Spikeball

Universal Design for Learning

Universal Design for Learning (UDL) is a strategy for eliminating instructional and environmental barriers for every member of a learning community to meet the needs of all students across the continuum of physical, intellectual, and emotional abilities.

The table below offers UDL adaptations and suggestions.

Equipment	Rules	Environment	Instruction
Use a variety of different "SPIKE" balls (size, material, weight, colors, etc.). Allow students to explore and choose from the options. Use a large net/target made from ropes or hoops.	 Allow students to catch the ball before passing. Allow students to throw the ball instead of hitting. Allow the ball to bounce. Use more than 3 or unlimited touches. 	 Visually mark/define space in the activity area with visual markers like cones, spot markers, visual signs/cues. Adjust lighting (e.g., brighter or lighter). 	 Be flexible. Adjust as needed. One size doesn't fit all. Establish consistent, predictable routines. Be concise. Speak slowly & clearly with a well-defined beginning & end. Give 1-step vs multiple-step directions. Provide time for students to process instruction. Give choice to motivate students. Provide multiple forms of prompts and cues — kinesthetic, visual, and auditory.

When UDL adaptations are not enough for accessing and developing equitable learning activities and assessments, and you feel that you need to do more for individual students, reach out to providers on the students' IEP Teams. You can also reach out to your school's curriculum resource department in order to see how else you can modify instructional delivery to meet students' needs. Students who have an IEP or a 504 will oftentimes have specific modifications and accommodations in their IEP based on individual needs.

