



UNESCO Chair on Open Technologies  
for Open Educational Resources  
and Open Learning

# OE4BW 2022 EDUSCOPE

**Train the Trainer's Program – Creating Enabling Environment  
for impaired Learners through Universal Design for Learning**

## **SDG 4: Quality Education**

Presenter/ Developer:

**Dr. LALITA GHANSHYAM MUTREJA MANJU**

Mentor

**Dr. AJITHA DESHMUKH**

OE4BW Yearly Eduscope 2022 | SEPTEMBER 20 - 22, 2022



“Every Student  
can  
**LEARN**  
just not on same  
day or in the  
same way ”

## Creating Enabling Environment for Impaired Learners through Universal Design For Learning

*Train the Trainer's Program (Hub: Asia)*  
SD4: *Quality Education* UNESCO OE4BW Program 2022



*Choices help learners stay engaged and succeed.  
UDL gives students choices for the “why, what, and how” of learning.*



# Sustainable Development Goal 4: Quality Education

Ensure inclusive and equitable quality education and promote lifelong learning opportunities for all



# COURSE OBJECTIVES

Introduce

The learners to the concept of Inclusive Education and the Social Model of Disability

**Module 1: Understanding Classroom Diversity**

Introduce

The learners to the origin, principles and implementation of Universal Design for Learning

**Module 2: Introduction to Universal Design for Learning**

Demonstrate

The potential of UDL to make teaching resources accessible to all and responsive to students' diverse needs.

**Module 3: Creating Accessible Resources**

# COURSE HIGHLIGHTS

## HUB AND SPOKE MODEL

Learners: 40  
Completion Rate: 95%  
Average Grades: 70%

Duration: 22 Hours (20<sup>th</sup> May – 14<sup>th</sup> July)  
Modules: 03  
Platform – Canvas LMS

## RANDOM ENROLMENT

Learners: 18  
Completion Rate: 77.77%  
Average Grades: 58%

# COURSE ASSESSMENT AND GRADING

Total number of Assignments - 12

Pre- Survey - 1

Summarization - 2  
(Peer – Grading)

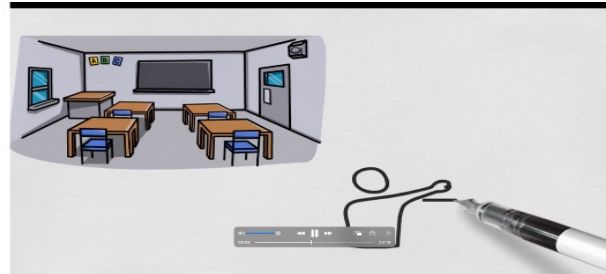
Case studies - 4

MCQ - 1

Reflection Spots - 2

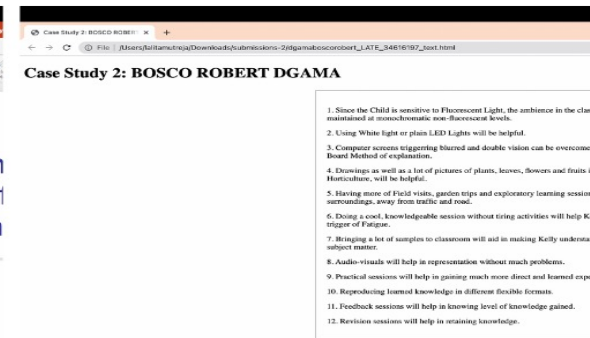
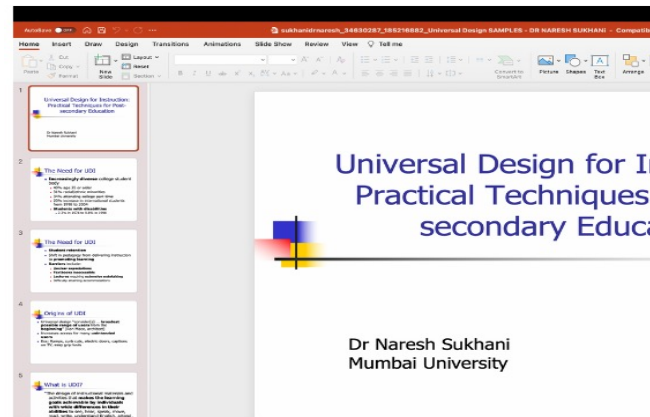
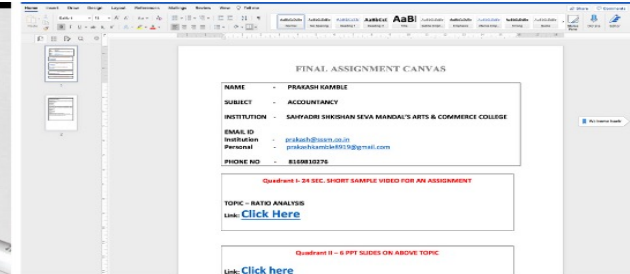
Project Work - 1

Final Assignment (Puzzle) - 1



Summarization: DR NARESH SUKHANI

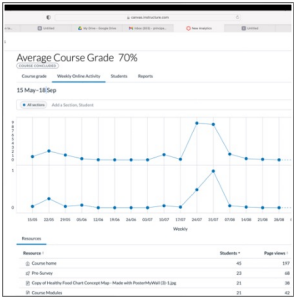
Universal Design for Learning (UDL) is a set of guidelines for curriculum development that aims to provide all learners with the opportunity to learn. UDL provides a framework for creating instructional goals, methods, materials, and assessments that work for everyone, not just a few. UDL is based on the science of learning and is designed to help all learners succeed. UDL is a framework for creating instructional goals, methods, materials, and assessments that work for everyone, not just a few. UDL is based on the science of learning and is designed to help all learners succeed.



# COURSE FEEDBACK

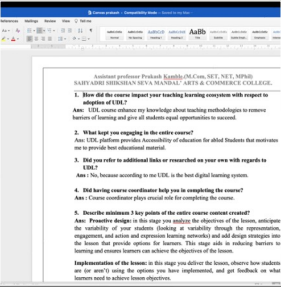


“a better insight was achieved to deal with the individual needs” - Lisa

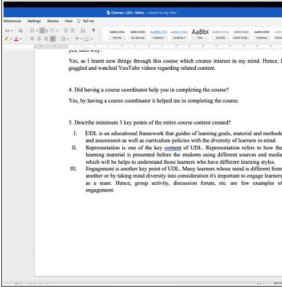
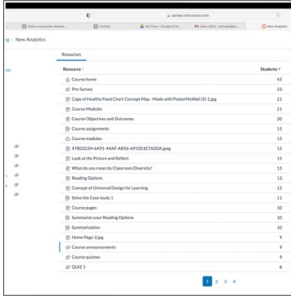


Course coordinator plays crucial role for completing the course. - Vandana

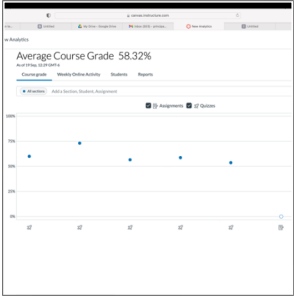
“enhance my knowledge about teaching methodologies to remove barriers of learning” - Prakash



“Video lessons, varied assignments” – Naresh

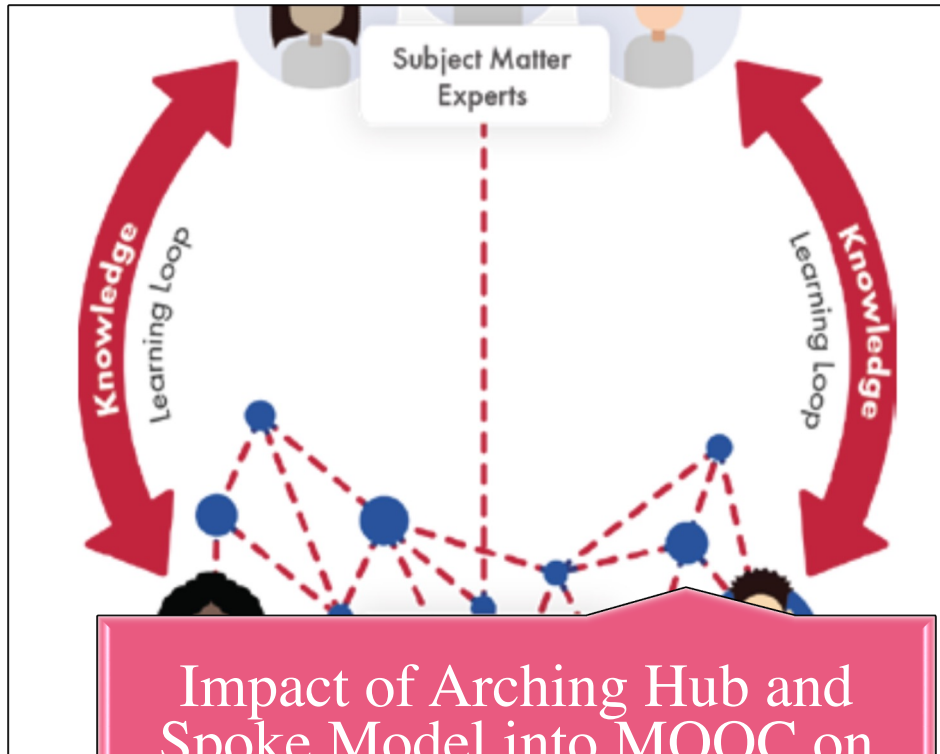


“Students that motivates me to provide best educational material” - Neha.



“Flexibility in Assignments kept me engaging especially puzzles and case studies” Hema

# IMPACT OF OER – RESEARCH PERSPECTIVE



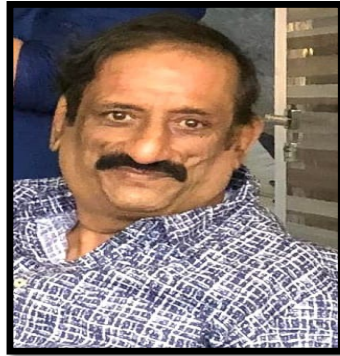
Impact of Arching Hub and Spoke Model into MOOC on attrition rate of the participants



Establishing relationship between Flexibility in Course Content and Assignments with Learner's Engagement Level in the Course.



# “THANK YOU”



**Gave me Wings to Dream  
and Soar Higher**



**Their Guidance and Words of  
Encouragement motivated me to strive  
harder even during the difficult phase  
of my life.**