# VIDEO AS A UDL TOOL

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## **OVERVIEW**

Video and UDL

Embedding video in science labs

Obstacles

## **UDL¹ AND VIDEO**



## **REPRESENTATION**

- Perceptions
- Language, Mathematical Symbols and Expressions
- Comprehension



## **ACTION AND EXPRESSION**

- Physical action
- Expression and Communication
- Executive Functions



## **ENGAGEMENT**

- Recruiting Interest
- Sustaining Effort and Persistence
- Self-Regulation

# Why don't you just take videos from YouTube?

- Academic quality
- Tailored content
- Ownership

**Digital Innovation in Science Education** (DISE)

## **Perceptions:**

Short and relevant<sup>2</sup>
Provide alternatives to audio and visual<sup>3</sup>
Guide information processing<sup>4</sup>
Provide alternative language options<sup>5,6,7</sup>

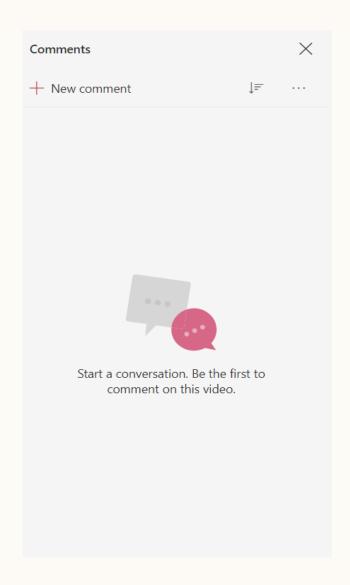
**Action and Expression:** 

Flexibility around timing
Student discretion<sup>8</sup>

**Engagement:** 

Foster communication<sup>9</sup>





## **OBSTACLES**









STUDENT USE<sup>11</sup>

## **NEXT STEPS**

Final recording and translations

Video availability to students AY 2023-24

Framework for video development aligned to UDL principles

# QUESTIONS





## REFERENCES

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