

Introduction:

For this project, we created a lesson using our LMS, Schoology. Schoology is an excellent tool that helps to organize lessons and lesson materials, making things easy for students to navigate. It also offers a variety of resources for UDL. Our lesson is intended for use in grades 4 or 5 Science. [Click here to watch a video overview of our project.](#)

Learning Goal and Objectives:

Our learning goal is for students to learn about weathering in a real-world context by exploring the great Sphinx in Egypt as well as the pyramids of Giza. Students are learning through the eyes of a pen pal who is in Egypt on vacation and sharing his discoveries with the class. The objective is for students to learn about weathering and its effects over time.

Learning is Visual

In our lesson on weathering, we made sure to include simple icons and color-coding to help guide students through the lesson and directions. Key vocabulary and important directions were highlighted or noted in bold to signal attention to the text. Relevant images were used that pertain directly to the lesson. We made sure that the course folders were organized and sequential and consistency was used throughout.

 Part 3 - Learn About It
Now, in this folder, you and your classmates will learn about **weathering** and its effects.



Organized folders, icons, and bold print for vocabulary

Clear directions with numbered steps and icons.

Directions
Today, we are going to learn about **weathering** and how it affects landmarks such as the Sphinx.



1. Complete the discussion below



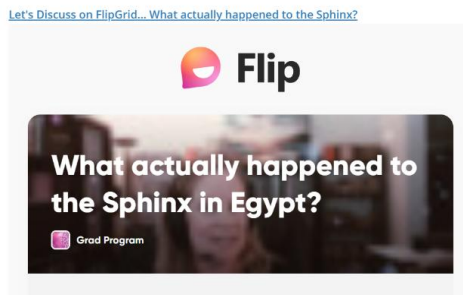
2. Click through the slides to learn about the Sphinx



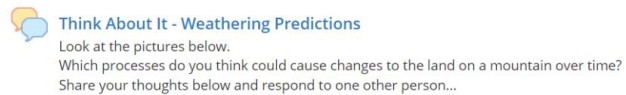
3. Click the link at the bottom to read more about the Sphinx and check out some more photos!

Learning is Social

To create a participatory culture, we made sure to include collaborative opportunities for students such as a “notice and wonder” jamboard for students to complete after watching the video on the Great Sphinx. We included discussion posts using Schoology for students to share their thinking and interact with their peers, and we included a FlipGrid option for students who wanted to participate using the video recording platform.



Both Flip and Discussion Posts in Schoology create an opportunity for students to share and interact.



Learning is Emotional

Throughout the lesson, we used a variety of resources to engage our learners. Students were given choices for learning and were able to navigate the learning materials at their own pace. We provided a variety of mediums such as videos, pictures, games, and interactive simulations. Instant feedback was provided during learning to increase motivation.



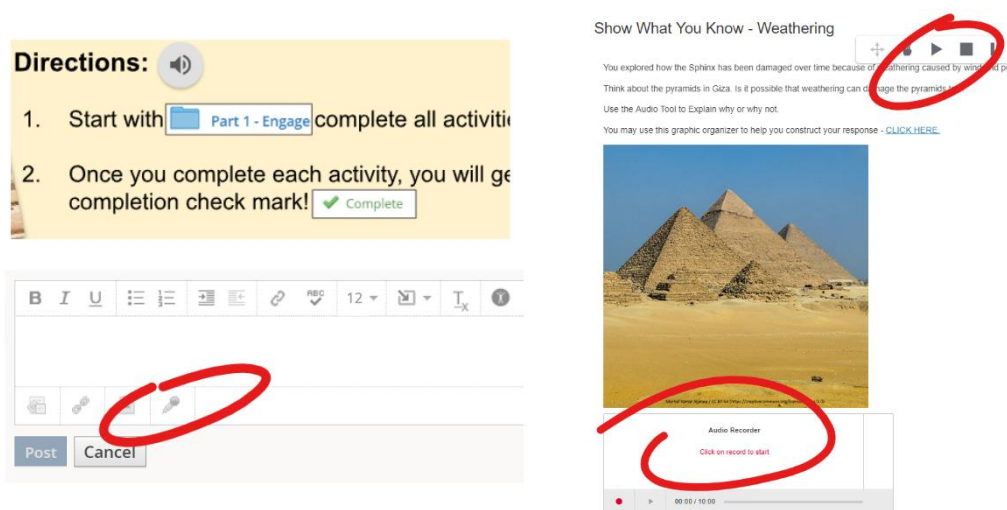
Engaging students by providing choice, videos, games, articles, and interactives.

 [More Images and Info About the Great Sphinx](#)



Relevant UDL Guidelines:

In this lesson, we made sure to provide choices for students such as audio recordings of directions and larger texts, graphic organizers were used to help students formulate responses, and a rubric was provided for students to use when constructing responses. Students were given a choice to respond in writing or using audio. In the discussion apps, students could use audio, video, or text to respond, and the assessment provided text to speech.



[Click here for the graphic organizer!](#) (Rubric is linked below)

Conclusion:

In conclusion, the Schoology LMS is a great tool that allows teachers to organize lessons in a meaningful way. Schoology provides students with easy access to links and other resources in a streamlined manner. The organization of Schoology lends itself to UDL and design principles and strategies, such as learning as visual, social, and emotional components. Our sample focused on a grade 4 or 5 science lesson, where students learned about the topic of weathering through exploring various resources involving the great Sphinx and pyramids of Giza.

References

- Discovery Education, Forces That Shape the Earth. [Interactive]. Available from <https://www.discoveryeducation.com>.
- EduMedia*. (n.d.). Retrieved from Weathering: <https://www.edumedia-sciences.com/en/media/12-weathering>.
- Great Pyramid Materials retrieved from BCPS Science Curriculum.
- Mayer, R. E. (2009). *Multimedia learning*. Cambridge University Press.
- Peters, D. (2014). *Interface design for learning: Design Strategies for Learning Experiences*. Pearson Education.
- Walter's Travels - Weathering and Erosion*. (2022, May 20). Retrieved from National Geographic: <https://education.nationalgeographic.org/resource/walters-travels-weathering-and-erosion/>.
- “Weathering, Soil, and Erosion: Factors That Cause Weathering .” Discovery Education, Cerebellum, 2013, app.discoveryeducation.com/learn/videos/3fbcba96-38bb-4565-a7f7-39166cf2a706.