

# Technology for the Diverse Classroom Objectives

Participants will know the meaning of the following:

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- Learner variability
- CPALMS
- Content standard
- Method standard
- Universal Design for Learning (UDL) and Its Three Principles
- Instructional technology (IT)
- Accessible instructional materials (AIM)
- Assistive technology (AT)
- Assistive technology (AT) services
- Accommodations

Participants will understand the following:

- Learner variability has implications for education
- Universal Design for Learning (UDL) is a framework that systematically and intentionally addresses learner variability
- Universal Design for Learning (UDL), instructional technology (IT), accessible instructional materials (AIM), and assistive technology (AT) work together to support students
- There are many types of technology tools that can be used to support students, and the more one explores what is available, the easier it is to plan instructional activities integrating these tools
- Florida's standards are designed to give teachers and curriculum developers a high degree of flexibility and discretion in how to design and scaffold instruction
- Offering choice and providing options allows students to self-select tools and technologies that will increase learner independence and, with teacher assistance, may provide cognitive and instructional scaffolding

Participants will do the following:

- Reflect and discuss the classroom, learner variability, and use of technology.
- Distinguish between Content or Method Standards
- Explore UDL resources
- Develop a Choice Assignment for a content standard
- Explore IT resources
- Identify various types of accessible instructional materials (AIM)
- Explore a variety of AIM resources
- Evaluate district or school-based instructional material for accessibility and flexibility
- Explore AT resources
- Consider assistive technology tools for students with disabilities

- Develop a lesson plan that integrates UDL, instructional technology, accessible instructional materials, and assistive technology
- Identify district and school resources to support the use of Universal Design for Learning, instructional technology, accessible instructional materials, and assistive technology