

Inclusive Education

From

Guide: [Universal Design for Learning](#)

Strategy: [Design multiple means of Action and Expression](#)

Suggestion: [Design options for interaction](#)

Date

19 June 2026

Link

[inclusive.tki.org.nz/guides/universal-design-for-learning/design-options-for-interaction](https://inclusive.tki.org.nz/guides/universal-design-for-learning/design-options-for-interaction)

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## Why this matters

Learners may use a range of tools and technologies to access and interact with learning activities.

Select and create materials and design environments to enable all learners to navigate, participate, and express their understanding ([CAST, 2024](#)).

**Design options for interaction** prompts us to plan for learner variability at the outset and consider how to:

- [vary and honour the methods for response, navigation, and movement](#)
- [optimise access to accessible materials and assistive and accessible technologies and tools](#).

This guideline also reminds us to consider:

- How will these options support learners in reaching their goals?
- Could any of these options create barriers or unnecessary challenges?
- Will all learners have fair and equal access to high-quality choices?
- How do these options reflect and respond to learner variability?

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