

Disabilities and the Life Sciences

Equity, Inclusion, and Universal Design

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Topics

Disability and Inclusion

What is Disability?

Landscape of Disability in
STEM

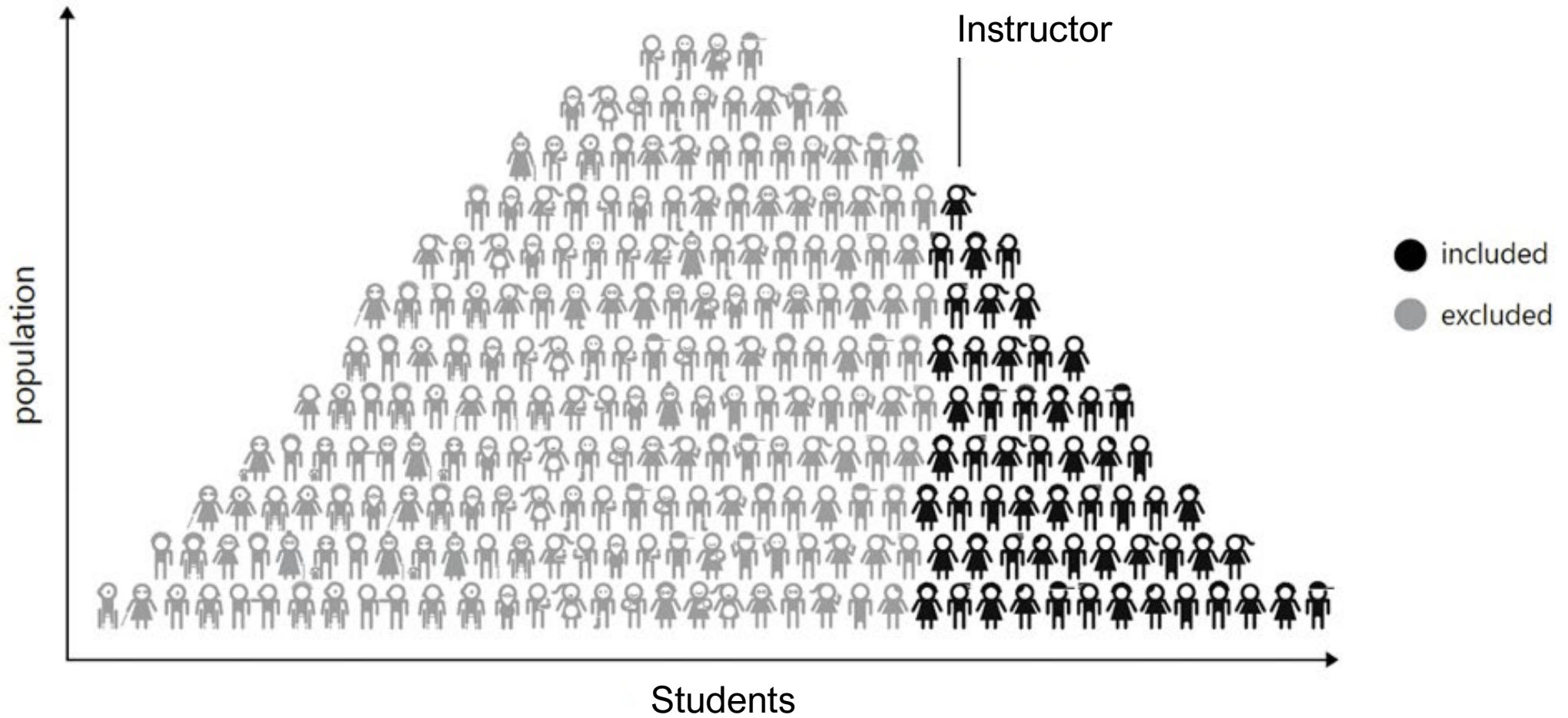
Inclusive Strategies

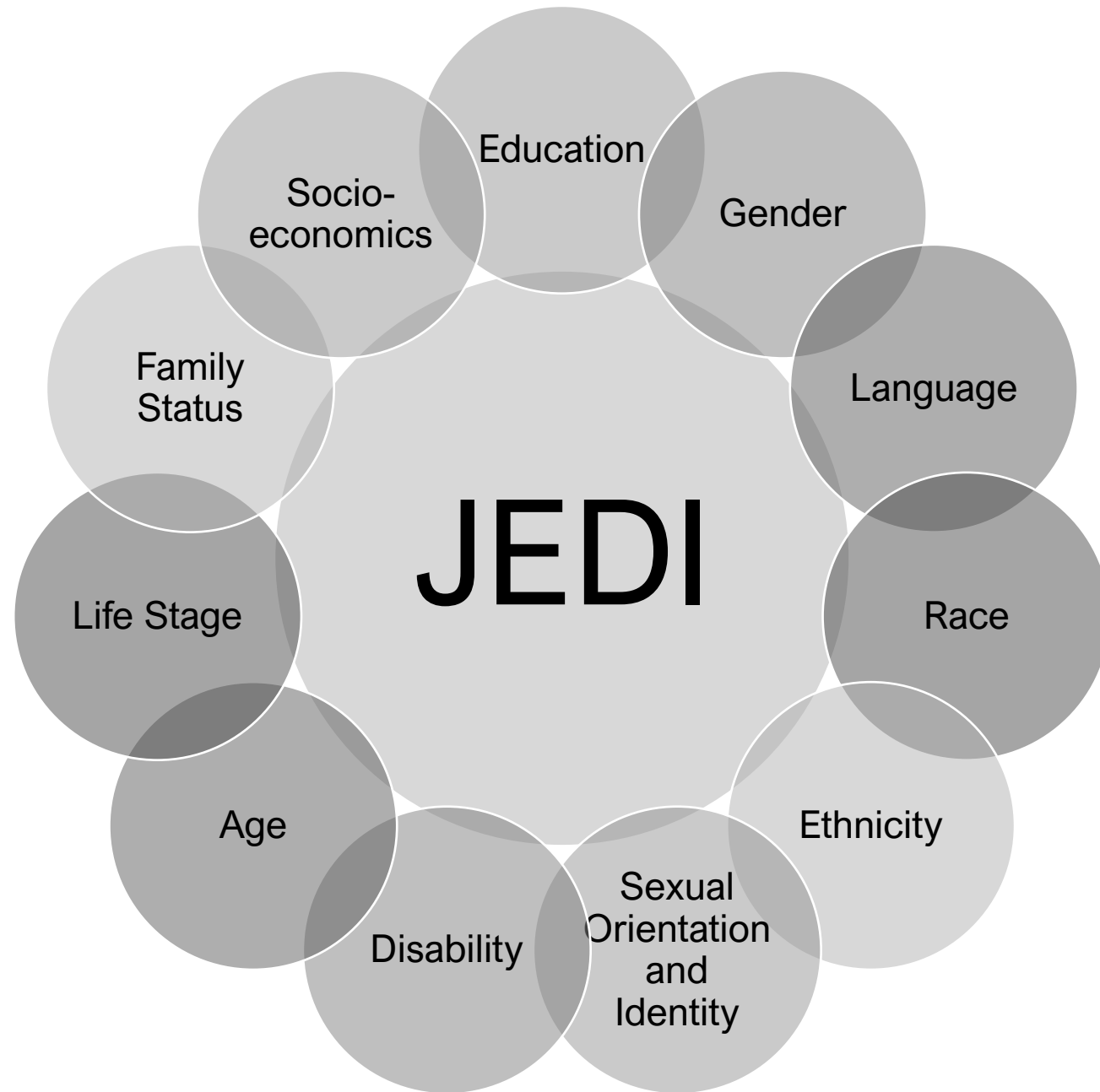
Reflection #1

What comes to mind when we refer to 'inclusion' in the classroom?

Reflection #2

Who or what might we be leaving out in planning and teaching?





“Visualizing” Disabilities



Visual

- Colorblind
- Low vision
- Blind



Hearing

- Hard of hearing
- Deaf



Cognitive

- Learning disabilities
- Autism
- Seizure



Speech

- Speech impediment
- Unable to speak



Mobility

- Arthritis
- Quadriplegia
- Spinal cord injury



Neural

- Bipolar
- Anxiety
- PTSD
- OCD
- Depression

Disabilities come in many forms both visible and unseen

What is Disability? (Medical Model)

- Legal Definition:
 - “...a person who has a physical or mental impairment that **substantially limits one or more major life activity**. This includes people who have a record of such an impairment, even if they do not currently have a disability. It also includes individuals who do not have a disability but are regarded as having a disability.”

What is a Disability? (Social Model)

- Disability as personal attribute
 - “In the context of health experience, a disability is **any restriction or lack of ability (resulting from an impairment) to perform an activity in the manner or within the range considered normal for a human being.**”
- Disability in context
 - “Disability...is a complex phenomenon, reflecting the **interaction between features of a person’s body and features of the society in which he or she lives.**”

Disability



Personal
Health
Condition

Disability



Mismatched
Human
Interactions

BELONGING

FEELING WELCOME AND SAFE

PROSPEROUS
SOCIETY FOR
ALL

@decolonizedesign

JUSTICE

TO MAKE RIGHT

DIGNITY

BEING WORTHY OF HONOR OR
RESPECT

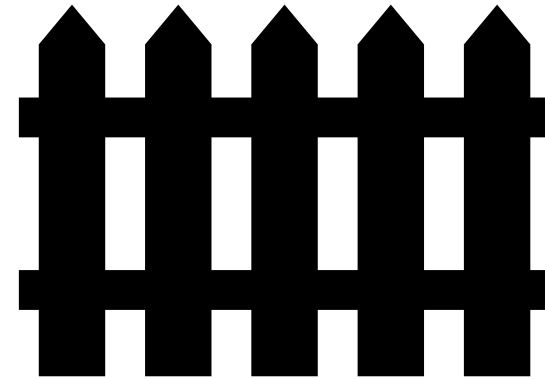
Landscape:
Disability and STEM Education
Student-Focus

Landscape of Disability and STEM Education

- 12% of students in secondary ed
 - only 1% of students enrolled in IB or AP STEM have disclosed
- 10% of students entering postsecondary have self-disclosed
- Skewed recognition of abilities
 - *expectancy effect*
 - very little research in disability sphere
 - logical to assume similar impacts
- Proportion of research on students with disabilities has *decreased* in last twenty years

Systemic Barriers in STEM

- Time Accommodations
- Learning environment
- Task execution
- Built environment
- Lack of Accommodation Services
- Instructor implicit and explicit bias



Inclusive Strategies...for Disabilities

Facilitation of Learning in STEM

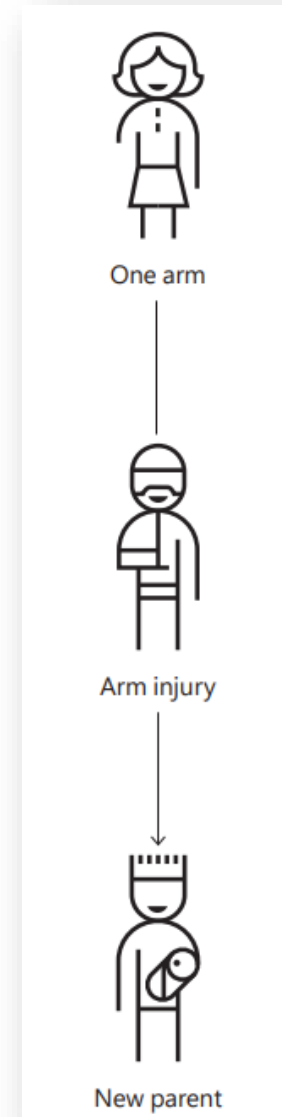
- Training instructors, lab assistants, TAs
- Additional time to complete tasks as needed
- Consideration of lab groupings in learning environment
- Use of assistive technologies
- Wide array of learning opportunities
- Representation matters
- Input from those with disabilities for built environment, equipment, and technology



What is Universal Design for Learning (UDL)?

“the design of products and environments to be **usable by all people**, to the greatest extent possible, without the need for adaptation or specialized design”

 **CAST** | Until learning has no limits®



Main Principles of UDL

AFFECTIVE NETWORKS:
THE **WHY** OF LEARNING



Engagement

For purposeful, motivated learners, stimulate interest and motivation for learning.

[Explore Engagement](#) 

RECOGNITION NETWORKS:
THE **WHAT** OF LEARNING



Representation

For resourceful, knowledgeable learners, present information and content in different ways.

[Explore Representation](#) 

STRATEGIC NETWORKS:
THE **HOW** OF LEARNING



Action & Expression

For strategic, goal-directed learners, differentiate the ways that students can express what they know.

[Explore Action & Expression](#) 

Thank you!

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