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