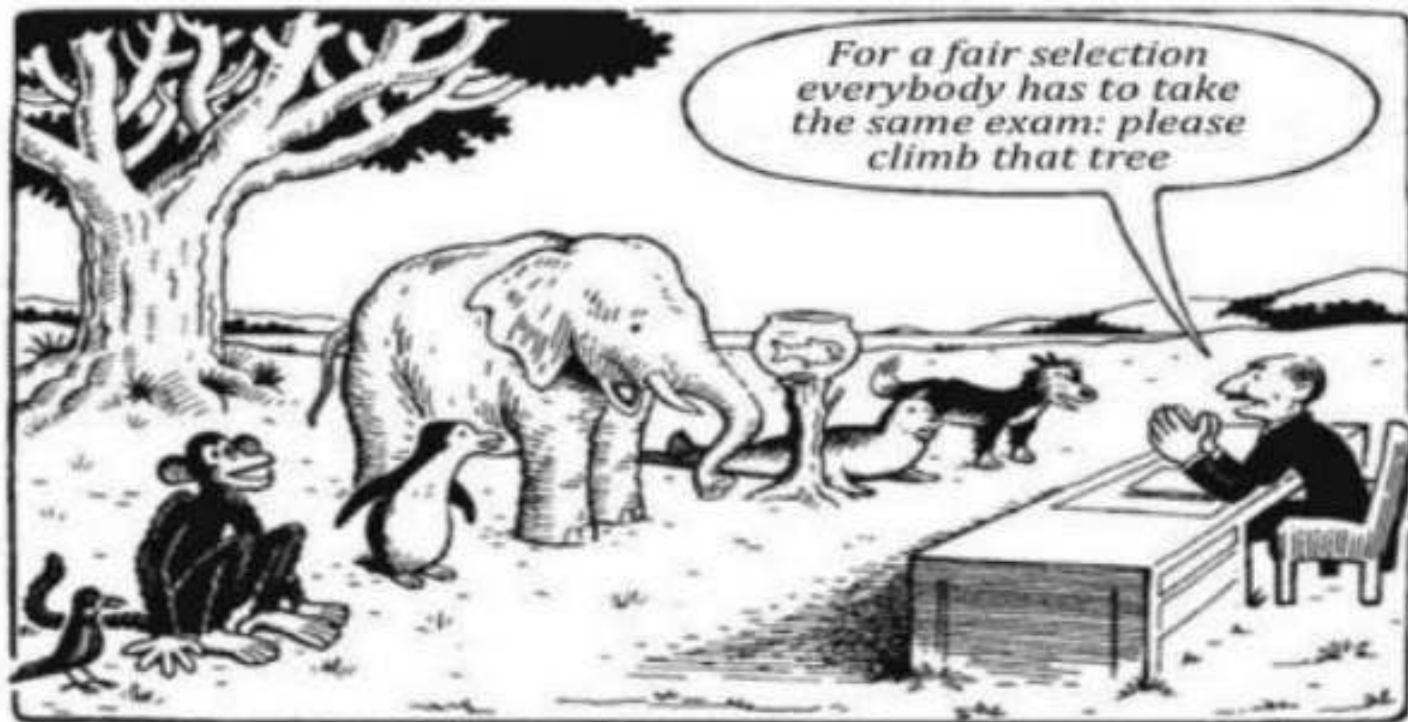# Universal design for learning

16 principles

Our Education System

"*Everybody is a genius. But if you judge a fish by its ability to climb a tree, it will live its whole life believing that it is stupid.*"

— Albert Einstein

Principles

- Know the strengths and weaknesses of students
- Give students specific learning goals
- Create and follow classroom routines
- Provide prompts that let students know it's time to ask for help
- Group learners with common interests or learning strengths and weaknesses
- Provide flexible classrooms
- Display Information in a Flexible Format

Principles

- Adapt information for multilingual students
- Prompt students to identify key ideas and relationships
- Create multiple options for expression and assignment completion
- Give access to learning software
- Provide multiple means for navigation and control
- Give regular feedback that helps students develop goals and strategies to reach them