Come on Ride the Train! Using Universal Design in Training Development
Jaclyn Kuwik-Buttacavoli | 2018 NASPA Region III Florida Drive-In Conference
Training within Student Affairs
Assessment…
Visual Learners

Auditory Learners

Reading/Writing Learners

Kinesthetic Learners
UDL Principles to create flexible paths to learning

- **Representation**
  - Multi media, graphics, animation, activate background knowledge

- **Action and Expression**
  - Options for expressing how they know & provide models, feedback, and support

- **Engagement**
  - Give choices
After engaging in ______, participants will be able to level content. They will demonstrate this by verb which will be measured in product.

After engaging in the “Come on Ride the Train” session, NASPA attendees will be able to remember the three aspects of Universal Design Learning principles. They will demonstrate this by reciting the three principles to their neighbor. This will be measured in their successful listing to their peer.
Student Learning Outcome for Cognitive Development – Intermediate Level, “Defining Purpose”

- After completing the training, Peer Leaders will be able to apply the basics of Egan’s Helping Model learned in the “Mentoring Basics: Students Helping Students” session. They will show this by constructing a mentoring filmstrip activity which will be graded by a set rubric.
Mentoring Basics: Students helping Students

Name: Rocío C.

I was wondering if you could help me! I'm home sick.
I am an international student.
I'm having hard time adjusting to another culture.

I'm also an international student. I can relate. My advice is to find people that can remind you of home, like other international students.
You can also go to ISS and activities for students.
Here at Lynn you will find students are from all over the world.
You will find that even tho you come from different places, people from other cultures have many things in common. Don't be afraid to try new things.

What about culture shock?

Be open minded!

Thank you!!
Think of your outcome

How can students demonstrate the skills I need to measure but in a fun and interactive environment
Public Speaking
1. Training session you’ve presented

2. What do you need audience to learn

3. Hobby
Examples

Will power

why?
- Studies come first
- Independence
- Good choices / decisions
- To communicate
- Self care — plan time for yourself

How?
- Welcome weekend
- First 40
- Peer leaders / etc. (additional resources)
- Peer pressure
- Professors / staff
Pick one training

Think of creative way to deliver information

Create visual representation

Share out loud with partner

Write it down

Create commercial
UDL Principles to create flexible paths to learning

- **Representation**: Multi media, graphics, animation, activate background knowledge

- **Action and Expression**: Options for expressing how they know & provide models, feedback, and support

- **Engagement**: Give choices