

## Universal Design for Leaming:

A Checklist for Early Childhood Environments

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## Universal Design for Learning: A Checklist for Early Childhood Environments

The challenge to inclusive early childhood programs is to intentionally design environments to be responsive to all children's needs and to provide opportunities for demonstrating learning and growth in all areas. Principles of universal design for learning UDL are fundamental to this concept and underscore the need for flexibility and a degree of customization to all children, regardless of their individual abilities or learning preferences.

At the heart of every early childhood program is the daily curriculum; the routines and activities where children will interact and develop. The **learning environment** provides the daily opportunities for growth and development and must be constructed to support play based learning and exploration. Within a well-designed curriculum, early childhood educators implement intentional **teaching strategies** to meet the expectations of early learning standards, including language, literacy, and numeracy. High quality programs are intentionally structured and facilitated by teachers who provide appropriate scaffolding. The learning opportunities that adults design for young children help them build the foundations of skills and competencies.

A well designed, safe and responsive **Learning Environment**:

- Provides structure and predictability
- Gives children an opportunity to make choices and meet expectations
- Sees that children are responsible for caring for the equipment and materials
- Facilitates appropriate social interactions among children
- Promotes children's engagement; provides children with enough time
- Allows children to solve their own problems without intervention whenever possible
- Accepts children's effort to assert independence
- Communicates expectations in both verbal and non-verbal ways

The three principles of UDL are considered when creating an early childhood environment that is responsive to individual learners of diverse cultures, abilities, language and life experiences and that results in development across all domains. Embedded universal approaches, strategies, and materials support various learners as they interact and play in intentionally designed early learning environments including physical, social and temporal components.

The 3 Universal Design for Learning Principles include:

- 1. Choice of how to best understand information: Multiple Means of Representation (the "what" of learning)- present content in different ways
- 2. Choice of how to express what they know: Multiple Means of Action and Expression (the "how" of learning) give learners different ways to show what they know
- 3. Choice of how to reinforce and motivate: Multiple Means of Engagement (the "why" of learning) use multiple ways to motivate learners



The early childhood environment is designed to promote active experience-based learning. A rich and supportive learning environment provides materials and activities that support children's interests, promotes purposeful play, and facilitates learning within and across all developmental domains (cognitive, physical, social, and emotional needs) and all curriculum content areas.

**Learning Environments.** There are three environmental components that support every child's ability to learn: physical, social and temporal. Examples of UDL materials and strategies are offered below:

**Physical Environment** includes the design of the physical layout of space, arrangement of furniture and resources, as well as lighting and floor coverings, and the creation and organization of learning centers. All children can safely access and actively engage in the learning opportunities indoor and out. Consider how you will construct and present activities and materials so they are arranged in provoking and inviting ways to encourage exploration, learning and inquiry. This arrangement of space + equipment is designed to promote children's interaction (to play face to face, or side by side) and a variety of surface heights for floor play, standing, etc. Consider how you will arrange the physical environment, select equipment and materials, and plan activities for centers that contribute to children's purposeful learning.

## **Physical Environment UDL Elements**

- ☐ The physical layout of space, furniture and resources in indoors/outdoors are accessible and safe (wide pathways, uncluttered floor, floor covering)
- ☐ The physical space is set up so children can move freely yet promote safety
- ☐ Active and quiet centers that promote uninterrupted play and work exist within the environment as well as a "quiet" space
- ☐ There is a low noise level/minimal and appropriate visual stimulation
- ☐ Furniture and equipment offers adjustable/multiple options
- ☐ Varied seating options are available (small chairs, bean bags, inflatable discs)
- ☐ Children choose how to use the range of materials within learning centers
- ☐ Distinct learning centers have a range of materials and supports that are easy to access.
  - □ block area includes unit blocks, hollow blocks, vehicles, street signs, pencil, paper, books, people, pictures
  - ☐ art area includes various types of

## **Extended Supports + Technology**

- Modify or change the tables/chairs to meet children's needs (e.g., to make sure feet touch the floor and forearms rest on table), or use bouncy bands and inflatable discs to allow active movement
- ☐ Use squares or pictures as targets on the floor so children know where they should line up or sit
- Modify materials, such as brushes, to make them easier for children to hold (e.g., build up handle)
- □ Make room for specialized mobility equipment (e.g., walker, power chair) or child-specific AAC technology (e.g., communication device)
- Offer easy to use accessible items: light boxes with translucent objects, large, weighted or magnet blocks, inflated balls
- ☐ Include specialized equipment (e.g., slant boards, loop scissors, hand over hand scissors) to help children be more independent
- ☐ Have book holders, page fluffers and prerecorded books available so all children can participate

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drawing/writing tools, clip boards,	□ Include curved spoons/forks and non-slip
trays, storage bins, accessible scissors,	bowls/plates at lunch time
paper weights, textures, sensory	☐ Provide game spinners with single switches
materials	and adapted battery operated toys/games
☐ library area includes a variety of	☐ Have apps available with similar learning
books (large books, cardboard,	center content so all children can
symbols, digital, iPad apps, recorded	participate in and benefit from similar
stories, etc); head phones (noise	learning opportunities: Tea Party (TOCA),
filtering + amplifying) and digital	Art Maker (ABC School), Letter School
recorders	(Sanoma), Mr. Potato Head (Originator)
☐ Materials are stored and children's work	☐ Provide iPad cameras and mobile
is displayed at eye level	microscopes for discovery learning +
☐ Cubbies, shelves and room areas are	recording
labeled with photos/pictures/text in	
home language	
☐ Cooperative-use toys are available for	
pairs/small groups of children	
☐ Materials include adaptable, flexible	
technologies that provide extended	
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options in learning centers	
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The Social Environment: relationships and interactions between children/teachers; teacher/ teacher; family/ center. The social environment welcomes the involvement of all families. Children need secure, warm and trusting relationships so they are confidently supported in their explorations and risk taking. Consider how you will assist children to make connections with others, develop friendships and regulate their behaviors; and how you will communicate the child's progress. Social Environment UDL items **Extended Supports + Technology** ☐ Create individualized visual materials to Environmental tone is friendly, calm, supporting and welcoming help children with social interactions (e.g., ☐ Materials that support awareness of flip book, reward system); use apps such as diversity; Photos of family + community Choice Works (Bee Visual) to design the events, culture and life experiences are supports represented ☐ Record messages (greetings, songs, finger ☐ Sensory materials and "fidget toys" are plays, repetitive story lines, etc) on single available that can support children in and multiple message recordable calming themselves are available communication devices. Picture symbols ☐ A Job Chart helps children feel should relate to the message. responsible as part of the group ☐ Communication boards provide ways for ☐ A child's home language is used children to answer questions, make throughout the curriculum. choices, or offer comments ☐ Choice boards provide ways for children ☐ Provide visual supports to help individual to make choices on activities, materials children interact with others; social stories, and feelings video modeling ☐ Class/center rules (identified with ☐ Sensory supports such as compression children's input) are posted in an clothing, lap pads, weighted blankets, understandable format vibration, fidget toys, and chewies can help ☐ Materials + activities help children children focus and engage in activities explore feelings and what to do in social situations Rate your inclusion of the above elements in Rate your inclusion of the above elements in your current practice: your current practice: 1 (few) 3 (some/sometimes) 5(many/often) 1 (few) 3 (some/sometimes) 5(many/often) Notes/Ideas for Improvement or Change

<b>The Temporal Environment</b> : the management of the daily structure of routines, activities, and transitions. Consistent routines help children to understand what is happening and for how long, what will come next, and when and how to change activities. Consider the way that you decide to use the time available in the program. Children need large blocks of time to develop play themes and more complex ideas and interactions		
Temporal Environment UDL items  □ Daily schedules and changes to the schedule are in photo/picture format  □ Choice boards for selecting learning centers  □ Charts + sign ups help to manage numbers in popular centers  □ A mix of individual, dyad, small and large group activities are planned and flexible; children may engage more in smaller groups  □ Active and quiet activities are balanced and sequenced  □ Pacing of activities is appropriate and flexible  □ Visual/auditory activity sequences are available to support independence  □ Verbal and non-verbal transition cues (lights, music, sounds 5-minute warning) are present; Visual cues for line up activities. Graphic timers are available.  □ Time is allowed within the schedule for children to revisit things that need further attention, or are not finished.	Extended Supports + Technology  Create individualized visual materials to help children to take part in daily routines (e.g., activities books, first-then, reward system); use apps such as First Then Visual Schedule to design the supports  Create personal picture schedules/flip book/recorded sequences for a child to know what happens next  Choice areas are clearly labeled and relate to choice boards	
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**Teaching Strategies.** Intentional planning for the implementation of specific teaching strategies are based on the teacher's understanding of child development, observing children, guiding learning and assessing progress. They apply a wide range of teaching strategies including direct teaching and supporting child initiated learning to meet the needs of all learners. Examples of UDL teaching strategies are provided below:

UDL Teaching Strategies	Extended Strategies and Technologies
☐ Information is presented in multiple	☐ Demonstrate and use simple language to
formats over time to meet the learning	provide explicit instruction on what to do
styles of young children (auditory, visual	☐ Provide information in more than one way-
and kinesthetic learners)	e.g., both verbally and gesturing
☐ A mixture of teacher-directed and child-	☐ Provide more time to complete an activity
initiated activities are planned	☐ Simplify an activity or break down tasks into
Explicit and supported instruction	smaller parts
	•
(modeling, coaching, or prompting) is	☐ Some children may need additional time to
provided as needed	think about what a question means before
☐ Content is presented in a culturally	they can respond. Wait 5 seconds before
relevant manner (puppets, dolls, dress up	you repeat the question.
clothes, musical instruments, foods,	<ul> <li>Describe and interpret children's actions,</li> </ul>
cooking items, etc.)	facial expressions, gestures, and other non-
☐ Multi-sensory experiences (pictures/	verbal body language
photos, puppets, objects, acting out) are	Apply a system of cues and prompts
used to present content to young	☐ Provide many opportunities to practice new
children	skills
☐ Active learning + engagement through	Use peer buddies as models to help a child
play is promoted	complete an activity
<ul><li>Daily content is presented in the form</li></ul>	Use apps to customize or improve learning
songs, stories, dramatic play, and art	experiences
<ul><li>Curricular goals are met through</li></ul>	☐ Cameras and apps can document knowledge
intentionally designed learning	+ growth
opportunities	
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