

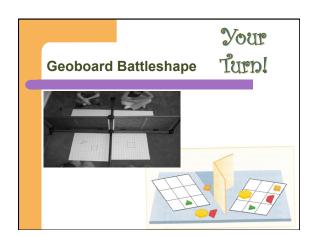
USE THE ATTRIBUTE BLOCKS TO CREATE YOUR OWN
"Which does not belong?"
Three share the same attribute One differs in that attribute
"The triangle is the only 3-sided shape. The others have 4 sides."

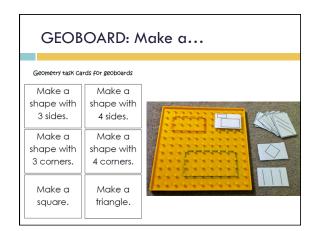
## **Universal Design for Learning**

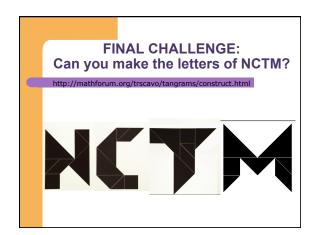
## Three Tenets of UDL

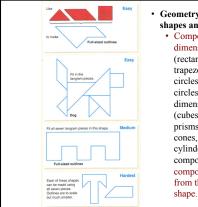
- Presentation
  - multiple modes of representation
- Expression
  - various modalities
- Engagement
  - students' strengths and interests

## Attribute Trains: Buchheister, K., Jackson, C., & Taylor, C.E. (2015). An Inside Track: Fostering Mathematical Practices. Teaching Children Mathematics, (22)1, pp. 28-35 The Attribute Trains game involves moving from first to last block by a single attribute. The Attribute Trains game involves moving from first to last block by a single attribute. WHAT IS THE FEWEST NUMBER OF MOVES?









- Geometry 1.G: Reason with shapes and their attributes.
  - Compose two-dimensional shapes (rectangles, squares, trapezoids, triangles, halfcircles, and quartercircles) or three-dimensional shapes (cubes, right rectangular prisms, right circular cones, and right circular cylinders) to create a composite shape, and compose new shapes from the composite