Udl solutions plan: step four

UDL Solutions Executive Summary October 19, Introduction Effective learning is based on learner's abilities as well as chosen learning solutions to assist the learner to optimize his/her learning process. The learning solutions should aim at the problem which learner face for the purpose to resolve it. The aim of UDL solutions plan is to design learning solutions that will integrate the needs of kids like Chris who has reading difficulty and unwillingness to follow instructions. Make use of his positive attributes like computer wizardy, helping mentality and empathy. This executive summary intend to justify three (3) UDL solutions that will improve the learning ability of Chris to optimum level.

Justification for UDL Solutions

1. Books and Short Stories on Laptops: The modern computers have taken the place of books. Nevertheless, the value and utility cannot be undermined. Books play a strong role in making the minds of young children and help them to develop a special emotional relation with them (Tateyama-Sniezek, 1990). Chris shows great interest in computers. Therefore, the books and short stories provided on a laptop computer allows Chris to relate with it and also read it more enthusiastically.

2. Social Activities: The greatest learning is achieve through social involvement of human beings (DeCoste, 2010). Children learn a great deal when they see other children and older people whom they extend their helping hands.

3. PC Educational Games: The simple and attention grabbing educational games on computer allow the learners to learn fast while at play (Westwood, 2011).

Conclusion

The UDL Solutions, namely: books on laptops, social activities and educational games focuses on enhancing the learning processes of the learner. Chris is interested in computers and social activities where he is able to learn more. Therefore, these three UDL solutions will play a significant role in increasing the learning processes and simultaneously their outcomes.

References

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