Instructions

- Review: Universal Design for Learning
- If your lesson plan DOES NOT use the standard, put an "X" in the "No" column.
- If your lesson plan DOES use the standard, put an "X" in the "Yes" column and explain how your lesson uses the standard.

Student Name: Ivonne Trujillo

I.	Provide Multiple Means of Representation:			
1.	Provide options for perception	No	Yes	Provide Example
	1.1 Offer ways of customizing the display of information		x	Yes through technology, and on paper.
	1.2 Offer alternatives for auditory information		х	Yes lesson incorporated Promethean board, computers and IPADS for special learners
	1.3 Offer alternatives for visual information		х	Yes I used flipcharts on promethean board
2.	Provide options for language, mathematical expressions, and symbols	No	Yes	Provide Example
	2.1 Clarify vocabulary and symbols		х	Review vocabulary terms and also students used computer software for drill and practice
	2.2 Clarify syntax and structure	х		
	2.3 Support decoding of text, mathematical notation, and symbols		x	Yes visuals through promethean board one number at a time
	2.4 Promote understanding across language		х	Provide the number with its value and the written form
	2.5 Illustrate through multiple media		x	Yes use interactive board for lesson and also computer software
3.	Provide options for comprehension	No	Yes	Provide Example
	3.1 Activate or supply background knowledge		x	Yes ask students what they know about numbers
	3.2 Highlight patterns, critical features, big ideas, and relationships		x	Yes number with its value using manipulative
	3.3 Guide information processing, visualization, and manipulation		x	Yes practice with students by having them come up to the board and write the number of objects with number used manipulative and visualization
	3.4 Maximize transfer and generalization	х		

II.	Provide Multiple Means for Action and Expression:			
4.	Provide options for physical action	No	Yes	Provide Example
	4.1 Vary the methods for response and navigation		x	Yes when on the computer they are able to response on their own and navigate through the program
	4.2 Optimize access to tools and assistive technologies		х	Yes with the computer software and also with IPADs for students with leaning disabilities
5.	Provide options for expression and communication	No	Yes	Provide Example
	5.1 Use multiple media for communication		х	Yes interactive board and IPADs
	5.2 Use multiple tools for construction and composition	х		
	5.3 Build fluencies with graduated levels of support for practice and performance	х		
6.	Provide options for executive functions	No	Yes	Provide Example
	6.1 Guide appropriate goal setting		х	Yes focused on the standard and focused on the objective
	6.2 Support planning and strategy development		х	Followed my plan and had everything ready
	6.3 Facilitate managing information and resources	х		
	6.4 Enhance capacity for monitoring progress		х	Observation, and assessment from computer software

111.	Provide Multiple Means for Engagement:			
7.	Provide options for recruiting interest	No	Yes	Provide Example
	7.1 Optimize individual choice and autonomy		х	Somewhat they all had a chance to play Math Blaster on computer
	7.2 Optimize relevance, value, and authenticity		х	Made sure students were using manipulative correctly
	7.3 Minimize threats and distractions		х	Yes made sure when doing math rotation students were engaged and not playing
8.	Provide options for sustaining effort and persistence	No	Yes	Provide Example
	8.1 Heighten salience of goals and objectives		х	Some students counted to 30 and others to 50
	8.2 Vary demands and resources to optimize challenge	х		
	8.3 Foster collaboration and community		х	Yes worked in groups
	8.4 Increase mastery-oriented feedback	x		
9.	Provide options for self-regulation	No	Yes	Provide Example
	9.1 Promote expectations and beliefs that optimize motivation		x	Yes students are more engaged and focused with technology so I used interactive board and computer software
	9.2 Facilitate personal coping skills and strategies		х	Students are able to practice through drills were they are able to practice personal skills
	9.3 Develop self-assessment and reflection		х	Computer software comes with self assessment so I am able to know how students are doing