EMPOWERED OER

Action & Expression

Dimension 4: Universally Designed for Learning

There is no single way of learning. All learners and styles of learning are included and engaged by design.

Evaluating OER against the Action & Expression criterion

The Equity Rubric for OER Evaluation gives a resource a high rating for Action & Expression if it "activates internalisation options for guiding appropriate goal-setting, strategy development, and monitoring progress."

The Rubric suggests looking for "options to express and communicate through a variety of formats, such as with a graphic organiser, or a poster presentation; uses multiple media for communication, including assistive technology such as speech-to-text and text-to-speech."

The CAST Universal Design for Learning (UDL) Guidelines explore applications of Action & Expression through three underlying aspects:

- Physical Action
  Multiple methods are provided for interacting with learning tools, and accessible technologies and software are employed.

- Expression & Communication
  Opportunities are provided to share knowledge and express learning in multiple means.

- Executive Functions
  Students are supported to plan their own learning and to set and achieve goals.

To learn more about Universal Design for Learning and for concrete suggestions of how to apply these principles, check out the CAST UDL Guidelines.

Key Examples and Suggestions

Content Suggestion: Hypothesis

An interactive learning tool which enables students to annotate online texts to express what they understand and ideas they want to challenge.

Access: Hypothesis website

Open Pedagogy Notebook

Robin DeRosa & Rajiv Jhangiani

See the Hypothesis highlights in action – and contribute your own notes to the conversation!

Access: Open Pedagogy Notebook

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Suggest an Example