

Multiple Means of Engagement

The why of learning

**Capture student interest
and motivation**

[Activating Prior or Background
Knowledge](#)

[Choice Boards](#)

[Entry Points](#)

**Sustain student effort and
support persistence**

[Game-Based Learning](#)

[Individual Progress and Mastery
Tracking](#)

**Teach and encourage
self-regulation strategies**

[Emotional Thermometer](#)

[Self-Reflection](#)

[De-Escalation Reflection](#)

Multiple Means of Representation

The what of learning

**Provide options for how information
is shared**

[Using Video for Flipped Learning
Environments](#)

[Visual Retelling](#)

**Support understanding of
language and symbols**

[Scaffolds](#)

[Language Word Wall](#)

[Visual Representations for Math](#)

Support student comprehension

[Using SIOP to Make Content
Comprehensible](#)

[Chat Stations for
Student-Led Discussions](#)

Multiple Means of Action and Expression

The how of learning

Make learning physically accessible

[Assessing Digital Tools](#)

[Establishing Classroom Culture with
Assistive Tech](#)

**Allow choice in how
students communicate**

[Student Blogging](#)

[Assessment Menu](#)

[Multiple Ways to Demonstrate
Knowledge](#)

**Provide options for
executive functioning**

[Goal Setting and Reflection](#)

[Developing a Growth Mindset](#)