Supporting Instructional Coaching with Project COOL

SPDG Network

May 1, 2025

Link to digital handout: https://bit.ly/ProjectCOOL





Welcome!

Please feel free to introduce yourself in the chat

What is something **COOL** about you that most people don't know?

Presenter Accessibility Promise

We are committed to following the principles of UDL and to making this presentation and related materials as accessible as possible. A few strategies used today:

- Simple backgrounds with high contrast real text
- Captions
- Digital materials provided
- Shortened links, QR Codes, and hyperlinks
- Alt text images/videos
- Multiple visual examples
- Multiple opportunities and options for participation

Our Team









Goals for this session

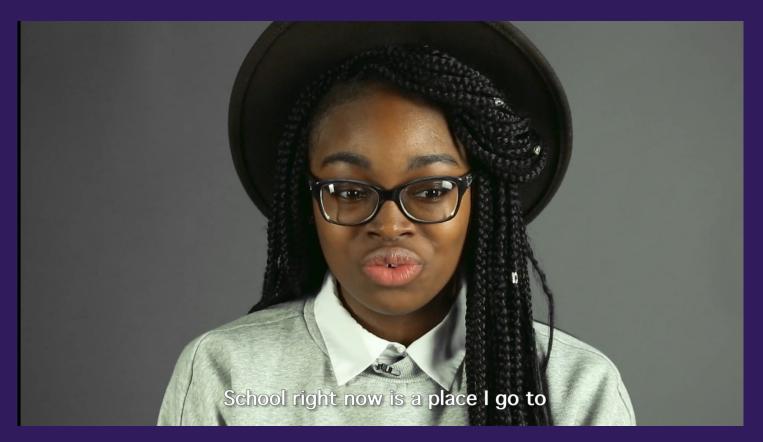
- Explore the goals of Project COOL (COaching on Learning)
- Explore how instructional coaching can support the use of **UDL**, **HLPs**, and **EBPs** in educational settings
- Identify and explore resources to support you to apply UDL, HLPs and EBPs in your professional practice

What are your goals for joining today?

Please use your microphone, the chat, or the digital handout



From High School to Future School



Breakout Rooms

What in this video resonates with you?

What questions does it raise for you?

Feel free to document your ideas in the <u>digital</u> <u>handout</u>



Project COOL

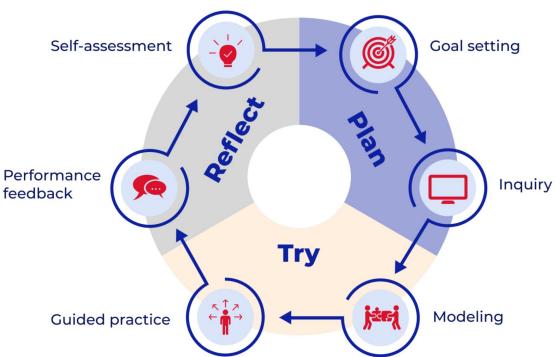
Project COOL is designed to

Develop, pilot, and implement a coaching model to support systemic, Universal Design for Learning (UDL) implementation with research-based practices in support of better learning, social, and behavioral outcomes for all students including those with disabilities.



The COOL Coaching Cycle





Universal Design for Learning (UDL) Guidelines

The Universal Design for Learning Guidelines

The goal of UDL is learner agency that is purposeful & reflective, resourceful & authentic, strategic & action-oriented.

Design Multiple Means of Engagement





Design Multiple Means of Action & Expression



Design Options for

Welcoming Interests & Identities (7) . Optimize relevance, value, and authenticity (7.2)

- Optimize choice and autonomy (7.1)
- Nurture joy and play (7.3)
- . Address biases, threats, and distractions (7.4)

Design Options for Perception (1)

- · Support opportunities to customize the display of information (1.1)
- Support multiple ways to perceive information (1.2)
- · Represent a diversity of perspectives and identities in authentic ways (1.3)

Design Options for Interaction (4)

- · Vary and honor the methods for response, navigation.
- · Optimize access to accessible materials and assistive and accessible technologies and tools (4.2)

Design Options for

Sustaining Effort & Persistence (8)

- . Clarify the meaning and purpose of goals (8.1) · Optimize challenge and support (8.2)
- · Foster collaboration, interdependence, and collective
- · Foster belonging and community (8.4)
- · Offer action-oriented feedback (8.5)

Design Options for

Language & Symbols (2) Clarify vocabulary, symbols, and language structures (2.1)

- · Support decoding of text, mathematical notation, and
- · Cultivate understanding and respect across languages
- Address biases in the use of language and symbols (2.4)
- Illustrate through multiple media (2.5)

Design Options for

Expression & Communication (5) . Use multiple media for communication (5.1)

- · Use multiple tools for construction, composition, and
- Build fluencies with graduated support for practice and
- performance (5.3) · Address biases related to modes of expression and

communication (5.4)

Design Options for

Emotional Capacity (9)

- . Recognize expectations, beliefs, and motivations (9.1)
- . Develop awareness of self and others (9.2) . Promote individual and collective reflection (9.3)
- · Cultivate empathy and restorative practices (9.4)

Design Options for

Building Knowledge (3)

- Connect prior knowledge to new learning (3.1)
- · Highlight and explore patterns, critical features, big ideas, and relationships (3.2)
- Cultivate multiple ways of knowing and making meaning (3.3) Maximize transfer and generalization (3.4)

Design Options for

Strategy Development (6)

- . Set meaningful goals (6.1) . Anticipate and plan for challenges (6.2)
- Organize information and resources (6.3) . Enhance capacity for monitoring progress (6.4)
- · Challenge exclusionary practices (6.5)

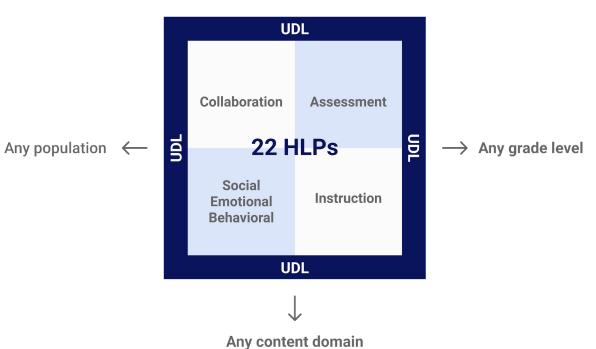
CAST Until learning has no limits°

udlguidelines.cast.org © CAST, Inc. 2024

Suggested Citation: CAST (2024), Universal Design for Learning Guidelines version 3.0 [graphic organizer], Lynnfield, MA: Author,

High-Leverage Practices (HLPs)

High Leverage Practices

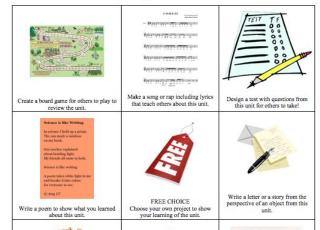




Evidence-Based Practices (EBPs)

Conduct a receased project on a topic in





Make a news story with information

about this unit. Be ready to present

your newscast to your classmates!

Create a card game for others to play

to review vocabulary words.

Project Choice Board



COOL Lessons Learned

- Coaches and educators are eager for support in weaving together UDL, HLPs, and EBPs
- Coaches want access to resources to support engagement and effective strategies for teachers with whom they are working.

How do you imagine the intersection of UDL, HLPs, and EBPs?

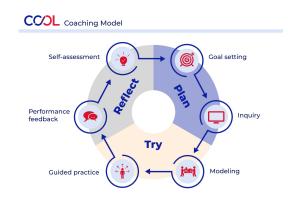
Try out the shared whiteboard to represent how you imagine this intersection. Feel free to use drawing, text, color, symbols, etc.

Free COOL Resources to Support You

COOL Learning Modules

Goal: The COOL Learning modules support coaches and teachers to integrate UDL, HLPs, and EBPs into ongoing instruction to support students with disabilities in inclusive classrooms

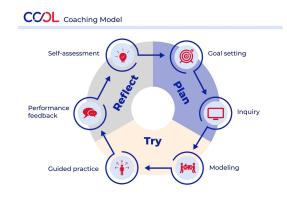
Use: Coaches and teachers complete modules asynchronously (either in-person as a team or individually) to develop their knowledge and application



UDL, **HLP**, and **EBP** Crosswalk

Goal: The <u>UDL</u>, <u>HLP</u>, and <u>EBP Crosswalk</u> guides coaches and teachers to explore the interconnectedness of HLPs, EBPs, and UDL and how these approaches can be used in complementary ways to support elementary learners to thrive

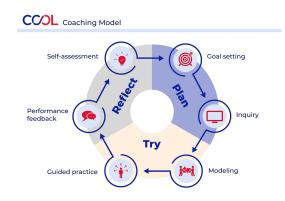
Use: Coaches and teachers can explore together or individually



COOL Expert Speaker Series

Goal: The <u>video series</u> offers insights and perspectives from a range of experts in the field of instructional coaching.

Use: Coaches and teachers can explore together or individually



Time to Explore!

Choose the COOL resource that you would like to explore.

COOL Modules COOL Crosswalk COOL Video Series

What resonates with you?

How might you use this resource in your context?

What suggestions do you have for improving the resource?

Feel free to document your ideas in the <u>digital</u> <u>handout</u>



A final question to consider...

Project COOL explores the fluidity among and between UDL, HLPs, and EBPs.

What is one action you can take to explore this fluidity in your own contexts?