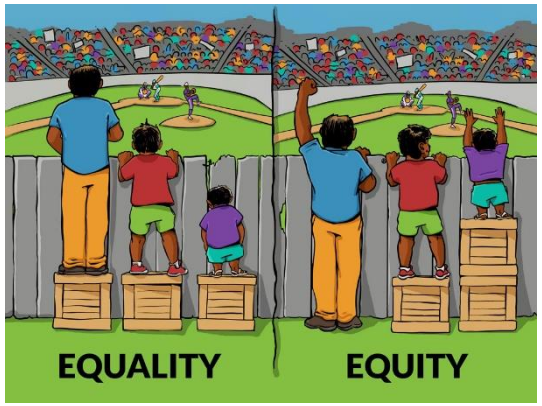
# 7 Principles of Universal Design for Learning

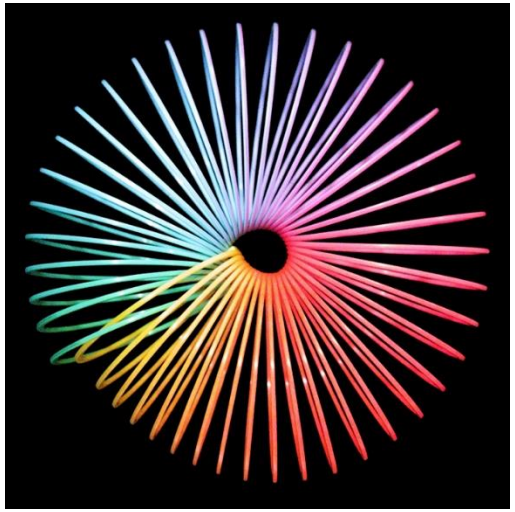
# Principle One: Equitable Use




*The design is useful and marketable to people with diverse abilities*

- Provide the same means of use for all users: identical whenever possible, equivalent when not
- Avoid segregating or stigmatizing any users
- Provisions for privacy, security, and safety should be equally available to all users
- Make the design appealing to all users

# Principle Two: Flexibility in Use



*The design accommodates a wide range of individual preferences and abilities.*

- Provide choice in methods of use
- Accommodate right- or left-handed access and use
- Facilitate the user's accuracy and precision
- Provide adaptability to the user's pace

# Principle Three: Simple and Intuitive

*Use of the design is easy to understand, regardless of the user's experience, knowledge, language skills, or current concentration level.*

- Eliminate unnecessary complexity
- Be consistent with user expectations and intuition
- Accommodate a wide range of literacy and language skills
- Arrange information consistent with its importance
- Provide effective prompting and feedback during and after task completion

# Principle Four: Perceptible Information

*The design communicates necessary information effectively to the user, regardless of ambient conditions or the user's sensory abilities.*

- Use different modes (pictorial, verbal, tactile) for redundant presentation of essential information
- Provide adequate contrast between essential information and its surroundings
- Maximize "legibility" of essential information

# Principle Four: Perceptible Information

- Differentiate elements in ways that can be described (i.e. make it easy to give instructions or directions)
- Provide compatibility with a variety of techniques or devices used by people with sensory limitations

# Principle Five: Tolerance for Error


*The design minimizes hazards and the adverse consequences of accidental or unintended actions*

- Arrange elements to minimize hazards and errors: most used elements = most accessible; hazardous elements eliminated, isolated, or shielded
- Provide warnings of hazards and errors
- Provide fail-safe features
- Discourage unconscious action in tasks that require vigilance

# Principle Six: Low Physical Effort


*The design can be used efficiently and comfortably and with a minimum of fatigue*

- Allow user to maintain a neutral body position
- Use reasonable operating forces
- Minimize repetitive actions
- Minimize sustained physical effort

# Principle Seven: Size and Space for Approach and Use

*Appropriate size and space is provided for approach, reach, manipulation, and use regardless of user's body size, posture, or mobility*

- Provide a clear line of sight to important elements for any seated or standing user
- Make reach to all components comfortable for any seated or standing user
- Accommodate variations in hand and grip size
- Provide adequate space for the use of assistive devices or personal assistance