



UDL Access and Aiming for ALL Crosswalk

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Each resource from section 3, Accessibility for Learning Communities, is placed under the UDL principle it supports and tagged with its topic in section 3 and its Access consideration. The principles, guidelines, and considerations shown are from the CAST UDL Guidelines version 3.0.

Engagement

Guideline 7 · Design Options for Welcoming Interests & Identities

ACCESS CONSIDERATIONS

- 7.1 Optimize choice and autonomy
- 7.2 Optimize relevance, value, and authenticity
- 7.3 Nurture joy and play
- 7.4 Address biases, threats, and distractions

Leadership Network for Accessible Arts Education (LNAAE)

Arts Education · 7.2. Connecting arts educators with a global community working on access in music, dance, theatre, and visual arts.

Discover Inclusive Playgrounds

Accessible Physical Spaces and Activity · 7.3. Developing play spaces where every young learner belongs.

The Physical Classroom Environment: Creating Universal Learning Spaces (PDF)

Accessible Physical Spaces and Activity · 7.4. Easing sensory load through lighting, acoustics, layout, and predictable transitions.

Classroom Sensory Screening Tool (PDF)

Accessible Physical Spaces and Activity · 7.4. Checking for sensory barriers in the learning environment.

Sensory Spaces in Schools (PDF)

Accessible Physical Spaces and Activity · 7.4. Designing spaces where learners can choose to self-regulate.

Stimpunks Foundation

Family Partnership and Advocacy · 7.4. Reframing burnout and overload as the effects of demanding environments, and supporting advocacy for learners and families.

Attracting and Recruiting People with Disability to Your Organisation

Accessible Hiring and Interviews · 7.4. Showing disabled candidates they are welcome and supported at every stage of recruitment.

Representation

Guideline 1 · Design Options for Perception

ACCESS CONSIDERATIONS

- 1.1 Support opportunities to customize the display of information
- 1.2 Support multiple ways to perceive information
- 1.3 Represent a diversity of perspectives and identities in authentic ways

Teacher's Guide: How to Make Learning Materials Accessible

Learning Materials and Digital Experiences · 1.1. Building documents, slides, and PDFs learners can resize and open with assistive technology.

Making Audio and Video Media Accessible

Learning Materials and Digital Experiences · 1.2. Creating captions and transcripts so video is taken in by ear or eye.

Best Practices for Creating Accessible Maps

Learning Materials and Digital Experiences · 1.2. Developing digital maps that blind or low-vision learners can explore independently.

Accessible Social Media

Communication and Language · 1.2. Designing image descriptions, captions, and contrast so posts reach assistive-tech users.

Plain Language and Easy Read

Communication and Language · 1.2. Writing in plain language and Easy Read so messages are clear to every reader.

Making Events Accessible

Events and Gatherings · 1.2. Captioning, interpretation, and accessible materials for meetings and presentations.

Conference Accessibility: Zero Project Guide and Glossary

Events and Gatherings · 1.2. Planning physical, digital, and communication access across multi-session events.

Equal Access: Universal Design of Instruction

Learning Materials and Digital Experiences · 1.2. Reviewing accessibility for varied delivery of content and information.

Disability-Inclusive Communications Guidelines (PDF)

Communication and Language · 1.3. Choosing language and representation that portray disabled people accurately and respectfully.

Action and Expression

Guideline 4 · Design Options for Interaction

ACCESS CONSIDERATIONS

- 4.1 Vary and honor the methods for response, navigation, and movement
- 4.2 Optimize access to accessible materials and assistive and accessible technologies and tools

A Guide to School Physical Activity Programs

Physical and Health Education · 4.1. Opening programming to more learners by identifying barriers and removing them.

Move United

Physical and Health Education · 4.1. Designing adaptive physical education experiences that move beyond modifications.

A Nearly Comprehensive Guide to Creating an Accessible Theater (PDF)

Arts Education · 4.1. Intentionally reducing barriers so that everyone belongs in theater.

Accessibility Reference Guides

Gaming and Interactive Media · 4.1. Discovering if games can be navigated and played across motor and other needs.

Accessible Recruitment

Accessible Hiring and Interviews · 4.1. Removing barriers from adverts, shortlisting, interviews, and onboarding, for candidates and for disabled interviewers.

Video Game Accessibility YouTube Playlist

Gaming and Interactive Media · 4.2. Learning how games are designed and built so more players can access them.

WCAG: What Educators Need to Know

Learning Materials and Digital Experiences · 4.2. Learning about the web standards and how they apply to schools.

IFLA Guidelines for Making Libraries Accessible for People with Disabilities

Accessible Libraries · 4.2. Planning physical access, assistive technology, and collections for disabled readers.

Children and Teens with Disabilities

Accessible Libraries · 4.2. Designing accessible library environments and services for young people.