

The first 60 registrants receive the text for FREE!



Join educators from across our CESA 9 districts to read, learn, communicate, and share with the book *UDL* in the Cloud! How to Design and Deliver Online Education Using Universal Design for Learning.

We hope you will join us for this very timely and necessary book study that will help you plan for the upcoming school year!

Learning Targets:

- I can build my understanding of practical strategies for implementing UDL in blended learning experiences.
- I can develop/revise examples in my own work that model UDL strategies in a blended learning space.
- I can participate in an active, respectful, collaborative, and growth-oriented book discussion.

Book Study: UDL in the Cloud! How to Design and Deliver Online Education Using Universal Design for Learning

Cost: FREE for CESA 9 SI Team Members \$100 for Non-CESA 9 SI Team Members

Prior to July 20, 2020

Welcome to the digital collaborative space. This time will focus on outlining the schedule and answering any questions you may have.

July 20, 2020 - Zoom meeting (9:00-10:00 AM)

Zoom link will be emailed to you.

July 20 – July 25, 2020

Chapter 1:

The Case for Better Online Course Design

Chapter 2:

Fewer Barriers, More Support: UDL Guidelines in Action

July 26 – August 1, 2020

Chapter 3:

How to Develop a Syllabus the UDL Way

August 3, 2020 - Zoom meeting (9:00-10:00 AM)

Zoom link will be emailed to you.

August 2 – August 8, 2020

Chapter 4:

Cultivating "Instructor Presence" to Support Engagement

Chapter 5:

Delivering the Package

August 9 – August 17, 2020

Chapter 6:

Scaffolding Time Management

Chapter 7:

Application to the World of Hybrid-Online

Chapter 8:

Giving Our Students the Final Word

August 14, 2020 - Zoom meeting (9:00-10:00 AM)

Zoom link will be emailed to you.

Book Study Hostess: Mia Chmiel, CESA 9. Please feel free to reach out to me with any questions you may have via email at mchmiel@cesa9.org

Register by July 9, 2020, at: https://bit.ly/LateSummerBookStudy



