

Demonstration classrooms (“demos”) are an in-house professional development model. These classrooms give teachers access to high-quality models where they can observe instructional practices in real-time with an opportunity to debrief what they saw and discuss how they can incorporate the practices into their own classrooms. The Co-op is building a network of demos across the District of Columbia, each highlighting an evidence-based practice, serving as models for schools striving to improve outcomes for students with disabilities.



## Demo Discovery: Universal Design for Learning (UDL)

UDL is a framework and an approach to instruction that removes barriers to learning. Made up of 3 main principles, UDL builds in flexibility for how students access information and demonstrate their knowledge. When applied in the general education classroom, UDL creates equitable access to high-quality instruction for all learners.



## Demo Details

- **Materials:** various high and low-tech assistive technologies (AT) including flexible seating options, a smartboard, timers and other classroom tools
- **Training:** teachers received 50 hours of training and coaching in UDL, including an AT assessment, direct support from AT and UDL specialists, and observation and feedback cycles
- **Infrastructure:** teacher planning time was adjusted to include feedback to bolster UDL lesson planning; school’s instructional coach assists in sharing feedback and planning with teachers



## Demo Data

- UDL demo teachers have grown substantially in their implementation of the model from 44% to 100% proficiency in using UDL strategies in just one year, based on our UDL observation tool.
- On average, 85% of students in the UDL demo classroom are meeting or approaching standards on benchmark assessments.

## “UDL benefits everyone –

special education, general education, English language learner and gifted students. If the students are not understanding what we are teaching, it is not them, it is us. We as teachers have to figure out how to make the information accessible and engaging.”

Mr. Brandon Woodland, *demo classroom teacher*

## I saw...

- Both high-tech devices (iPads, smartboard, etc.) and low-tech items (ball chairs, standing desks, seat cushions, vocabulary cards, timers) being used during the lesson.
- Multiple Means of Representing Information to students. Examples include: video, music, graphics, charts, and models.
- Multiple Methods for Engaging Students during the lesson. Examples include: students have choice, varying levels of challenge, an environment free of distractions, and checklists for task completion.
- Multiple Means of Action and Expression. For example: students show what they know through writing, speaking, peer interaction/conversation, drawing/modeling, and physical action.
- Most, if not all, students fully engaged in the lesson.
- All staff in the room playing an active role during the instructional process.

## I wonder...

As you reflect on the observation, what questions do you have about UDL or this classroom?

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