

01

## IDENTIFY

Develop specific and flexible goal statements.

02

## CONSULT

Ask students what is working and what barriers they face.

06

## ITERATE

Observe the lesson and adjust for next time.

# UDL DESIGN CYCLE

03

## CREATE

Use accessibility tips to build or curate materials.

## IMPLEMENT

Use lessons with students in the classroom.

05

## CHECK

Use automated tools to verify accessibility.

04