[Design for all] Work Sheet①

Fill in the boxes.

The seven principals of UD

1 ···A design doesn't choose whom to use the item, usable to everyone. (2)···A design that has several ways to use, can select the most usable way that the person wants. (3) ···A design that is understandable to know how to use. (4) ···A design that is understandable what it is about. (5)···A design that is thought of safety well. Also, is easy to fix the error or accident when needed. (6) ···A design that mitigate the use of physical effort. Also, can be used in the most comfortable form. (7)···A design that has perfect space to use, and does not depend on the user's size of body, form and their knowledge. Also, easy to move, pack up and does not obstruct. Additional three clauses of UD (1) ···A design that can be used for a long span, and can be bought in a politic cost. Also having a good balance of what we can earn from the item. Even the item is not broken, it should be easy to check it is used correctly. ··A design that has high quality and also has high (2)sense of beautifulness. (3) ···A design that is not using noxious substances. Also is easy to throw away and recycle or reuse. Difference of UD and barrier-free Barrier-free is (). and

UD is().

Name