Module 3- Part C

Design and develop digital educational content and activities for digital inclusion

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Are you ready to get started?

Part C: Apply Accessibility and Inclusivity Principles

- Select an existing course/lecture/content that might have room for improvement on enhancing tis accessibility and inclusivity.

- After you identify the element that pose barriers, replace them with elements that ensure that all learners can access and participate in meaningful, challenging learning opportunities.

- What other elements could you add to enhance students' experience based on the Universal Design for Learning (UDL) principles?

Goal

Redesign an existing course/lecture/content with the aim to enhance its accessibility and inclusivity.

Guiding questions...

- **Target audience**: Who are the learners (e.g., undergraduates, postgraduates)? What are their specific needs?

- **Subject matter:** What is the topic or field?

- **Learning goals**: What should students achieve?

- **Engagement**: What interactive elements can you add?

- **Representation**: In which other formats can the content be presented?

- **Action & Expression**: How can students show their understanding? What diverse assessment options can you involve?

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Evaluation criteria for accessibility and inclusion

Checklist

❑ Is the content accessible to learners with disabilities? (e.g., captions, alt-text, screen-reader compatibility)

❑ Does the design support varied learning preferences? (e.g., visual, auditory, and kinesthetic)

❑ Are learners able to demonstrate knowledge in multiple ways? (e.g., essays, presentations, or creative projects)

❑ Does the course foster equity and engagement? (e.g., culturally relevant examples, diverse perspectives)

❑ What digital tool that are available did you leveraged to enhance accessibility and inclusivity?

Iterative Improvement Process

Collect feedback

- Share the draft course/module with another group.
- Use a peer-review template to provide constructive feedback:
  - Strengths of the design.
  - Areas for improvement.
  - Suggestions for enhancing accessibility and inclusion.
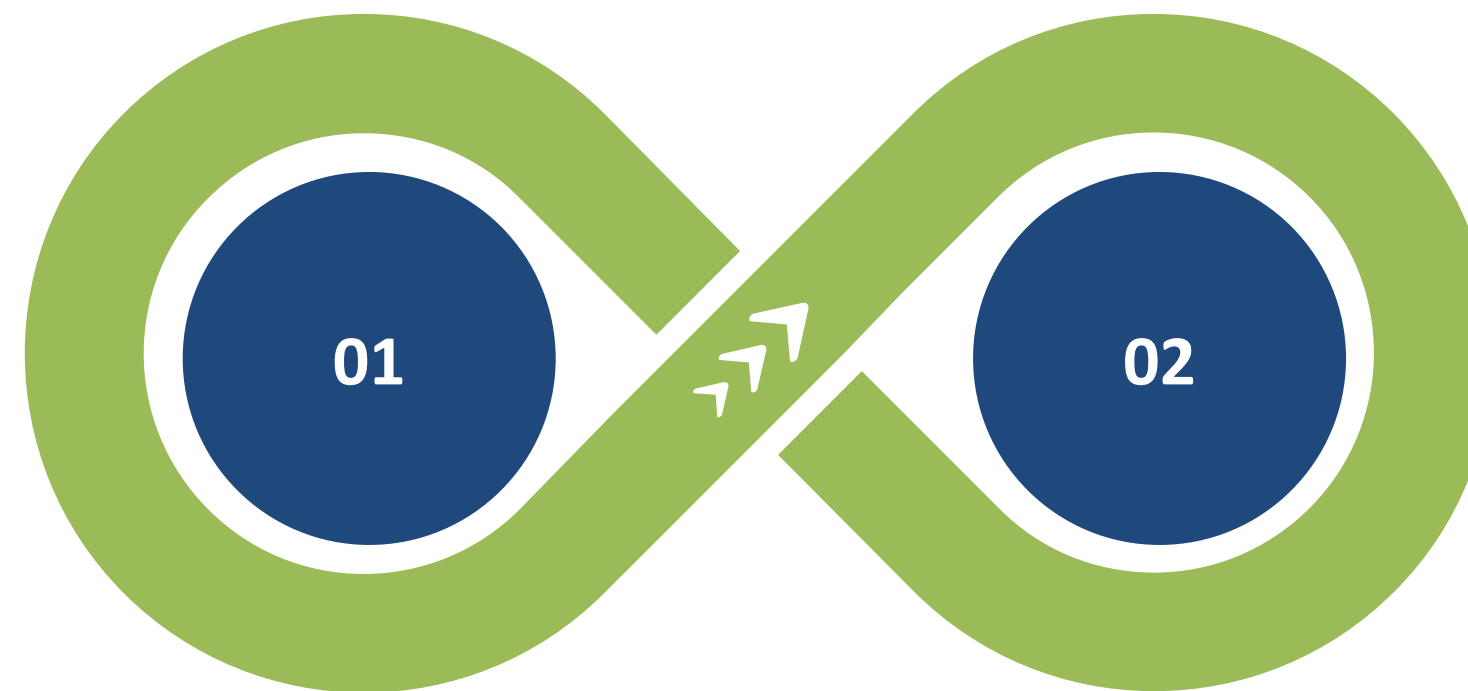
Incorporate feedback

- Revise the course based on peer feedback.
- Focus on refining accessibility features and ensuring inclusivity.

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Recap and reflection

- What new strategies they learned for developing inclusive content?

- How they plan to apply these strategies in their own teaching?

- Share reflections with other colleagues if you found them useful.

Do you have any questions or thoughts to share?
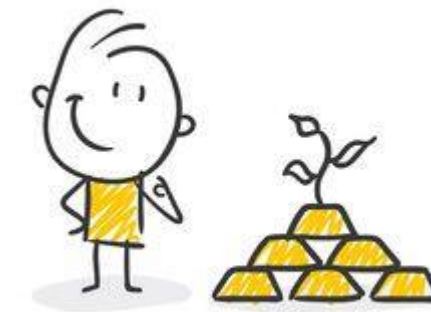
Useful resources

Diverse Learning Background resource

CAST - information about Universal Design for Learning
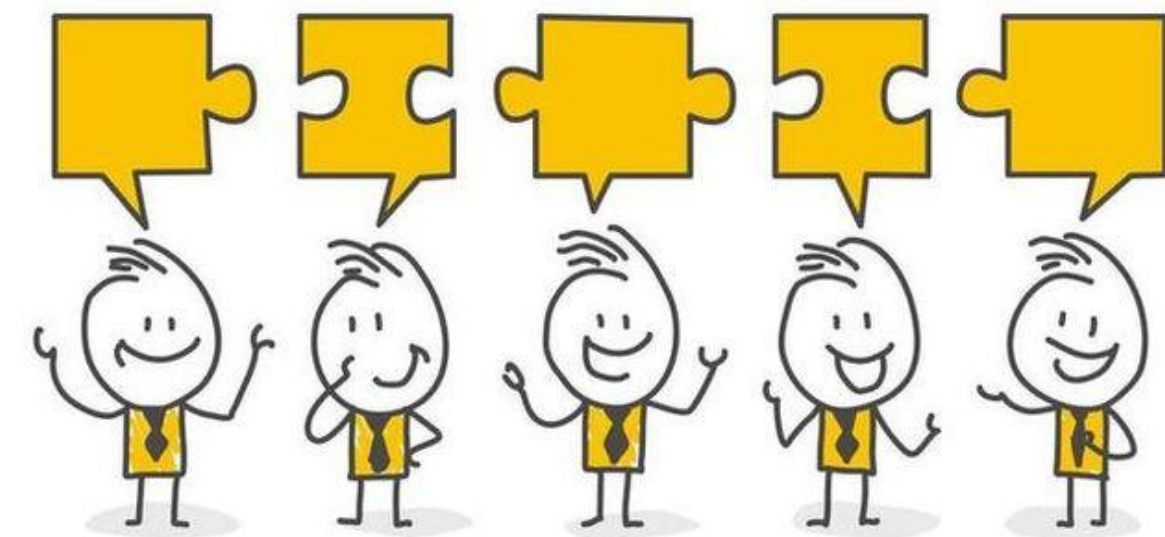
UDL Examples in Higher Education

The UDL Guidelines

Design Multiple Means of Engagement

Design Multiple Means of Representation

Design Multiple Means of Action & Expression

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