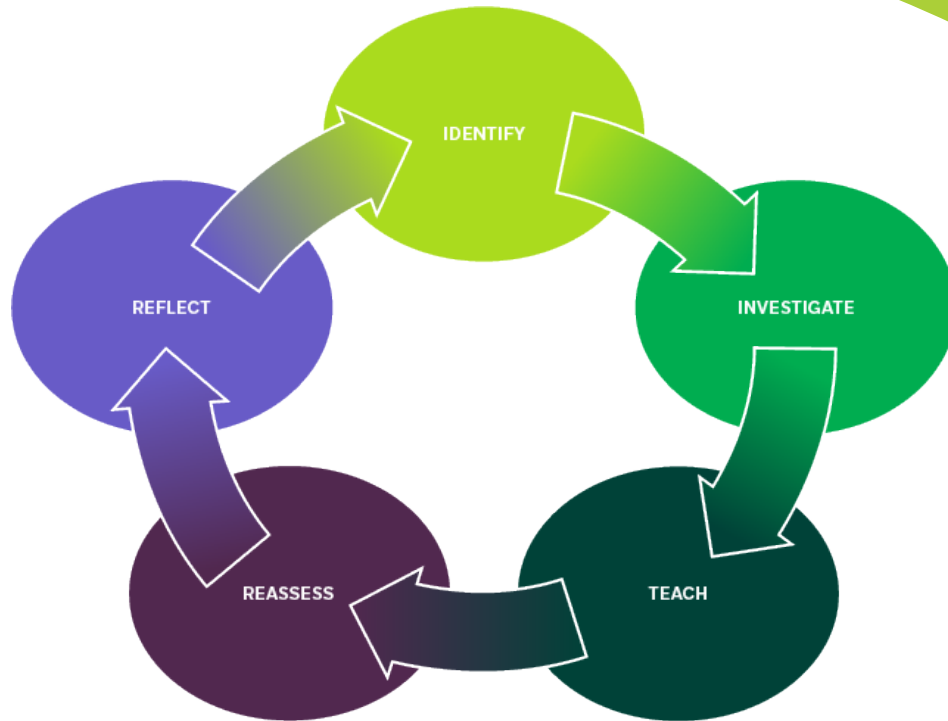# A PROCESS FOR GETTING STARTED

UNIVERSAL DESIGN FOR LEARNING (UDL)

Reflect on the needs of your students.

"What are my students struggling with?"

Identify a principle or checkpoint that addresses that need.

"How might I use this checkpoint to meet the needs of my learners?"

Investigate and create new methods or strategies.

"What brings this principle or checkpoint to life?"

Teach a lesson using the new method or strategy.

"What does this principle or checkpoint look like in my teaching environment?"

Reassess the new method or strategy.

"In what ways did my students demonstrate knowledge or skills?"

Reflect on how the new method or strategy worked.

"How did the principle or checkpoint enhance my students' outcomes?"