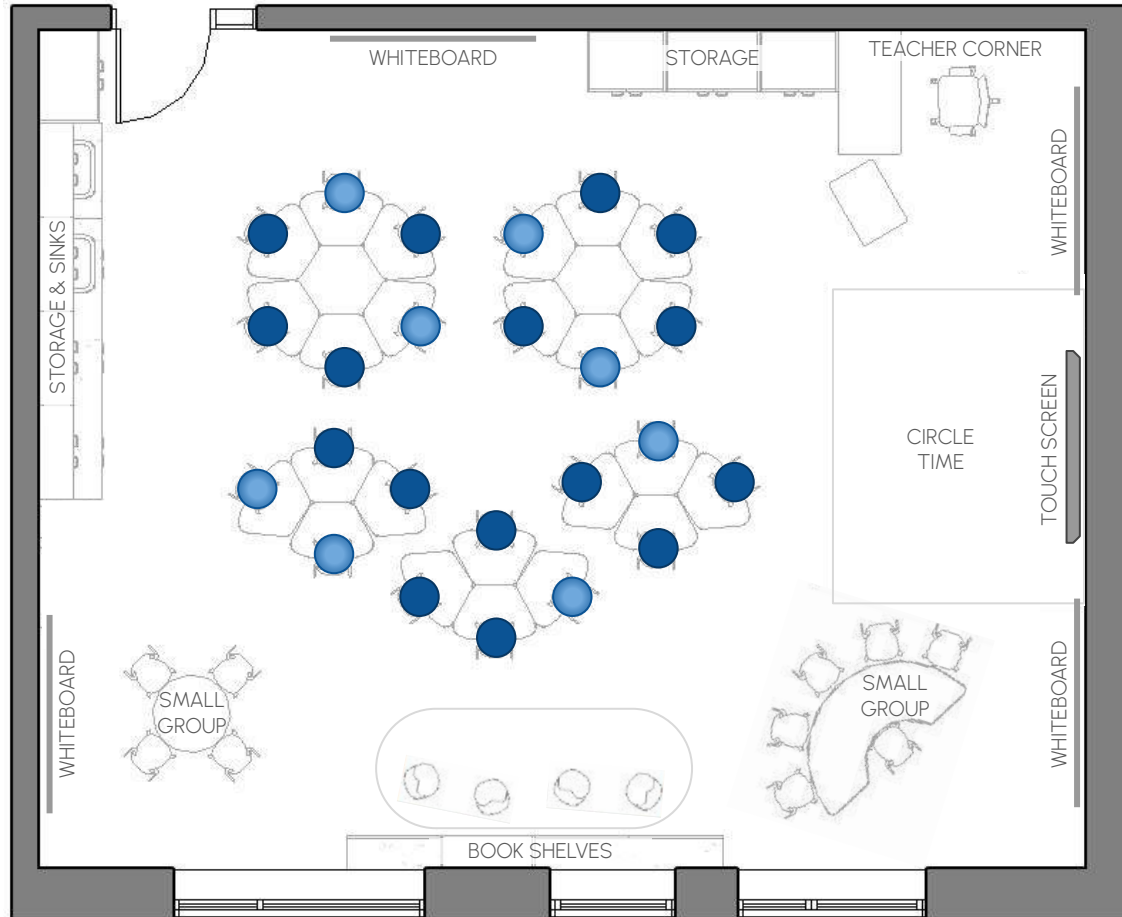


MTSS

- STUDENTS RECEIVING TIER 1 SUPPORT



Classroom Design Strategies

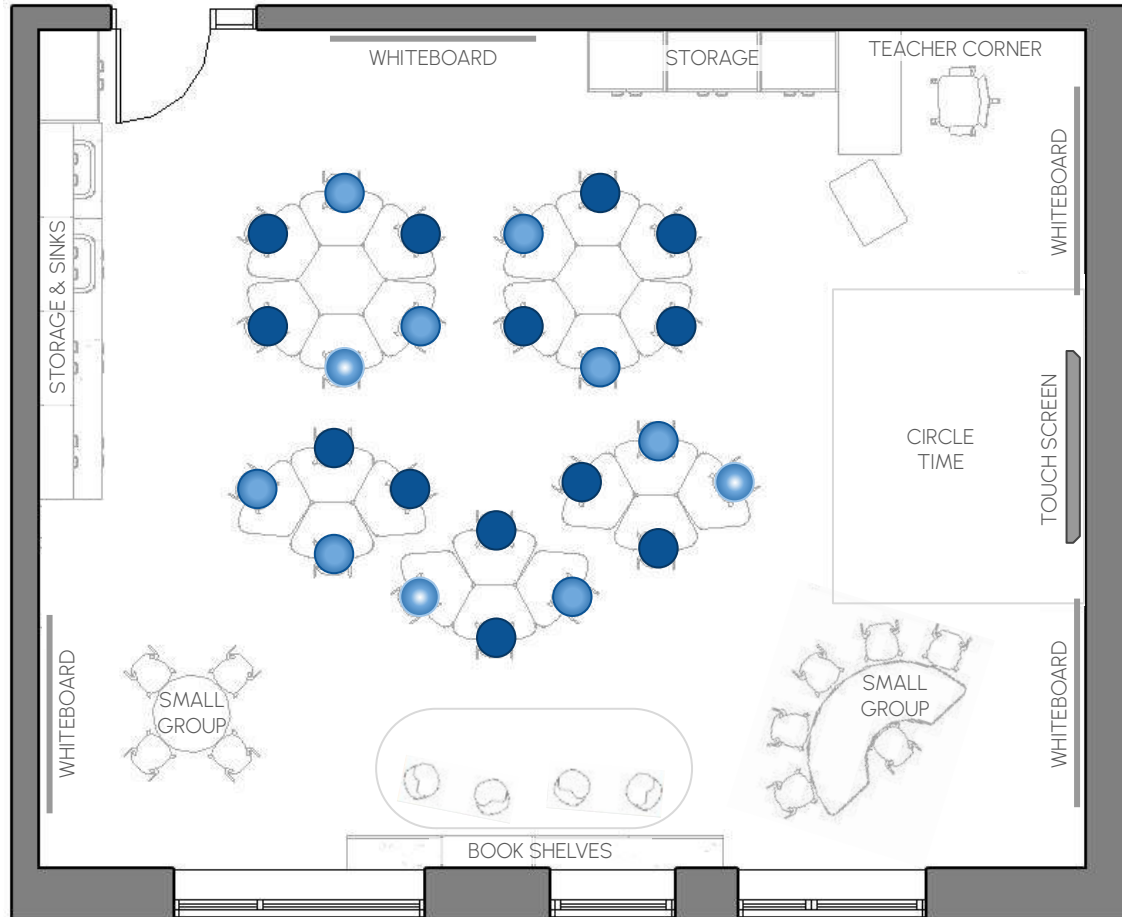


MTSS

- STUDENTS RECEIVING **TIER 1** SUPPORT
- STUDENTS RECEIVING **TIER 2** SUPPORT

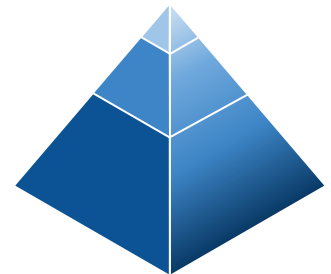


Classroom Design Strategies

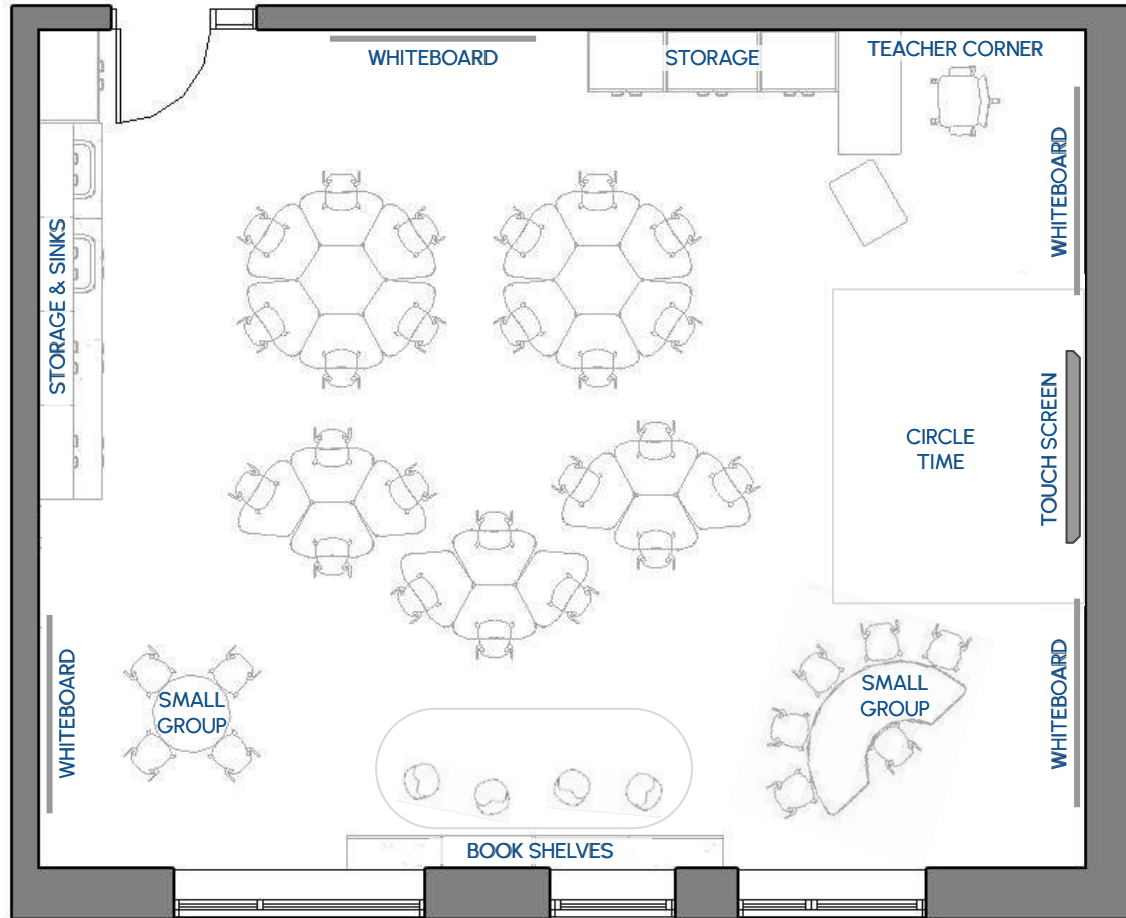


MTSS

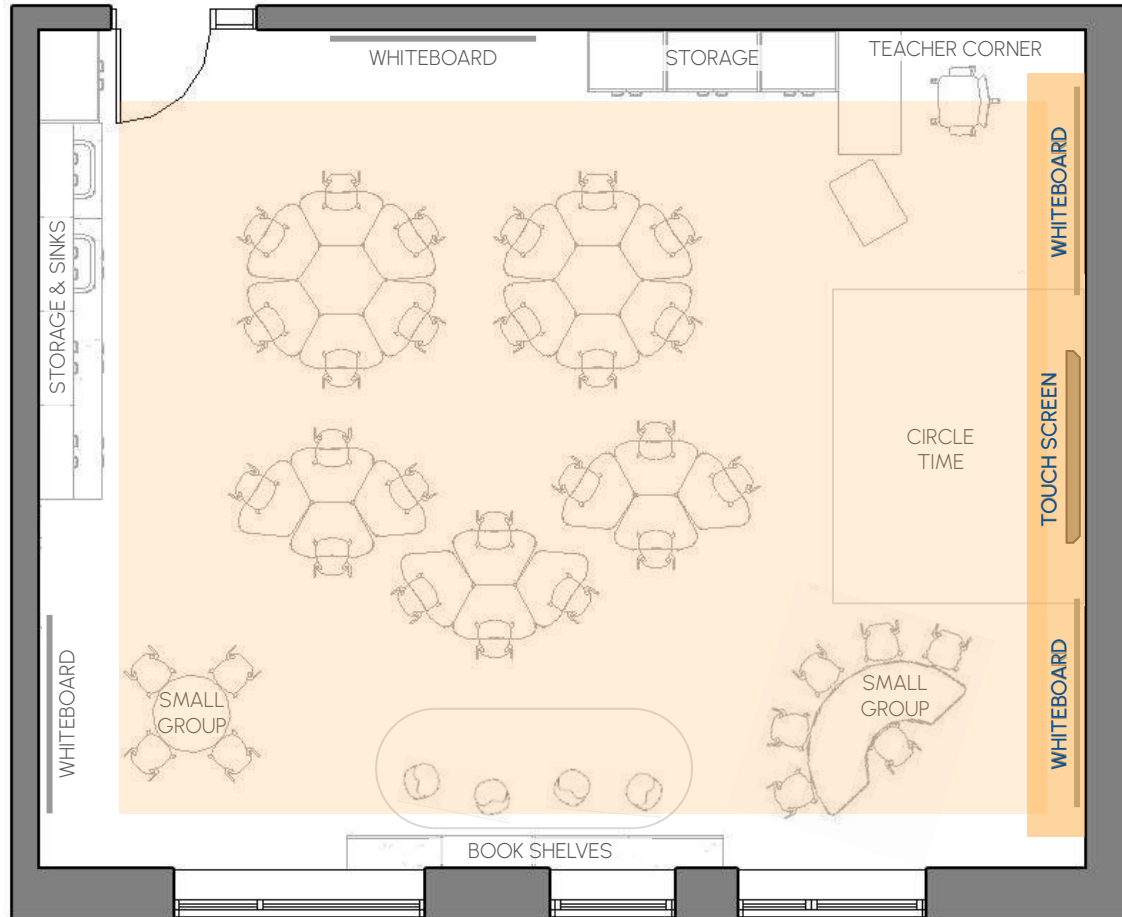
- STUDENTS RECEIVING **TIER 1** SUPPORT
- STUDENTS RECEIVING **TIER 2** SUPPORT
- STUDENTS RECEIVING **TIER 3** SUPPORT



Classroom Design Strategies



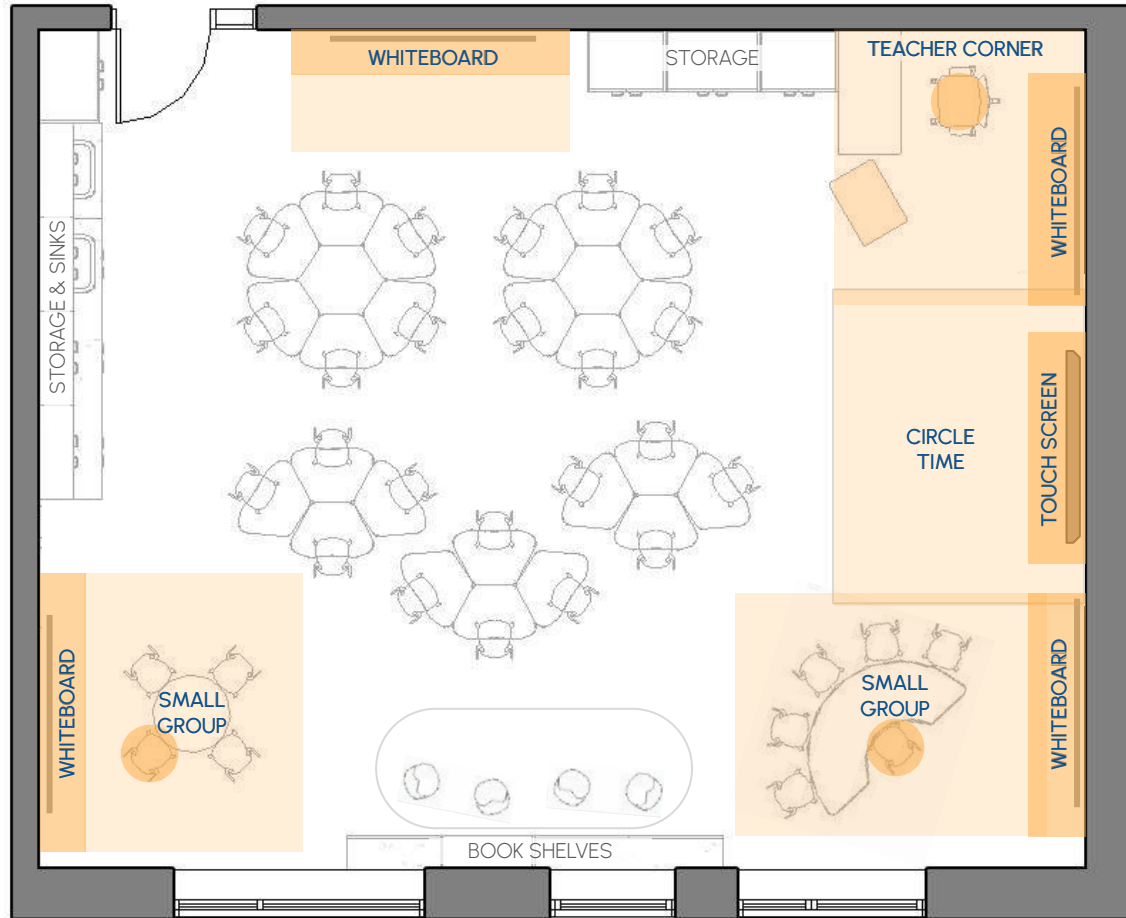
Classroom Design Strategies



ZONES

PRIMARY TEACHING WALL
(visible from entire space)

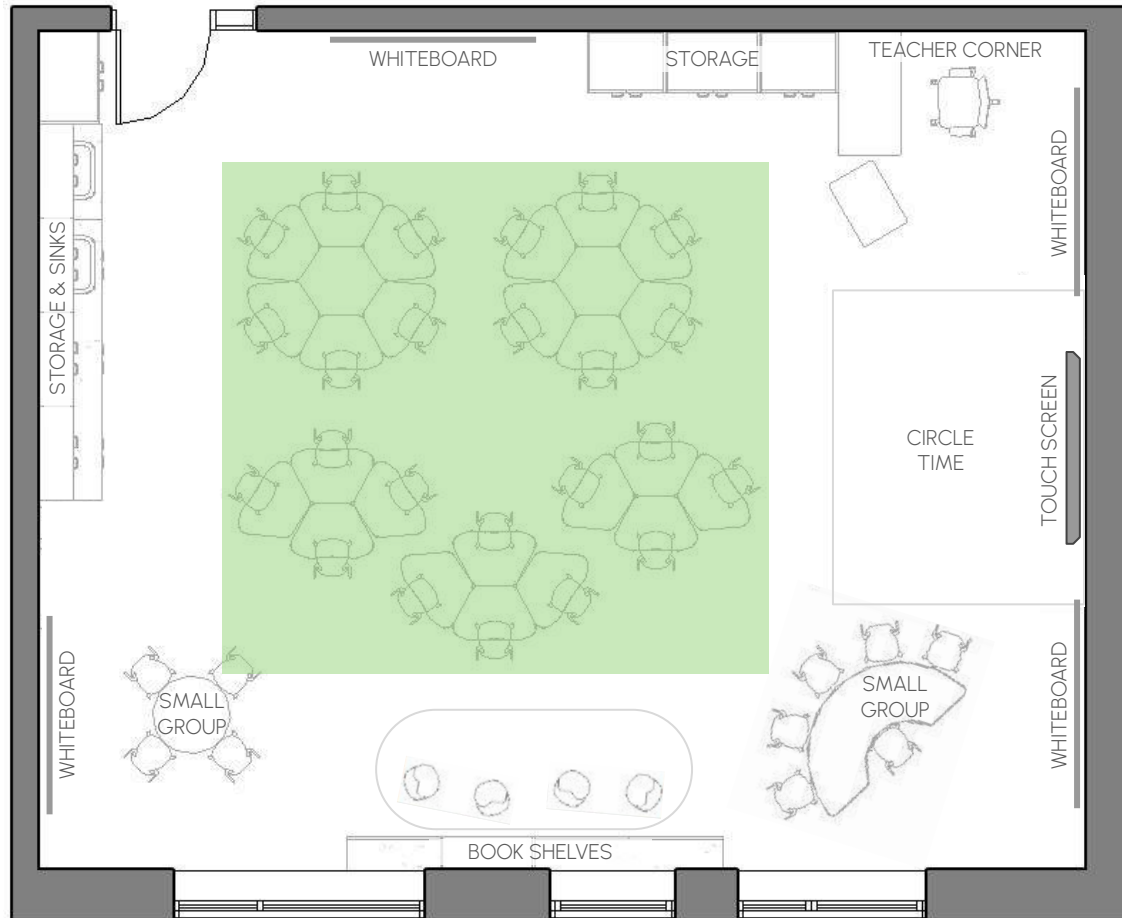
Classroom Design Strategies



ZONES

- TEACHING & COLLABORATION ZONES

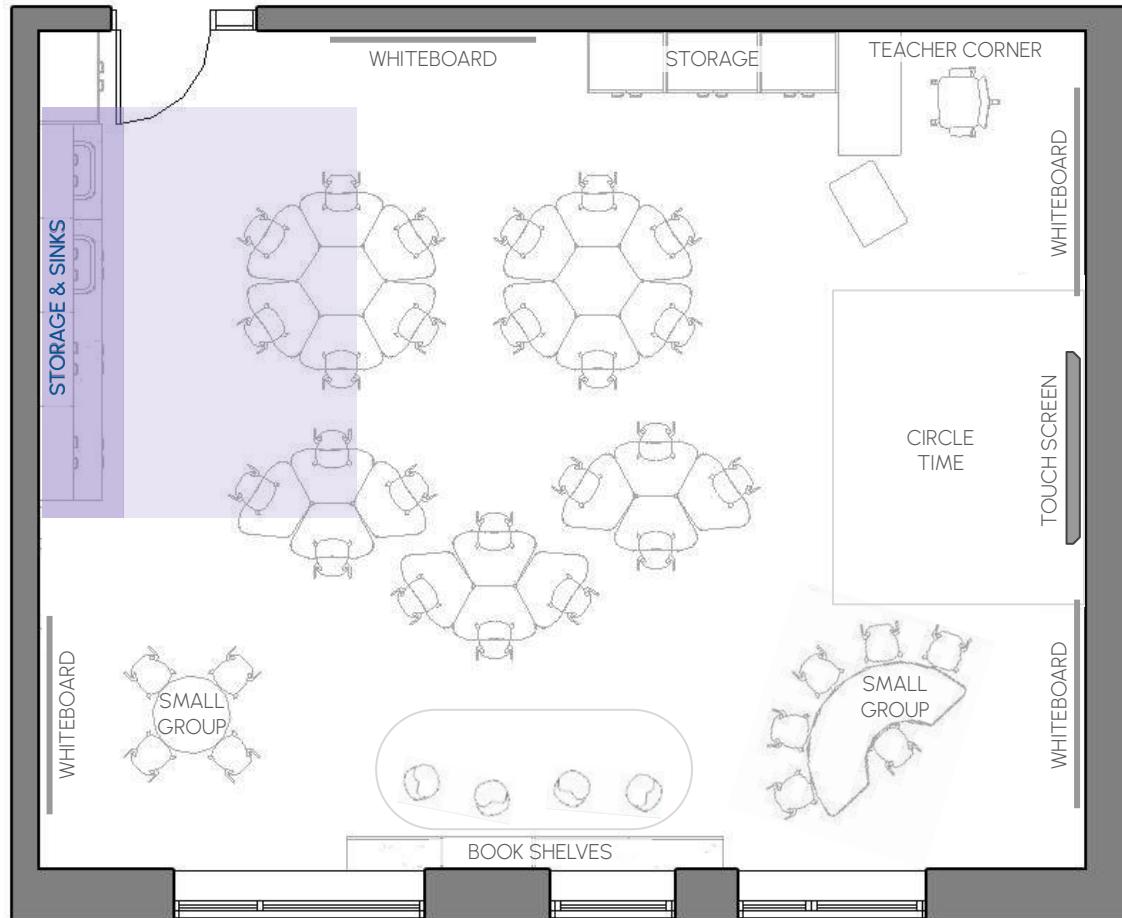
Classroom Design Strategies



ZONES

FLEXIBLE FURNITURE ZONE
(easily rearranged by students)

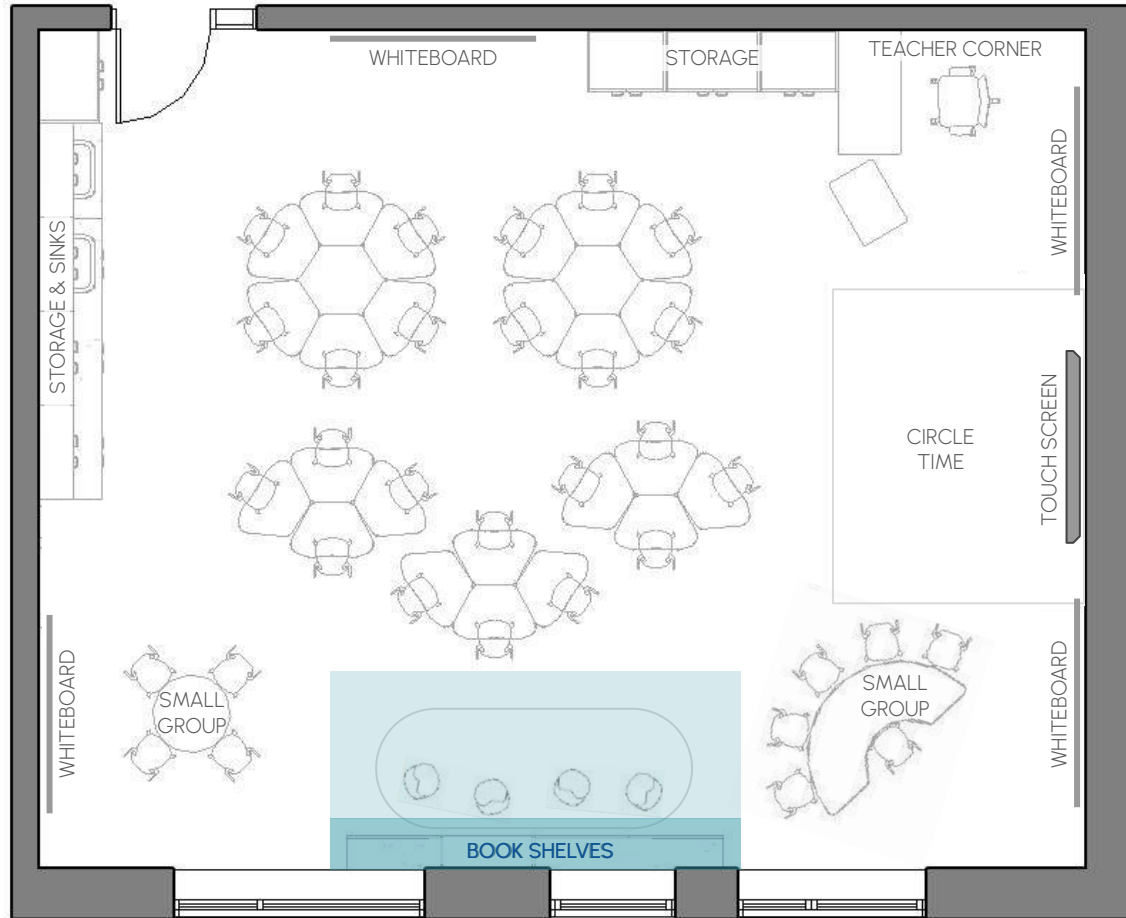
Classroom Design Strategies



ZONES

STUDENT-ACCESSIBLE STORAGE & "MESSY" ZONE (ideal for art & science)

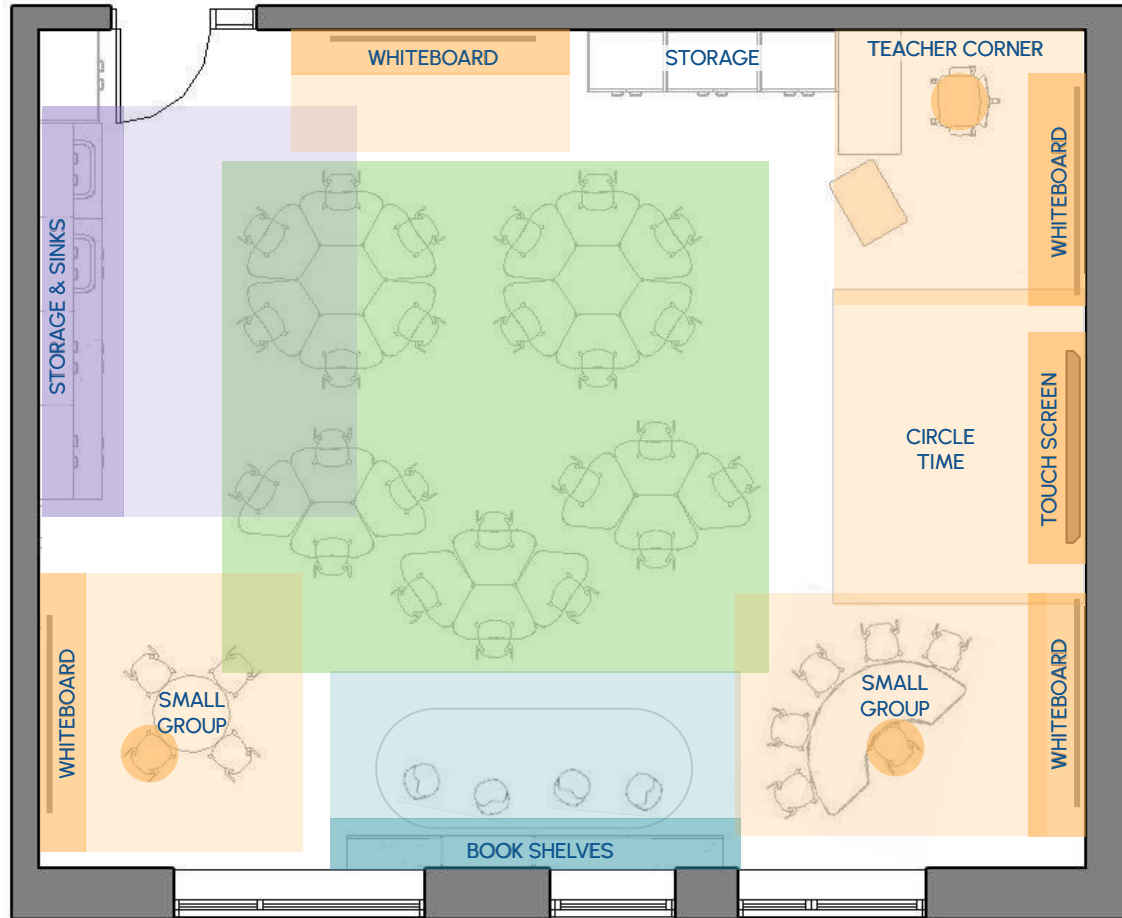
Classroom Design Strategies




ZONES

CALMING/QUIET AREA (soft seating, area rug, accessible book shelves)

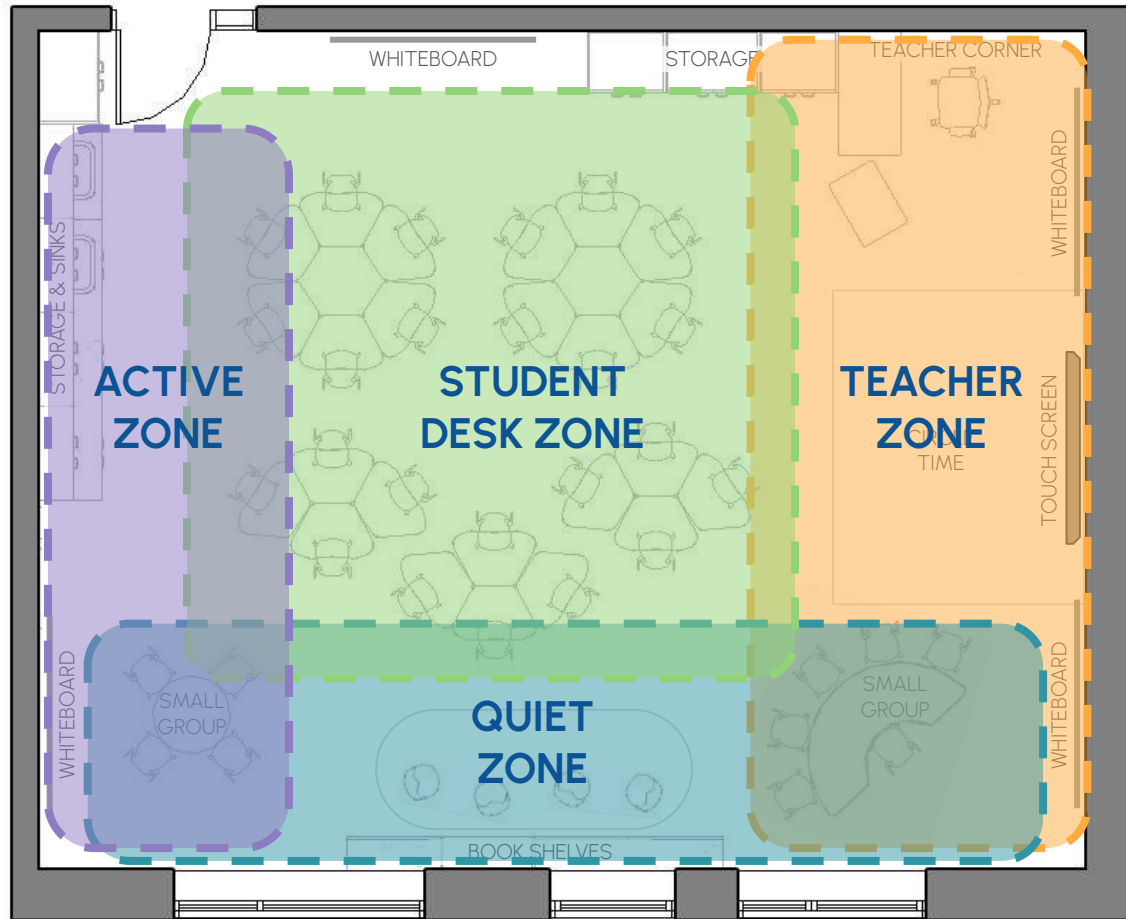
Classroom Design Strategies



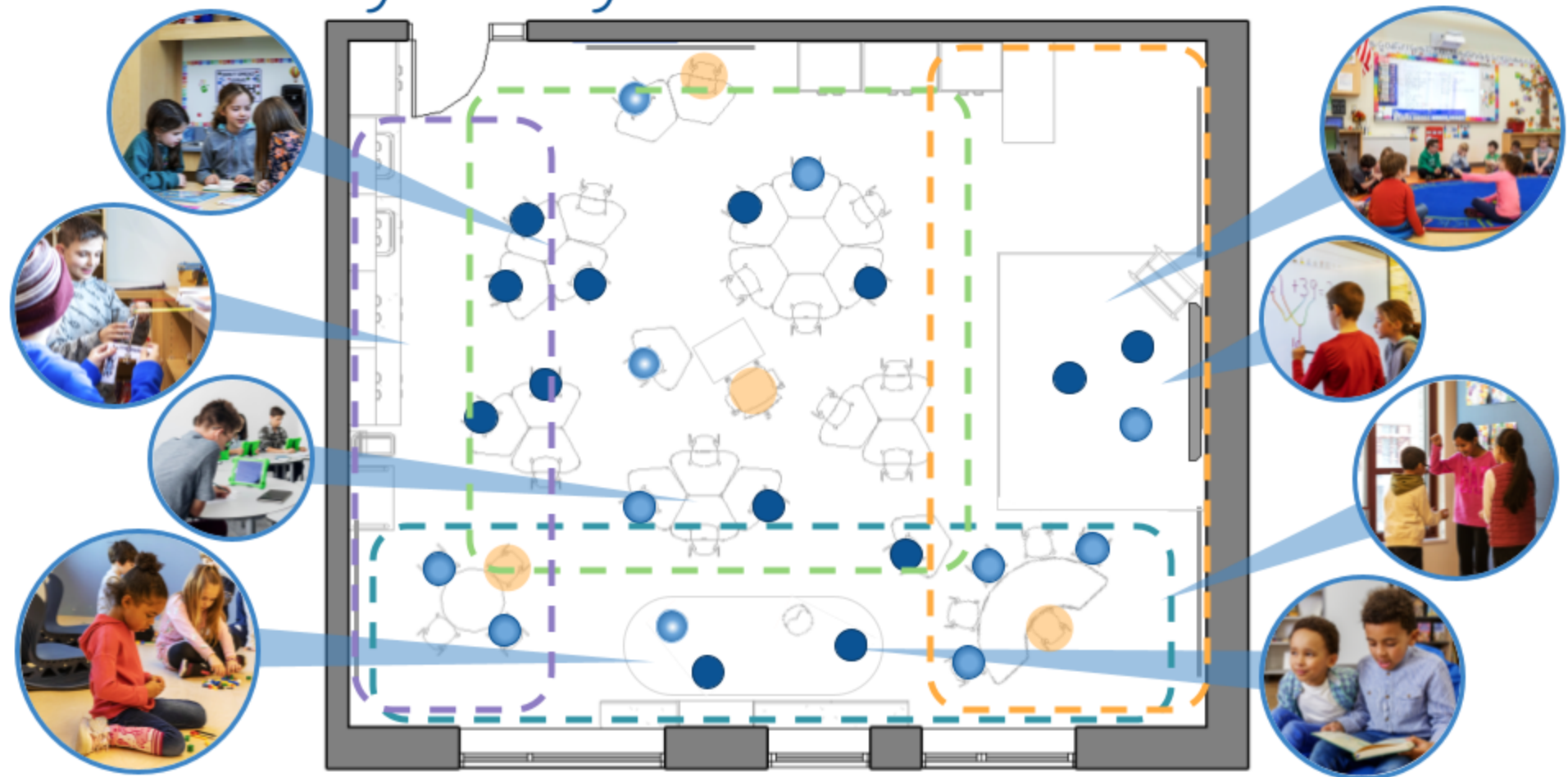
ZONES

-  TEACHING & COLLABORATION ZONES
-  FLEXIBLE FURNITURE ZONES
-  STUDENT-ACCESSIBLE STORAGE & "MESSY" ZONE
-  CALMING/QUIET AREA

Classroom Design Strategies



Classroom Design Strategies in Action



Classroom Design Strategies



Classrooms at FloRo



Whole School Strategies: Social Emotional Learning Opportunities

- Encouraging independence & self-management
- Managing distractions
- Providing novelty
- Providing "calming corners"

Social and Emotional Learning Opportunities



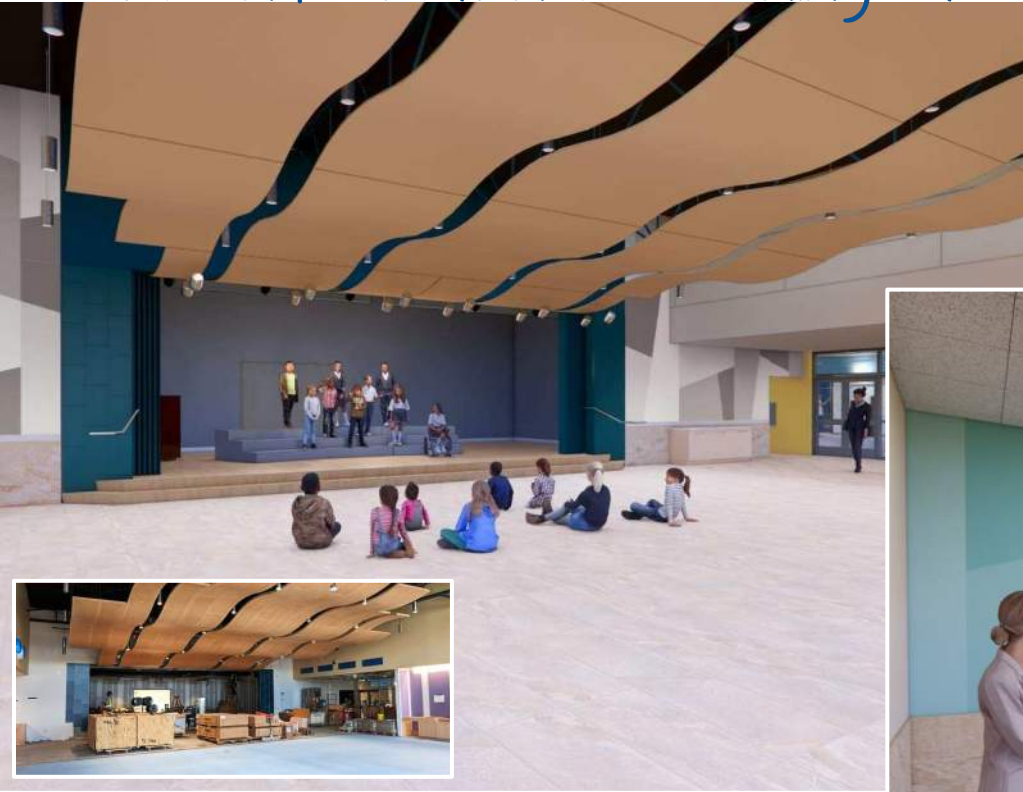
Social and Emotional Learning Opportunities



Social and Emotional Learning Opportunities



Social and Emotional Learning at FloRo



Whole School Strategies: Learning on Display

- Display areas for 2D, 3D & digital projects
- Visibility into specialty areas (STEM, Art, Music, etc)
- Demonstrating learning
- Opportunities for mixed age learning

Learning on Display



Learning on Display at FloRo



Learning on Display at FloRo



Learning on Display at FloRo



Learning on Display



Learning on Display



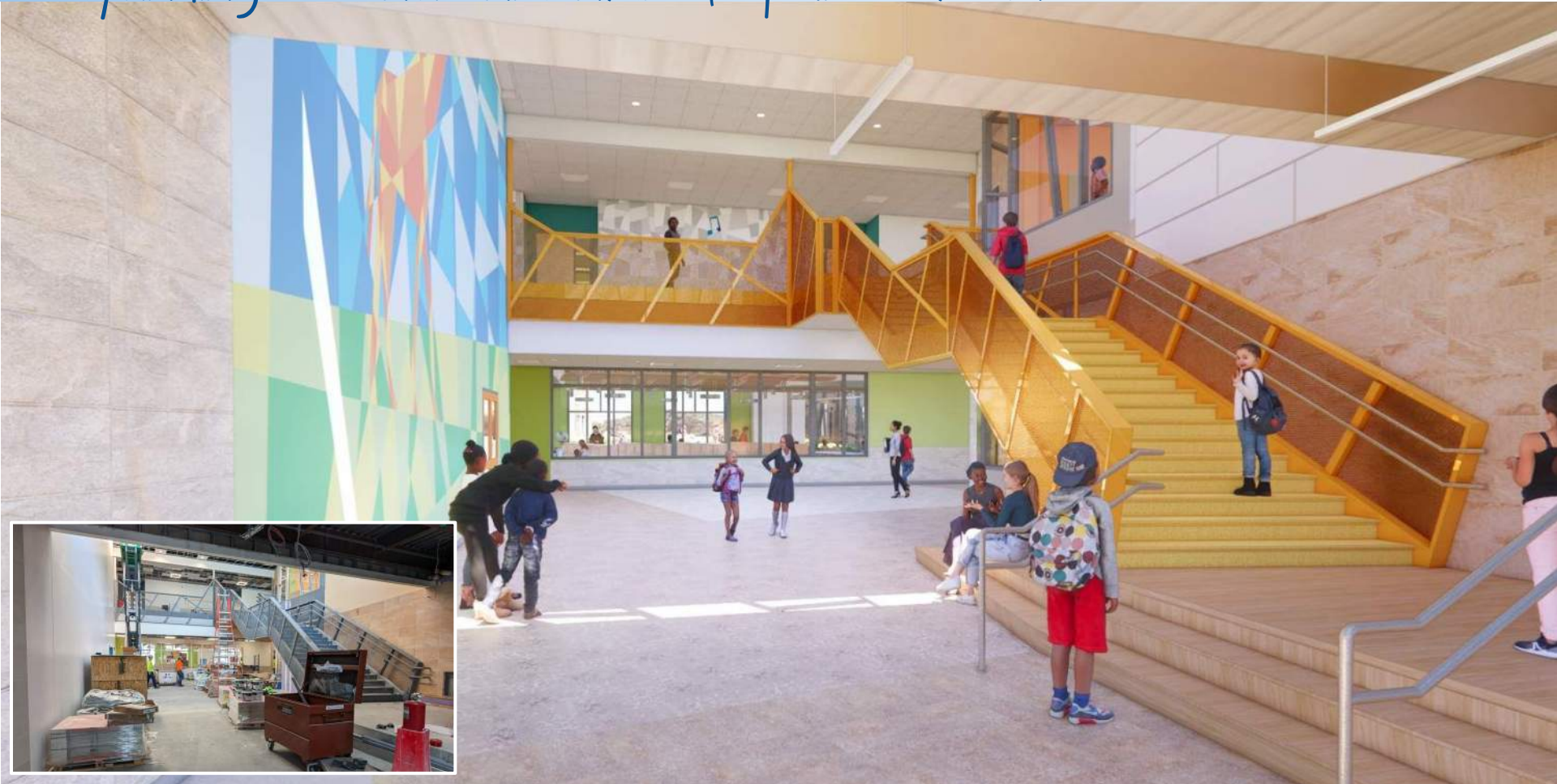
Whole School Strategies: Wayfinding + Environmental Graphics

- School branding, identity, & culture
- Cues that don't require reading
- Elements of fun, creativity, & inspiration
- Core values

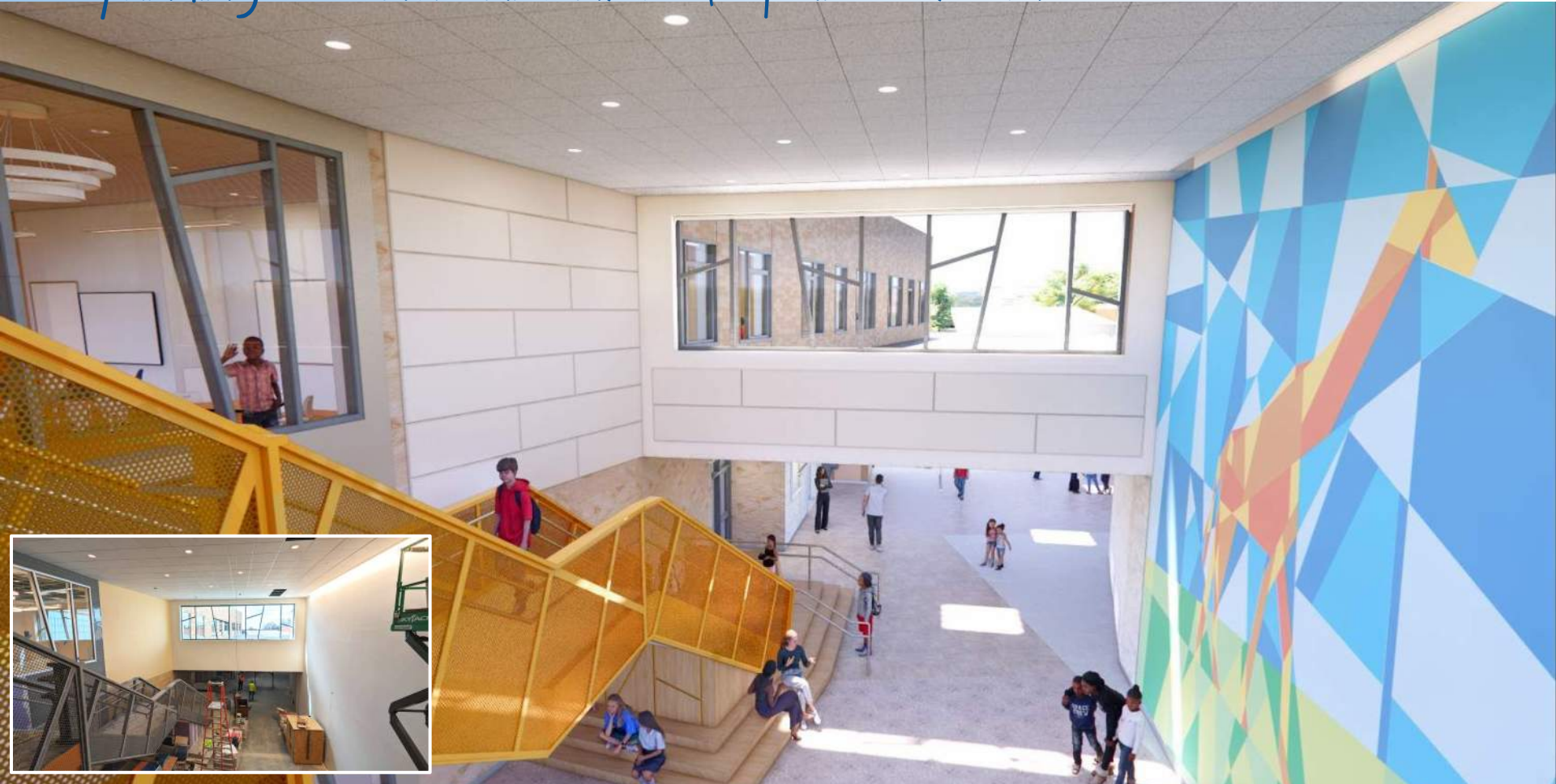
Wayfinding & Environmental Graphics



Wayfinding & Environmental Graphics at FloRo



Wayfinding & Environmental Graphics at FloRo

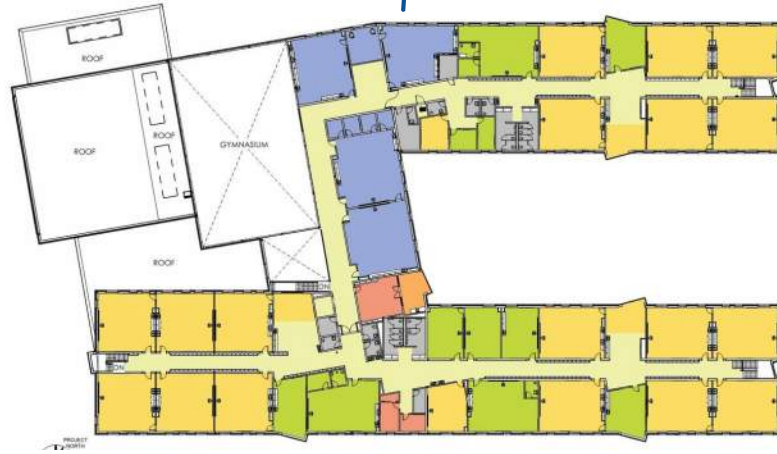


Wayfinding & Environmental Graphics at FloRo



Wayfinding & Environmental Graphics at FloRo

2ND FLOOR



1ST FLOOR



KEY

-  CORE ACADEMIC
-  SPECIAL EDUCATION
-  MEDIA CENTER
-  CAFETERA
-  GYMNASIUM
-  ART & MUSIC
-  ADMIN
-  HEALTH SUITE
-  BUILDING SYSTEMS

Wayfinding & Environmental Graphics at FloRo



TOWN CENTER
Lobby
Cafeteria
Gymnasium
Media Center
Art/Music Classrooms
STEM Classroom
Administration

TRAILS
Grade Levels
Typical Classrooms
Project Areas
Special Education Rooms
Resource Rooms
Small Group Rooms
Corridors

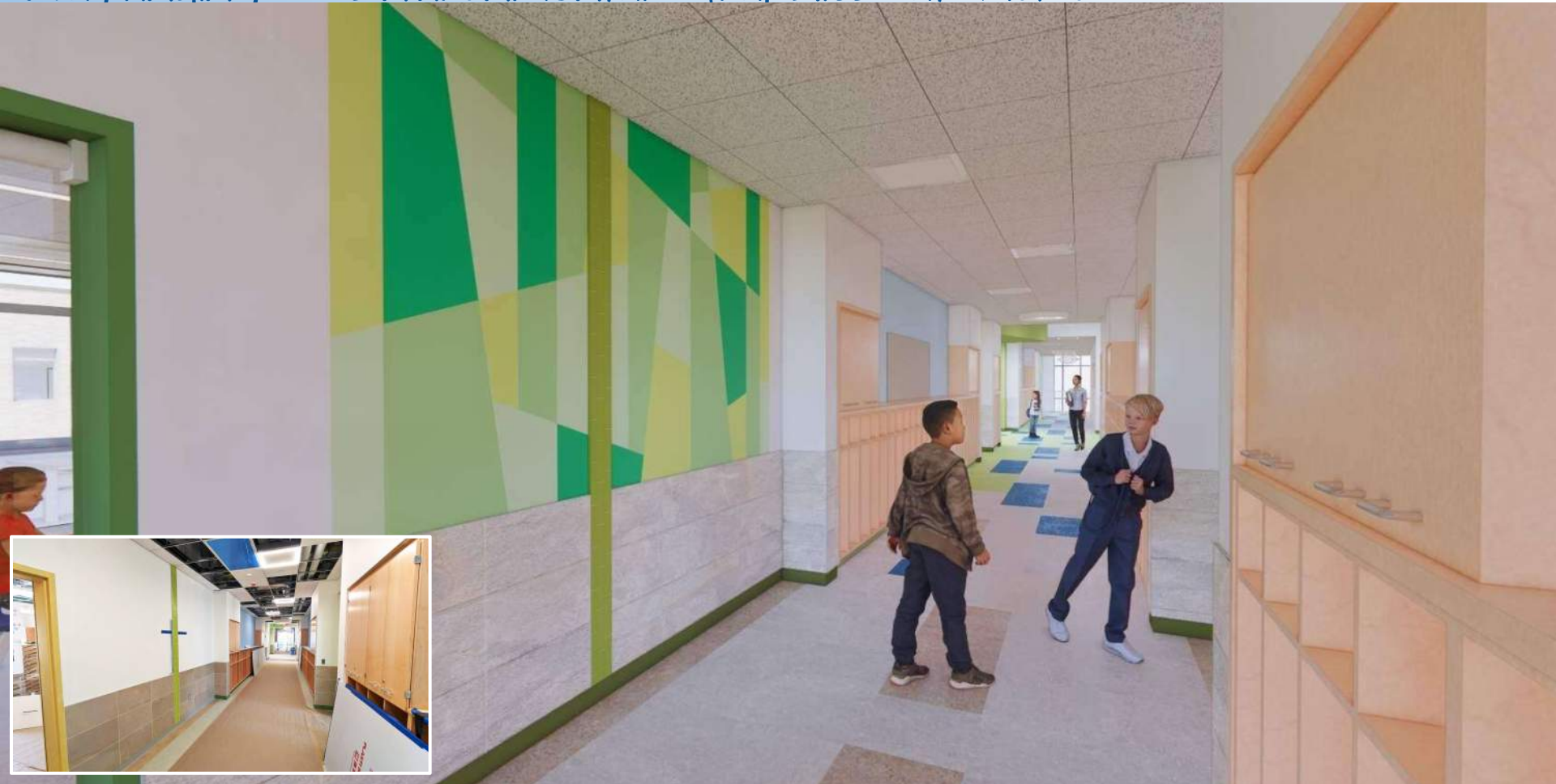
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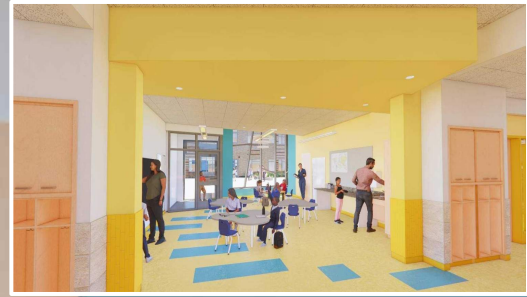
Wayfinding & Environmental Graphics at FloRo



Wayfinding & Environmental Graphics at FloRo



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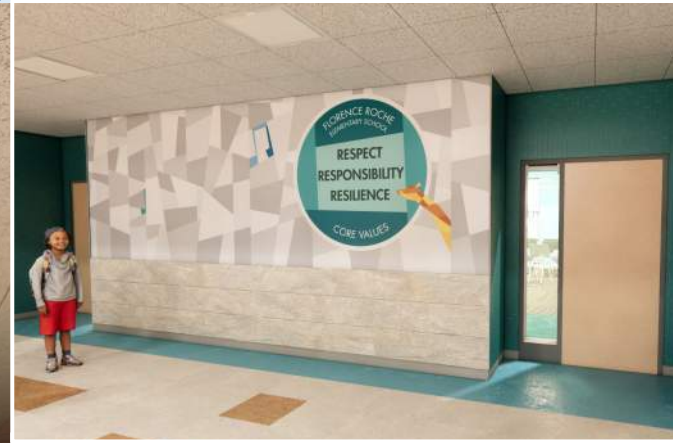
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THANK YOU

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