

**THIRD AMENDMENT TO SOFTWARE SERVICES AGREEMENT
BETWEEN EXPLORE LEARNING, LLC
AND POUFRE SCHOOL DISTRICT R-1**

This Third Amendment (“Amendment”) dated the 4th day of April 2025 (“Effective Date”), is attached to and forms part of the Software Services Agreement between Poudre School District R-1 (the “District”) and Explore Learning, LLC (the “Contractor”), executed August 30, 2022, the First Amendment to the contract executed August 23, 2023 and the Second Amendment to the contract executed March 11, 2024, each of which are attached and made part of this Third Amendment. To the extent that any of the terms or conditions contained in this Third Amendment may contradict with any of the terms or conditions of the attached Explore Learning, LLC Agreement, the First Amendment or the Second Amendment (“Agreement”), it is expressly understood and agreed that the terms of this Amendment shall take precedence and supersede the attached Agreement. The parties agree to amend the Contract by adding the following language:

1. **Purpose of Amendment.** This amendment shall constitute the Amendment to the Agreement between the District and the Contractor. The purpose of this Amendment is to amend the terms and deliverables between the District and Contractor.

2. **Term of Agreement.**
 - 2.1. At the conclusion of the term dated July 31, 2025, as outlined in section 1.1 of the Agreement, the District and Contractor elect to extend the term of the Agreement beginning on August 1, 2025 through July 31, 2026.

3. **Amended Responsibilities.**
 - 3.1. Exhibit A is deleted hereby in its entirety.
 - 3.2. Replace Exhibit A with Contractor’s Poudre School District Data Information Request for Software Services, hereby attached to this Third Amendment and made part of this Agreement.
 - 3.3. Exhibit B is deleted hereby in its entirety.
 - 3.4. Replace Exhibit B with Contractor’s Price Sheets, hereby attached to this Third Amendment and made part of this Agreement.
 - 3.5. Exhibit C is deleted hereby in its entirety.
 - 3.6. Replace Exhibit C with Contractor’s Gizmos VPAT, Frax VPAT, Science 4 Us VPAT, and Reflex VPAT, hereby attached to this Third Amendment and made part of this Agreement.
 - 3.7. Delete Section 10 hereby in its entirety.
 - 3.8. Add Exhibit D with Poudre School District’s Tech Services with PII, hereby attached to this Third Amendment and made part of this Agreement.

4. **Special Provisions.**

4.1. **Terms and Conditions.** With the exception of items explicitly delineated in this Amendment, all terms and conditions of the original Agreement between the District and Contractor shall remain unchanged and in full force and effect.

5. **General Provisions.**

5.1. **Entire Agreement.** The original Agreement, the First Amendment, Second Amendment and this Third Amendment constitute the entire agreement of the parties regarding the subject matter addressed herein and supersedes all prior agreements, whether oral or written, pertaining to said subject matter.

5.2. **Signatures.** This Agreement may be executed and delivered via portable document format (pdf), and the pdf signature of any party shall be considered valid, binding, effective and an original for all purposes.

THE REMAINDER OF THIS AGREEMENT WAS INTENTIONALLY LEFT BLANK

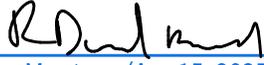
IN WITNESS WHEREOF, the District and the Contractor have signed this Amendment as of the Effective Date.

EXPLORE LEARNING, LLC

POUDRE SCHOOL DISTRICT R-1

By: 
99B1E9225905452

Julia M. Given
VP Finance


By: Dave Montoya (Apr 15, 2025 11:57 MDT)

R. David Montoya
Chief Finance Officer/Chief Ops Officer


By: Julie Chaplain (Apr 15, 2025 10:45 MDT)

Julie Chaplain, PhD
Assistant Superintendent

Exhibit A



STUDENT DATA INFORMATION REQUEST FOR SOFTWARE SERVICES

Colorado's Student Data Transparency and Security Act [*C.R.S. Section 22-16-101 et seq.*] requires Poudre School District (PSD) to set forth certain contractual requirements before agreeing to the use of products that share student data. Due to the specificity of this language, PSD has opted to use its own contract to ensure compliance and alignment with the law and U.S. Department of Education recommendations regarding National Institutes of Standards and Technology Guidelines for Media Sanitization.

The law defines Student Identifiable Data as all items which are collected, maintained, generated, or inferred through use of the service, which includes metadata. This means any data element in the software's data table that can be connected to a student must be transparently identified along with how the data will be used. Because this may be different from what the company has reported under the Family Educational Rights and Privacy Act (FERPA), the District recommends pulling the data table to include all data elements.

Please provide the following information to facilitate the contracting process:

1. Detailed, formal description of product and scope of work to be completed.
 - *Descriptions should not include wording such as "most used" or "used by X number of schools."*
 - *Service descriptions should be detailed and free of sales language so it's clear what's being purchased.*

Use the Science4Us product. Science4Us is an early elementary, interactive science program for students in Kindergarten-2nd grade. Digitally delivered with opportunities for hands-on learning and exploration, Science4Us offers more 350 online lessons and 1,000+ offline lessons aligned to the latest standards. Through songs, stories, poems, games and much more, Science4Us supports early educators in building essential science skills.

Use of the Gizmos product. Gizmos are interactive math and science simulations for grades 3-12. Over 400 Gizmos aligned to the latest standards help educators bring powerful new learning experiences to the classroom. Gizmos use an inquiry-based approach to learning that has been validated by extensive research as a highly effective way to build conceptual understanding.

Use of the Reflex Math product. Adaptive and individualized, Reflex is the most effective system for mastering basic facts in addition, subtraction, multiplication and division for grades 2+. Full of games that students love, Reflex takes students at every level and helps them quickly gain math fact fluency and confidence. Educators and parents love the powerful reporting that allows them to monitor progress and celebrate success.

Use of Frax product. Adaptive and game-based, ExploreLearning Frax® uses the latest research-proven instructional methods to create a better way to learn fractions. With Frax, students come to understand that fractions are numbers too. Fun challenges, personalized instruction, and motivating rewards help students build their skills and understanding—all while exploring the galaxy with fractions!

2. What student data is collected through use of the system?

- List all student data that's collected, maintained, generated, or inferred through use of the service; this includes information created or collected by the company.

Information Collected for Operation	Required/Automatic or Optional*	General Purpose of Collection
Student First and Last Name	Required	Required to support product functionality
Student Username	Required	Required to support product functionality
Student Password	Required	Required to support product functionality
Grade	Required	Required to support product functionality
School ID	Required	Required to support product functionality
Language	Optional*	*If selected/provided by School Administrator
Student Middle Name	Optional*	*If selected/provided by School Administrator
Student Gender	Optional*	*If selected/provided by School Administrator
Student Ethnicity	Optional*	*If selected/provided by School Administrator
Special Ed Status	Optional*	*If selected/provided by School Administrator
Economic Disadvantage	Optional*	*If selected/provided by School Administrator
LEP (Limited English Proficiency)	Optional*	*If selected/provided by School Administrator
Teacher First and Last Name	Required	Required to support product functionality
Teacher Email	Required	Required to support product functionality
Teacher Password	Required	Required to support product functionality
School Leader/Admin First and Last Name	Required	Required to support product functionality
School Leader/Admin Role	Required	Required to support product functionality
School Leader/Admin Email Address	Required	Required to support product functionality
School Leader /Admin Password	Required	Required to support product functionality
School Leader /Admin Phone Number	Optional*	*If selected/provided by School Administrator
School Name	Required	Required to support product functionality
School Address	Required	Required to support product functionality
IP Address	Automatic	Required to support product functionality
Date/Time of Requests	Automatic	Required to support product functionality
Browser User Agent	Automatic	Required to support product functionality
Browser Session Identifier	Automatic	Required to support product functionality
Http Endpoint and Query Parameters	Automatic	Required to support product functionality
ExploreLearning Internal user_id or student_id	Automatic	Required to support product functionality
Student API Calls	Automatic	Required to support product functionality

3. What is the purpose of collecting student data?

Product update and enhancement notifications and in a customer service capacity when replying to support inquiries.

4. What third parties does the company partner with who may receive student data in any format?

- *This includes storage and vendors receiving encrypted data.*

Service Provider (Subprocessor)	Description/Purpose for ExploreLearning Product	Location	ExploreLearning Product Supported			
			Gizmos	Science4Us	Reflex Math	Frax
Otava	Data Center Server Colocation Facility (MI)	USA	✓	✓	✓	✓
Evoque	Data Center Server Colocation Facility (TX)	USA	✓	✓	✓	✓
AWS	Cloud Database and Hosting Services, S3 data service and disaster recovery solution.	USA	✓	✓	✓	✓
SalesForce	Customer Relationship Management (CRM) solution - supports organization and management of account activity, billing and invoice documentation, technical and product support and other related communications with School and District customers	USA	✓	✓	✓	✓
Snowflake	Cloud Database and Hosting Services	USA	✓	✓	✓	✓
Comvault	Supports data back-up and recovery	USA	✓	✓	✓	✓

This list may change over time, and we will work hard to keep it up-to-date. If you have any questions, please contact us at legal@explorellearning.com.

<https://web.explorellearning.com/k12processing/>

5. What is the purpose of the third-party partners?

See the second column to answer 4.

6. Please provide:

- Current quote (if available)

Please contact your sales rep, Gina DiPrima - gina.diprima@explorellearning.com

Tiered pricing for future purchases

Please contact your sales rep, Gina DiPrima - gina.diprima@explorellearning.com

Name and email for contract notices

Please contact your sales rep, Gina DiPrima - gina.diprima@explorellearning.com

Name and title of person who will sign the

contract Julia M Given, VP Finance

Does the system allow integration for rostering?

Yes No

If the above answer is yes, how is it completed?

Rostering Integrations Offered: <https://explorellearning.my.site.com/help/s/article/Rostering-Integrations-Offered>

The following pages contain an example that will serve as a guide for the company's IT team; these items are known as data tables or data dictionaries.

PSD must have specific information from the company in a separate document, which will become an exhibit to the contract. Links to online privacy policies will not be accepted; these policies must be transparently identified in a static document

Exhibit B

Price Sheets

Please see the following pages for detailed pricing and ordering information for each of ExploreLearning's online math and science instructional programs for grades K–12. The pricing outlined below is effective 1/1/2025.

- **Gizmos** interactive math and science simulations and STEM cases for students in grades 3–12
- **Science4Us** blended learning program for students in grades K–2
- **Reflex** adaptive math fact fluency program for students in grades 2–8
- **Frax** adaptive fractions program for students in grades 3–5

For more information on our digital products, visit <https://www.explorellearning.com/>.

Subscription lengths can range from 12 months to 60 months depending on the needs of the district.

For 2+ site pricing, contact ExploreLearning for details.

Elementary Science Bundle Site License

Science4Us + Elementary Gizmos Site License for Grades K–5 \$2,995.00 per site

Gizmos Individual Teacher Licenses

Gizmos Teacher License for Grades 3–12 \$940.00 per teacher

For 1–2 licenses at the same site

Gizmos Teacher License for Grades 3–12 \$705.00 per teacher

For 3 or more licenses at the same site

Gizmos Secondary Department License

Gizmos One-Subject License for Grades 6–12 \$5.05 per student (per site)

Math or Science Department License \$2,195.00 minimum, \$7,500.00 maximum

Gizmos Secondary Site License

Gizmos Two-Subject Site License for Grades 6–12 \$8.45 per student (per site)

Math and Science Site License \$3,295 minimum, \$11,750 maximum

Reflex Individual Teacher Licenses

Reflex Teacher License for Grades 2–8 \$40.00 per student

Minimum 10-seat purchase

Reflex Site License

Reflex Site License for Grades 2–8 \$3,295.00 per site

Frax Individual Teacher Licenses

Frax Teacher License for Grades 3–5 \$40.00 per student
 Minimum 10-seat purchase

Frax Site License

Frax Foundations Site License for Grades 3–5 \$2,295.00 per site
 Includes Frax Foundations 1 and Frax Foundations 2

Reflex & Frax Math Bundle Site License

Reflex & Frax for Grades 2–8 \$4,795.00 per site
 Includes Reflex, Frax Foundations 1 and Frax Foundations 2

Elementary Bundle Site License

Gizmos, Reflex, Frax, & Science4Us for Grades K–5 \$6,630.00 per site
 Includes Gizmos, Reflex, Frax Foundations 1 and 2, and Science4Us

Professional Development Pricing

For all orders totaling more than \$2,000.00, subscriptions include a bundle of free professional development sessions proportional to the purchase. Additional professional development options are available for purchase.

Live Webinar Professional Development	Up to two hours of instruction online Up to 40 teachers	\$400.00 per webinar
Onsite Professional Development	Up to six hours of instruction onsite Up to 25 teachers	\$1,800.00 per day
Onsite Professional Development—Additional Consecutive Days	Up to six hours of instruction onsite Up to 25 teachers	\$1,400.00 per day (Following the initial onsite training)

See our full course catalog online: www.explorelearning.com/pd, www.reflexmath.com/pd, www.science4us.com/pd, and <https://www.fraxmath.com/pd>.

Volume Discounted Site Pricing for Elementary Science

Volume discounted site pricing for Elementary Science (Science4Us + Elementary Gizmos)—applies to 2+ site purchases on the same order:

Number of Sites	List Price Discount	Elementary Science Site Price
200+	35%	\$1,946.75
100–199	30%	\$2,096.50

Volume Discounted Site Pricing for Elementary Science

50–99	25%	\$2,246.25
20–49	20%	\$2,396.00
10–19	15%	\$2,545.75
2–9	10%	\$2,695.50

Volume Discounted Site License Pricing for Secondary Gizmos

Volume discounted per-student pricing for Secondary Gizmos; multi-school purchases only. Based on total enrollment at included schools—applies to 2+ site purchases on the same order.

Enrollment	List Price Discount	Gizmos Per-Student Pricing
200,000+	35%	\$4.62
100,000–199,999	30%	\$4.97
50,000–99,999	25%	\$5.33
20,000–49,999	20%	\$5.68
10,000–19,999	15%	\$6.04
< 10,000	List	\$7.10

Volume Discounted Department License Pricing for Secondary Gizmos

Volume discounted department pricing for Secondary math or science Gizmos; multi-school purchases only. Based on total enrollment at included schools—applies to 2+ site purchases on the same order.

Enrollment	List Price Discount	Gizmos Department License
200,000+	35%	\$2.63
100,000–199,999	30%	\$2.84
50,000–99,999	25%	\$3.04
20,000–49,999	20%	\$3.24
10,000–19,999	15%	\$3.44
< 10,000	List	\$4.05

Volume Discounted Site Pricing for Reflex

Volume discounted site pricing for Reflex—applies to 2+ site purchases on the same order:

Number of Sites	List Price Discount	Reflex Site Price
200+	35%	\$2,141.75
100–199	30%	\$2,306.50

Volume Discounted Site Pricing for Reflex

50–99	25%	\$2,471.25
20–49	20%	\$2,636.00
10–19	15%	\$2,800.75
2–9	10%	\$2,965.50

Volume Discounted Site Pricing for Frax

Volume discounted site pricing for Frax Foundations 1 and Frax Foundations 2—applies to 2+ site purchases on the same order:

Number of Sites	List Price Discount	Frax Site Price
200+	35%	\$1,491.75
100–199	30%	\$1,606.50
50–99	25%	\$1,721.25
20–49	20%	\$1,836.00
10–19	15%	\$1,950.75
2–9	10%	\$2,065.50

Volume Discounted Site Pricing for Reflex & Frax Math Bundle

Volume discounted site pricing for Math Bundles (Frax Foundations 1, Frax Foundations 2, and Reflex)—applies to 2+ site purchases on the same order:

Number of Sites	List Price Discount	Math Bundle Site Price
200+	35%	\$3,116.75
100–199	30%	\$3,356.50
50–99	25%	\$3,596.25
20–49	20%	\$3,836.00
10–19	15%	\$4,075.75
2–9	10%	\$4,315.50

Volume Discounted Site Pricing for Elementary Bundle

Volume discounted site pricing for Gizmos, Reflex, Frax Foundations 1 and Frax Foundations 2, and Science4Us. Applies to 2+ site purchases on the same order.

Number of Sites	List Price Discount	Bundle Site Price
200+	35%	\$4,309.50
100–199	30%	\$4,641.00
50–99	25%	\$4,972.50

20–49	20%	\$5,304.00
10–19	15%	\$5,635.50
2–9	10%	\$5,967.00

Ordering Information

Order Process

Unless otherwise agreed by ExploreLearning and customer, a state agency, district, or school customer may order subscription licenses and/or services offered under this solicitation proposal as awarded by contacting an ExploreLearning representative who will prepare a unique order quote, which will detail the type, number of units, and term of the subscription licenses and/or services. To confirm an order, the customer may email the quote, along with a purchase order, to the representative's email listed in the quote or fax to (866) 882-4141. Each purchase order must reference the correct quote number and should include a copy of the quote. In addition, customer purchase orders intended to be processed under this solicitation must include reference to this solicitation number (or the awarded solicitation Contract number as applicable), to indicate customer's intent that the order is to be processed under the terms of this solicitation as awarded, ExploreLearning's proposal thereto, and the applicable quote; any terms contained in any individual purchase order that are in addition to or inconsistent with the foregoing shall be null and of no effect. All orders are subject to ExploreLearning's review and acceptance. ExploreLearning's receipt and acceptance of the customer's purchase order (where applicable) or payment will be the basis for order confirmation. ExploreLearning does not accept purchase orders by phone, and requisitions may be accepted in lieu of a purchase order provided the requisition form includes (i) the bill to, (ii) our vendor information, (iii) a PO reference number, (iv) the correct quote number, and (v) the solicitation or awarded solicitation Contract number (as applicable). Unless otherwise set forth in the applicable ExploreLearning order quote or agreed by ExploreLearning and customer, pricing is valid for 60 days, customer will be invoiced for all fees under the applicable quote upon order acceptance, and payment is due net 30 days of invoice. Without prejudice to its other rights, ExploreLearning may suspend delivery of the subscriptions, products, and/or services in the event that the customer fails to make any payment when due. ExploreLearning will notify customer and provide reasonable opportunity for customer to cure prior to any such suspension.

Order Term

The order quote and associated confirming purchase order serve as an agreement for the order, which becomes effective upon its acceptance by both parties. Unless otherwise agreed by ExploreLearning and customer, the subscription licenses and/or services purchased pursuant to the order agreement will begin on or about the start date as set forth in the quote and continue in effect for the period set forth in the quote. Unless otherwise set forth in the quote or agreed to by ExploreLearning and customer, all subscription licenses under the order shall have the same start and end dates, all subscription products and services are deemed delivered upon provisioning of subscription license availability, and all subscription licenses and associated services must be used within the subscription period; unused

subscription licenses or services are not eligible for refund or credit. On-site training may be fulfilled with a virtual training equivalency, as needed, of up to four 1.5-hour webinars per day of onsite.

Order Acceptance

All ExploreLearning subscriptions and/or services are offered subject to ExploreLearning's standard license and terms of use and privacy policy (the "License Terms"), available on the product log in pages as supplemented by the terms of the awarded solicitation proposal and applicable quote and ExploreLearning's K-12 processing (<https://web.explorelearning.com/k12processing/>). By placing an order, customer confirms its acceptance of the License Terms, as well as the quote, which together with the awarded proposal and/or other associated agreement entered into by ExploreLearning and customer regarding the subscriptions, products and services under the applicable quote constitute the entire agreement between customer and ExploreLearning regarding such subscriptions, products, and services (the "Agreement") and provides its authorization to ExploreLearning's K-12 processing. Customer and ExploreLearning agree that the terms and conditions of the Agreement supersede any additional or inconsistent terms or provision in any customer drafted purchase order, or any communications, whether written or oral, between customer and ExploreLearning relating to the subject matter hereof, which shall be of no effect. In the event of any conflict, the terms of the Agreement shall govern.

Pricing

Unless otherwise previously agreed by ExploreLearning and customer in writing, pricing will be the then-current year's published price list, which is effective from July 1 to June 30.

Clarification Regarding Intellectual Property

Notwithstanding anything to the contrary, the District or State agency customer acknowledges and agrees that the Services are existing, commercially available SaaS-based subscriptions, provisioned in a multi-tenant, shared database architecture, with ancillary training, texts and other materials, which ExploreLearning offers and provisions to all of its educational customers under its standard limited license terms, and all ownership or other intellectual property rights of any kind in and to the Services and/or any associated materials developed, used or provided in the course of any services, or derivatives thereof, whether or not now or in the future acquired, filed, perfected, registered or recorded, are expressly reserved to and remain the property of ExploreLearning and/or its licensors, as set forth in the license terms. All rights relating to the Services and/or materials not expressly granted by ExploreLearning in the license terms for the Services are reserved. The parties acknowledge that elements of the ExploreLearning Services constitute software and documentation and are provided as "Commercial Items" as defined at 48 C.F.R. 2.101, and are being licensed to government end users solely as commercial computer software subject to restricted rights described in 48 C.F.R. 2.101 and 12.212. The parties do not anticipate or intend the creation by ExploreLearning of any newly created intellectual property or "Works Made for Hire" ("New Work Product Deliverable") to be owned exclusively by the customer under the Agreement, and nothing will be deemed a New Work Product Deliverable hereunder unless the development of such New Work Product Deliverable is expressly agreed and individually identified as a New Work Product Deliverable to be owned exclusively by the customer in an ExploreLearning quote or a statement of work signed by a VP or above level representative of ExploreLearning, on an individual case basis prior to creation.

Exhibit C

ExploreLearning Accessibility Conformance Report

WCAG Edition

(Based on VPAT® Version 2.4Rev)

Name of Product/Version: Frax Student Application

Report Date: October 2024

Product Description: Frax is an adaptive, game-based program using the latest research-based instructional methods to create a better way to learn fractions.

Contact Information: Kent Kanipe (kent.kanipe@explorelarning.com)

Notes:

Evaluation Methods Used: Testing is based on internal review.

Applicable Standards/Guidelines

This report covers the degree of conformance for the following accessibility standard/guidelines:

Standard/Guideline	Included In Report
<u>Web Content Accessibility Guidelines 2.0</u>	Level A (Yes/ No) Level AA (Yes/ No) Level AAA (Yes/ No)

“Voluntary Product Accessibility Template” and “VPAT” are registered service marks of the Information Technology Industry Council (ITI)

Standard/Guideline	Included In Report
<u>Web Content Accessibility Guidelines 2.1</u>	Level A (Yes / No) Level AA (Yes / No) Level AAA (Yes / No)

Terms

The terms used in the Conformance Level information are defined as follows:

- **Supports:** The functionality of the product has at least one method that meets the criterion without known defects or meets with equivalent facilitation.
- **Partially Supports:** Some functionality of the product does not meet the criterion.
- **Does Not Support:** The majority of product functionality does not meet the criterion.
- **Not Applicable:** The criterion is not relevant to the product.
- **Not Evaluated:** The product has not been evaluated against the criterion. This can be used only in WCAG 2.0 Level AAA.

WCAG 2.1 Report

Note: When reporting on conformance with the WCAG 2.x Success Criteria, they are scoped for full pages, complete processes, and accessibility-supported ways of using technology as documented in the WCAG 2.0 Conformance Requirements.

Table 1: Success Criteria, Level A

Notes:

Criteria	Conformance Level	Remarks and Explanations
<u>1.1.1 Non-text Content</u> (Level A)	Supports	Text equivalents provided.
<u>1.2.1 Audio-only and Video-only (Prerecorded)</u> (Level A)	Supports	Closed captioning provided.
<u>1.2.2 Captions (Prerecorded)</u> (Level A)	Supports	Closed captioning provided.
<u>1.2.3 Audio Description or Media Alternative (Prerecorded)</u> (Level A)	Supports	Closed captioning provided.
<u>1.3.1 Info and Relationships</u> (Level A)	Does Not Support	Many games use positional and visual references for game-play, which cannot be determined programmatically.
<u>1.3.2 Meaningful Sequence</u> (Level A)	Does Not Support	Some activities use sequences that are important for students to demonstrate understanding, for example multiple question response choices, which cannot be determined programmatically.
<u>1.3.3 Sensory Characteristics</u> (Level A)	Partially Supports	Much of the Frax experience are text responses to math problems, without dependence on shape, size, location, orientation, or sound. However, block models, number lines, and other mathematical representations are used with fraction problems.
<u>1.4.1 Use of Color</u> (Level A)	Supports	
<u>1.4.2 Audio Control</u> (Level A)	Supports	Audio and Music controls can be toggled on/off.
<u>2.1.1 Keyboard</u> (Level A)	Supports	
<u>2.1.2 No Keyboard Trap</u> (Level A)	Supports	
<u>2.1.4 Character Key Shortcuts</u> (Level A 2.1 only)	Not Applicable	Shortcuts are not used.
<u>2.2.1 Timing Adjustable</u> (Level A)	Partially Support	Most Frax activities do not require a time-based response. There are several quiz activities that do have time limits that cannot be extended.
<u>2.2.2 Pause, Stop, Hide</u> (Level A)	Partially Supports	Game navigation and animations provide pause/resume control. However, some animations can only be paused by navigating away from the app. For example, the

Criteria	Conformance Level	Remarks and Explanations
<u>2.3.1 Three Flashes or Below Threshold</u> (Level A)		orientation session tutorial animation.
<u>2.4.1 Bypass Blocks</u> (Level A)	Supports	Repeated flashes are not used.
<u>2.4.2 Page Titled</u> (Level A)	Not Applicable	Frax app does not have “block” content.
<u>2.4.3 Focus Order</u> (Level A)	Supports	Titles are provided for navigating individual game activities.
<u>2.4.4 Link Purpose (In Context)</u> (Level A)	Supports	Links are not provided in the student app.
<u>2.5.1 Pointer Gestures</u> (Level A 2.1 only)	Not Applicable	Path-based gestures are not used in the student app.
<u>2.5.2 Pointer Cancellation</u> (Level A 2.1 only)	Supports	Number input options emulate keyboard actions, which are essential down events.
<u>2.5.3 Label in Name</u> (Level A 2.1 only)	Does Not Support	
<u>2.5.4 Motion Actuation</u> (Level A 2.1 only)	Not Applicable	Sensor inputs are not used.
<u>3.1.1 Language of Page</u> (Level A)	Does Not Support	
<u>3.2.1 On Focus</u> (Level A)	Supports	Focus events do not trigger changes in page content/actions.
<u>3.2.2 On Input</u> (Level A)	Supports	On screen text, or closed captioning for character animations, describe changes in gameplay after completed activities.
<u>3.3.1 Error Identification</u> (Level A)	Supports	Frax provides on-screen help text if incorrect answers are submitted.
<u>3.3.2 Labels or Instructions</u> (Level A)	Supports	The orientation session for new users explains program usage. Input options are displayed with on-screen, text labels and on-screen help messaging.
<u>4.1.1 Parsing</u> (Level A)	Supports	
<u>4.1.2 Name, Role, Value</u> (Level A)	Does Not Support	

Table 2: Success Criteria, Level AA

Notes:

Criteria	Conformance Level	Remarks and Explanations
<u>1.2.4 Captions (Live)</u> (Level AA)	Not Applicable	Live audio is not provided.
<u>1.2.5 Audio Description (Prerecorded)</u> (Level AA)	Supports	Closed captioning provided.
<u>1.3.4 Orientation</u> (Level AA 2.1 only)	Does Not Support	Landscape orientation is restricted in the mobile app.
<u>1.3.5 Identify Input Purpose</u> (Level AA 2.1 only)	Not Applicable	Student app does not use a form input collecting information about the user.
<u>1.4.3 Contrast (Minimum)</u> (Level AA)	Partially Supports	Much of the text in the app, but not all, has contrasting color with the adjacent background color that exceed the required contrast ratios.
<u>1.4.4 Resize text</u> (Level AA)	Does Not Support	
<u>1.4.5 Images of Text</u> (Level AA)	Supports	
<u>1.4.10 Reflow</u> (Level AA 2.1 only)	Supports	Scrolling is not required.
<u>1.4.11 Non-text Contrast</u> (Level AA 2.1 only)	Partially Supports	Much of the components/objects in the app, but not all, have contrasting color with the adjacent background color that exceed the required contrast ratios.
<u>1.4.12 Text Spacing</u> (Level AA 2.1 only)	Partially Supports	Much of the text in the app allows changes to text style properties. However, some text limits possible spacing modifications, or styling changes reposition text outside of button boundaries.
<u>1.4.13 Content on Hover or Focus</u> (Level AA 2.1 only)	Supports	Loss of focus from the page pauses the app. Return of focus to the page prompts the user to dismiss the pause interruption by selecting resume.
<u>2.4.5 Multiple Ways</u> (Level AA)	Not Applicable	Frax app uses a single page structure with embedded resources.
<u>2.4.6 Headings and Labels</u> (Level AA)	Supports	Labels are text descriptive within the app and games. Headings are not used.
<u>2.4.7 Focus Visible</u> (Level AA)	Supports	
<u>3.1.2 Language of Parts</u> (Level AA)	Does Not Support	
<u>3.2.3 Consistent Navigation</u> (Level AA)	Not Applicable	Frax app uses a single page structure without repeated content.
<u>3.2.4 Consistent Identification</u> (Level AA)	Not Applicable	Frax app uses a single page structure without functional components.

Criteria	Conformance Level	Remarks and Explanations
<u>3.3.3 Error Suggestion</u> (Level AA)	Supports	Frax provides input options in the game to prevent input errors. Restricted input options are displayed with on-screen text labels.
<u>3.3.4 Error Prevention (Legal, Financial, Data)</u> (Level AA)	Not Applicable	Frax student app does not cause legal commitments or financial transactions.
<u>4.1.3 Status Messages</u> (Level AA 2.1 only)	Does Not Support	Some changes in game content cannot be programmatically determined as status messages.

Table 3: Success Criteria, Level AAA

Notes:

Criteria	Conformance Level	Remarks and Explanations
<u>1.2.6 Sign Language (Prerecorded)</u> (Level AAA)	Does Not Support	
<u>1.2.7 Extended Audio Description (Prerecorded)</u> (Level AAA)	Does Not Support	
<u>1.2.8 Media Alternative (Prerecorded)</u> (Level AAA)	Does Not Support	
<u>1.2.9 Audio-only (Live)</u> (Level AAA)	Not Applicable	Live audio is not provided.
<u>1.3.6 Identify Purpose</u> (Level AAA 2.1 only)	Does Not Support	
<u>1.4.6 Contrast (Enhanced)</u> (Level AAA)	Does Not Support	
<u>1.4.7 Low or No Background Audio</u> (Level AAA)	Supports	Background music, and audio, can be toggled on/off.
<u>1.4.8 Visual Presentation</u> (Level AAA)	Does Not Support	
<u>1.4.9 Images of Text (No Exception)</u> (Level AAA)	Does Not Support	
<u>2.1.3 Keyboard (No Exception)</u> (Level AAA)	Does Not Support	
<u>2.2.3 No Timing</u> (Level AAA)	Does Not Support	
<u>2.2.4 Interruptions</u> (Level AAA)	Not Applicable	
<u>2.2.5 Re-authenticating</u> (Level AAA)	Supports	Frax automatically records student progress.
<u>2.2.6 Timeouts</u> (Level AAA 2.1 only)	Supports	Frax automatically records student progress.
<u>2.3.2 Three Flashes</u> (Level AAA)	Supports	Repeated flashes are not used.
<u>2.3.3 Animation from Interactions</u> (Level AAA 2.1 only)	Does Not Support	Frax games use motion animation, which cannot be

Criteria	Conformance Level	Remarks and Explanations
		disabled.
2.4.8 Location (Level AAA)	Supports	Breadcrumb labels are provided for the user’s location when navigating between content pages.
2.4.9 Link Purpose (Link Only) (Level AAA)	Not Applicable	Links are not provided in the Student app.
2.4.10 Section Headings (Level AAA)	Supports	Frax uses section headings to select between games.
2.5.5 Target Size (Level AAA 2.1 only)	Does Not Support	Some pointer inputs are smaller than 44x44 css pixels.
2.5.6 Concurrent Input Mechanisms (Level AAA 2.1 only)	Does Not Support	
3.1.3 Unusual Words (Level AAA)	Does Not Support	
3.1.4 Abbreviations (Level AAA)	Not Applicable	
3.1.5 Reading Level (Level AAA)	Supports	
3.1.6 Pronunciation (Level AAA)	Does Not Support	
3.2.5 Change on Request (Level AAA)	Supports	
3.3.5 Help (Level AAA)	Supports	Games provide instructions, as well as an on-screen control, to view context-sensitive help.
3.3.6 Error Prevention (All) (Level AAA)	Supports	Input types are restricted to prevent input errors. For example, inputs to math fact problems only register from a number pad. There are no adverse consequences from entering data to play games in Frax. Data entered by the user is checked and the games provide feedback to help students improve their accuracy.

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publication. Because ExploreLearning must respond to changing market conditions, it should not be interpreted to be a commitment on the part of ExploreLearning, and ExploreLearning cannot guarantee the accuracy of any information presented after the date of publication.

[Company] Accessibility Conformance Report

WCAG Edition

(Based on VPAT® Version 2.4Rev)

Name of Product/Version: Gizmos

Report Date: May 2023

Product Description: Gizmos are interactive math and science labs and simulations for grades 3-12.

Contact Information: legal@explorellearning.com

Notes:

Evaluation Methods Used: Testing is based on internal review, 3rd party product assessment by Deque Systems, and Axe Tools.

Applicable Standards/Guidelines

This report covers the degree of conformance for the following accessibility standard/guidelines:

Standard/Guideline	Included In Report
<u>Web Content Accessibility Guidelines 2.0</u>	Level A (Yes / No) Level AA (Yes / No)

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Standard/Guideline	Included In Report
<u>Web Content Accessibility Guidelines 2.1</u>	Level AAA (Yes / No) Level A (Yes / No) Level AA (Yes / No) Level AAA (Yes / No)

Terms

The terms used in the Conformance Level information are defined as follows:

- **Supports:** The functionality of the product has at least one method that meets the criterion without known defects or meets with equivalent facilitation.
- **Partially Supports:** Some functionality of the product does not meet the criterion.
- **Does Not Support:** The majority of product functionality does not meet the criterion.
- **Not Applicable:** The criterion is not relevant to the product.
- **Not Evaluated:** The product has not been evaluated against the criterion. This can be used only in WCAG 2.0 Level AAA.

WCAG 2.x Report

Note: When reporting on conformance with the WCAG 2.x Success Criteria, they are scoped for full pages, complete processes, and accessibility-supported ways of using technology as documented in the WCAG 2.0 Conformance Requirements.

Table 1: Success Criteria, Level A

Notes:

Criteria	Conformance Level	Remarks and Explanations
<u>1.1.1 Non-text Content</u> (Level A)	Partially Supports	Some images and buttons within Gizmo simulations do not provide alternative text.
<u>1.2.1 Audio-only and Video-only (Prerecorded)</u> (Level A)	Not Applicable	Prerecorded audio/video is not used. Optional sounds can be selectively disabled.
<u>1.2.2 Captions (Prerecorded)</u> (Level A)	Not Applicable	Prerecorded audio/video is not used. Optional sounds can be selectively disabled.
<u>1.2.3 Audio Description or Media Alternative (Prerecorded)</u> (Level A)	Not Applicable	Prerecorded audio/video is not used. Optional sounds can be selectively disabled.
<u>1.3.1 Info and Relationships</u> (Level A)	Does Not Support	
<u>1.3.2 Meaningful Sequence</u> (Level A)	Does Not Support	
<u>1.3.3 Sensory Characteristics</u> (Level A)	Supports	Text instructions are provided for understanding and operating content.
<u>1.4.1 Use of Color</u> (Level A)	Does Not Support	Some simulation elements rely on color recognition.
<u>1.4.2 Audio Control</u> (Level A)	Supports	Sounds are optional and can be disabled.
<u>2.1.1 Keyboard</u> (Level A)	Partially Supports	Most of Gizmos can be controlled by a keyboard. However some simulation elements cannot be controlled by a keyboard.
<u>2.1.2 No Keyboard Trap</u> (Level A)	Supports	
<u>2.1.4 Character Key Shortcuts</u> (Level A 2.1 only)	Not Applicable	Shortcuts are not used.
<u>2.2.1 Timing Adjustable</u> (Level A)	Partially Supports	Time-based responses are rarely used in Gizmos, and when required users can repeat the simulation and try again.
<u>2.2.2 Pause, Stop, Hide</u> (Level A)	Partially Supports	Most auto-updating information are controlled by pause/play options. However, some animations can't be paused.
<u>2.3.1 Three Flashes or Below Threshold</u> (Level A)	Supports	Repeated flashes are not used.
<u>2.4.1 Bypass Blocks</u> (Level A)	Does Not Support	Section headings are used in most, but not all, pages.

Criteria	Conformance Level	Remarks and Explanations
<u>2.4.2 Page Titled</u> (Level A)	Supports	
<u>2.4.3 Focus Order</u> (Level A)	Supports	
<u>2.4.4 Link Purpose (In Context)</u> (Level A)	Supports	
<u>2.5.1 Pointer Gestures</u> (Level A 2.1 only)	Partially Supports	Many Gizmos do not require gestures, and slider inputs can be toggled with a keyboard or with alternative options for text-based input. However, some Gizmos include components requiring click-based dragging.
<u>2.5.2 Pointer Cancellation</u> (Level A 2.1 only)	Supports	
<u>2.5.3 Label in Name</u> (Level A 2.1 only)	Supports	
<u>2.5.4 Motion Actuation</u> (Level A 2.1 only)	Not Applicable	Sensor inputs are not used.
<u>3.1.1 Language of Page</u> (Level A)	Supports	Translated print materials are provided to the teacher.
<u>3.2.1 On Focus</u> (Level A)	Supports	Focus events do not trigger changes in page content/actions.
<u>3.2.2 On Input</u> (Level A)	Partially Supports	Some simulations are dependent on user entry/manipulation.
<u>3.3.1 Error Identification</u> (Level A)	Supports	
<u>3.3.2 Labels or Instructions</u> (Level A)	Supports	Labels and text instructions are provided for understanding and operating content.
<u>4.1.1 Parsing</u> (Level A)	Supports	
<u>4.1.2 Name, Role, Value</u> (Level A)	Partially Supports	Names and roles are supported, but some user controlled values or states cannot be programmatically determined.

Table 2: Success Criteria, Level AA

Notes:

Criteria	Conformance Level	Remarks and Explanations
<u>1.2.4 Captions (Live)</u> (Level AA)	Not Applicable	Live audio is not provided.
<u>1.2.5 Audio Description (Prerecorded)</u> (Level AA)	Not Applicable	

Criteria	Conformance Level	Remarks and Explanations
<u>1.3.4 Orientation</u> (Level AA 2.1 only)	Supports	
<u>1.3.5 Identify Input Purpose</u> (Level AA 2.1 only)	Not Applicable	Gizmos does not use a form input collecting information about the user.
<u>1.4.3 Contrast (Minimum)</u> (Level AA)	Partially Supports	Much of the components/objects in the program, but not all, have contrasting color with the adjacent background color that exceed the required contrast ratios.
<u>1.4.4 Resize text</u> (Level AA)	Partially Supports	Browser tools may be used to adjust text size or zoom in on images, but some page elements do not dynamically resize.
<u>1.4.5 Images of Text</u> (Level AA)	Partially Supports	Many of the simulations are based on graphical representations of information. These are not always accompanied by text.
<u>1.4.10 Reflow</u> (Level AA 2.1 only)	Supports	Two-dimensional scrolling is not required.
<u>1.4.11 Non-text Contrast</u> (Level AA 2.1 only)	Does Not Support	
<u>1.4.12 Text Spacing</u> (Level AA 2.1 only)	Partially Supports	Much of the text in the program allows changes to text style properties. However, some text limits possible spacing modifications, or styling changes reposition text outside of button boundaries.
<u>1.4.13 Content on Hover or Focus</u> (Level AA 2.1 only)	Partially Supports	Most Gizmos don't utilize hover content. A few Gizmos provide hover messages where the pointer cannot be moved over the additional content without disappearing.
<u>2.4.5 Multiple Ways</u> (Level AA)	Supports	Gizmos provides multiple methods for locating content, including search and pages with assigned/recommended content.
<u>2.4.6 Headings and Labels</u> (Level AA)	Partially Supports	Most headings and labels have text descriptions, but some Gizmos have unlabeled controls.
<u>2.4.7 Focus Visible</u> (Level AA)	Supports	
<u>3.1.2 Language of Parts</u> (Level AA)	Supports	
<u>3.2.3 Consistent Navigation</u> (Level AA)	Supports	

Criteria	Conformance Level	Remarks and Explanations
3.2.4 Consistent Identification (Level AA)	Supports	
3.3.3 Error Suggestion (Level AA)	Supports	
3.3.4 Error Prevention (Legal, Financial, Data) (Level AA)	Not Applicable	Gizmos does not cause legal commitments or financial transactions.
4.1.3 Status Messages (Level AA 2.1 only)	Partially Supports	Some Gizmo simulations display new unlabeled information.

Table 3: Success Criteria, Level AAA

Notes:

Criteria	Conformance Level	Remarks and Explanations
1.2.6 Sign Language (Prerecorded) (Level AAA)	Does Not Support	
1.2.7 Extended Audio Description (Prerecorded) (Level AAA)	Does Not Support	
1.2.8 Media Alternative (Prerecorded) (Level AAA)	Does Not Support	
1.2.9 Audio-only (Live) (Level AAA)	Not Applicable	Live audio is not provided.
1.3.6 Identify Purpose (Level AAA 2.1 only)	Does Not Support	
1.4.6 Contrast (Enhanced) (Level AAA)	Does Not Support	
1.4.7 Low or No Background Audio (Level AAA)	Supports	Background music, and audio, can be toggled on/off.
1.4.8 Visual Presentation (Level AAA)	Does Not Support	
1.4.9 Images of Text (No Exception) (Level AAA)	Does Not Support	
2.1.3 Keyboard (No Exception) (Level AAA)	Does Not Support	
2.2.3 No Timing (Level AAA)	Does Not Support	
2.2.4 Interruptions (Level AAA)	Not Applicable	
2.2.5 Re-authenticating (Level AAA)	Partially Supports	Student progress is recorded for some, but not all Gizmos activities.
2.2.6 Timeouts (Level AAA 2.1 only)	Does Not Support	
2.3.2 Three Flashes (Level AAA)	Supports	Repeated flashes are not used.

Criteria	Conformance Level	Remarks and Explanations
2.3.3 Animation from Interactions (Level AAA 2.1 only)	Does Not Support	Gizmos simulations use motion animation, which cannot be disabled.
2.4.8 Location (Level AAA)	Supports	Link navigation and breadcrumbs are provided.
2.4.9 Link Purpose (Link Only) (Level AAA)	Supports	Text is provided for link purpose.
2.4.10 Section Headings (Level AAA)	Supports	Section headings are provided.
2.5.5 Target Size (Level AAA 2.1 only)	Does Not Support	Some pointer inputs are smaller than 44x44 css pixels.
2.5.6 Concurrent Input Mechanisms (Level AAA 2.1 only)	Does Not Support	
3.1.3 Unusual Words (Level AAA)	Supports	Vocabulary and handbook resources are provided with definitions of instructional terminology.
3.1.4 Abbreviations (Level AAA)	Not Applicable	
3.1.5 Reading Level (Level AAA)	Supports	Gizmos provides optional instructional content designed for grades 3 through 12.
3.1.6 Pronunciation (Level AAA)	Does Not Support	
3.2.5 Change on Request (Level AAA)	Supports	
3.3.5 Help (Level AAA)	Supports	Gizmos provide context-sensitive instructions and activity instructions.
3.3.6 Error Prevention (AII) (Level AAA)	Supports	Assessment questions submissions are checked, and information entered in simulations is reversible.

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[Company] Accessibility Conformance Report

WCAG Edition

(Based on VPAT® Version 2.4Rev)

Name of Product/Version: Reflex Student Application

Report Date: March 2023

Product Description: Reflex is an adaptive and individualized program for mastering math facts for grades 2+. The student application applies only to the student’s experience, not account services or teacher tools.

Contact Information: legal@explorellearning.com

Notes:

Evaluation Methods Used: Testing is based on internal review, 3rd party product assessment by Deque Systems, and Axe Tools.

Applicable Standards/Guidelines

This report covers the degree of conformance for the following accessibility standard/guidelines:

Standard/Guideline	Included In Report
<u>Web Content Accessibility Guidelines 2.0</u>	Level A (Yes / No)

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Standard/Guideline	Included In Report
	Level AA (Yes / No) Level AAA (Yes / No)
Web Content Accessibility Guidelines 2.1	Level A (Yes / No) Level AA (Yes / No) Level AAA (Yes / No)

Terms

The terms used in the Conformance Level information are defined as follows:

- **Supports:** The functionality of the product has at least one method that meets the criterion without known defects or meets with equivalent facilitation.
- **Partially Supports:** Some functionality of the product does not meet the criterion.
- **Does Not Support:** The majority of product functionality does not meet the criterion.
- **Not Applicable:** The criterion is not relevant to the product.
- **Not Evaluated:** The product has not been evaluated against the criterion. This can be used only in WCAG 2.0 Level AAA.

WCAG 2.1 Report

Note: When reporting on conformance with the WCAG 2.x Success Criteria, they are scoped for full pages, complete processes, and accessibility-supported ways of using technology as documented in the [WCAG 2.0 Conformance Requirements](#).

Table 1: Success Criteria, Level A

Notes:

Criteria	Conformance Level	Remarks and Explanations
<u>1.1.1 Non-text Content</u> (Level A)	Supports	Text equivalents provided.
<u>1.2.1 Audio-only and Video-only (Prerecorded)</u> (Level A)	Supports	Closed captioning provided.
<u>1.2.2 Captions (Prerecorded)</u> (Level A)	Supports	Non-dialogue character identifiers and sound effects.
<u>1.2.3 Audio Description or Media Alternative (Prerecorded)</u> (Level A)	Supports	Closed captioning provided.
<u>1.3.1 Info and Relationships</u> (Level A)	Does Not Support	Many games use positional and visual references for game-play, which cannot be determined programmatically.
<u>1.3.2 Meaningful Sequence</u> (Level A)	Does Not Support	Some activities use sequences that are important for students to demonstrate understanding, for example fact families, which cannot be determined programmatically.
<u>1.3.3 Sensory Characteristics</u> (Level A)	Partially Supports	Much of the Reflex experience are text responses to fact problems, without dependence on shape, size, location, orientation, or sound. Correct answer responses in some activities may only have sound indicators.
<u>1.4.1 Use of Color</u> (Level A)	Partially Supports	Most game operations prompt text responses to fact problems, and do not rely on color recognition. However, slow response indicators, green light indicators, and some game elements rely on color recognition.
<u>1.4.2 Audio Control</u> (Level A)	Supports	Audio and Music controls can be toggled on/off.
<u>2.1.1 Keyboard</u> (Level A)	Supports	Keyboard navigation is supported.
<u>2.1.2 No Keyboard Trap</u> (Level A)	Supports	On-screen prompts and components can be navigated by a keyboard.
<u>2.1.4 Character Key Shortcuts</u> (Level A 2.1 only)	Not Applicable	Shortcuts are not used.
<u>2.2.1 Timing Adjustable</u> (Level A)	Does Not Support	Timing of student responses to math fact questions is a key element to the product and assessing math fact fluency. Reflex measures keyboard entry speed at the

Criteria	Conformance Level	Remarks and Explanations
		beginning of each student’s sessions to differentiate the expected time-response to questions by student. However, timing is not an adjustable program setting.
<u>2.2.2 Pause, Stop, Hide</u> (Level A)	Partially Supports	Game navigation provides pause/resume control. However, some animations can only be paused by navigating away from the app. For example, the orientation session tutorial animation.
<u>2.3.1 Three Flashes or Below Threshold</u> (Level A)	Supports	Repeated flashes are not used.
<u>2.4.1 Bypass Blocks</u> (Level A)	Not Applicable	Reflex app does not have “block” content.
<u>2.4.2 Page Titled</u> (Level A)	Partially Supports	Student login pages have page titles. Titles are not provided for individual game activities.
<u>2.4.3 Focus Order</u> (Level A)	Supports	On-screen actions are navigated by focus order, and focus groups, using a keyboard. Navigation is restricted linearly or based on sequenced responses to math facts. Game selection order does not affect meaning or operation.
<u>2.4.4 Link Purpose (In Context)</u> (Level A)	Not Applicable	Links are not provided in the student app.
<u>2.5.1 Pointer Gestures</u> (Level A 2.1 only)	Supports	Path-based gestures are rarely required but can alternatively be completed using a keyboard, e.g. selecting a game or customizing the character avatar.
<u>2.5.2 Pointer Cancellation</u> (Level A 2.1 only)	Supports	Number input options emulate keyboard actions, which are essential down events.
<u>2.5.3 Label in Name</u> (Level A 2.1 only)	Does Not Support	
<u>2.5.4 Motion Actuation</u> (Level A 2.1 only)	Not Applicable	Sensor inputs are not used.
<u>3.1.1 Language of Page</u> (Level A)	Does Not Support	
<u>3.2.1 On Focus</u> (Level A)	Supports	Focus events do not trigger changes in page content/actions.
<u>3.2.2 On Input</u> (Level A)	Supports	On screen text, or closed captioning for character animations, describe changes in gameplay after completed activities.
<u>3.3.1 Error Identification</u> (Level A)	Supports	The orientation session for new users explains game usage. Required inputs, e.g. numbers, are displayed

Criteria	Conformance Level	Remarks and Explanations
		during typing tests and characters provide closed captioned instructional text after repeated incorrect inputs.
3.3.2 Labels or Instructions (Level A)	Supports	The orientation session for new users explains program usage. Restricted input options are displayed with on-screen, text-labeled inputs. For example, number pad and fact family equation inputs are displayed on-screen and in the mobile app. Games provide optional instructions for help understanding game controls.
4.1.1 Parsing (Level A)	Supports	
4.1.2 Name, Role, Value (Level A)	Does Not Support	

Table 2: Success Criteria, Level AA

Notes:

Criteria	Conformance Level	Remarks and Explanations
1.2.4 Captions (Live) (Level AA)	Not Applicable	Live audio is not provided.
1.2.5 Audio Description (Prerecorded) (Level AA)	Supports	Closed captioning provided.
1.3.4 Orientation (Level AA 2.1 only)	Does Not Support	Landscape orientation is restricted in the mobile app.
1.3.5 Identify Input Purpose (Level AA 2.1 only)	Not Applicable	Student app does not use a form input collecting information about the user.
1.4.3 Contrast (Minimum) (Level AA)	Partially Supports	Much of the text in the app, but not all, has contrasting color with the adjacent background color that exceed the required contrast ratios.
1.4.4 Resize text (Level AA)	Does Not Support	
1.4.5 Images of Text (Level AA)	Partially Supports	Math fact questions and instructions are conveyed as text. Some confirmation messages are displayed as text within an image.
1.4.10 Reflow (Level AA 2.1 only)	Supports	Scrolling is not required.
1.4.11 Non-text Contrast (Level AA 2.1 only)	Partially Supports	Much of the components/objects in the app, but not all,

Criteria	Conformance Level	Remarks and Explanations
<u>1.4.12 Text Spacing</u> (Level AA 2.1 only)	Partially Supports	<p>have contrasting color with the adjacent background color that exceed the required contrast ratios.</p> <p>Much of the text in the app allows changes to text style properties. However, some text limits possible spacing modifications, or styling changes reposition text outside of button boundaries.</p>
<u>1.4.13 Content on Hover or Focus</u> (Level AA 2.1 only)	Supports	Loss of focus from the page pauses the app. Return of focus to the page prompts the user to dismiss the pause interruption by selecting resume.
<u>2.4.5 Multiple Ways</u> (Level AA)	Not Applicable	Reflex app uses a single page structure with embedded resources.
<u>2.4.6 Headings and Labels</u> (Level AA)	Supports	Labels are text descriptive within the app and games. Headings are not used.
<u>2.4.7 Focus Visible</u> (Level AA)	Supports	Interactive components have visual focus for keyboard navigation.
<u>3.1.2 Language of Parts</u> (Level AA)	Does Not Support	
<u>3.2.3 Consistent Navigation</u> (Level AA)	Not Applicable	Reflex app uses a single page structure without repeated content.
<u>3.2.4 Consistent Identification</u> (Level AA)	Not Applicable	Reflex app uses a single page structure without functional components.
<u>3.3.3 Error Suggestion</u> (Level AA)	Supports	Reflex provides input options in the game to prevent input errors. Restricted input options are displayed with on-screen text labels. For example, number input pad and fact family equation inputs are displayed dynamically, as required. The mobile app also provides game-specific input options.
<u>3.3.4 Error Prevention (Legal, Financial, Data)</u> (Level AA)	Not Applicable	Reflex student app does not cause legal commitments or financial transactions.
<u>4.1.3 Status Messages</u> (Level AA 2.1 only)	Does Not Support	Some changes in game content cannot be programmatically determined as status messages.

Table 3: Success Criteria, Level AAA

Notes:

Criteria	Conformance Level	Remarks and Explanations
<u>1.2.6 Sign Language (Prerecorded)</u> (Level AAA)	Does Not Support	
<u>1.2.7 Extended Audio Description (Prerecorded)</u> (Level AAA)	Does Not Support	
<u>1.2.8 Media Alternative (Prerecorded)</u> (Level AAA)	Does Not Support	
<u>1.2.9 Audio-only (Live)</u> (Level AAA)	Not Applicable	Live audio is not provided.
<u>1.3.6 Identify Purpose</u> (Level AAA 2.1 only)	Does Not Support	
<u>1.4.6 Contrast (Enhanced)</u> (Level AAA)	Does Not Support	
<u>1.4.7 Low or No Background Audio</u> (Level AAA)	Supports	Background music, and audio, can be toggled on/off.
<u>1.4.8 Visual Presentation</u> (Level AAA)	Does Not Support	
<u>1.4.9 Images of Text (No Exception)</u> (Level AAA)	Does Not Support	
<u>2.1.3 Keyboard (No Exception)</u> (Level AAA)	Supports	Keyboard navigation is supported.
<u>2.2.3 No Timing</u> (Level AAA)	Does Not Support	
<u>2.2.4 Interruptions</u> (Level AAA)	Not Applicable	
<u>2.2.5 Re-authenticating</u> (Level AAA)	Supports	Reflex automatically records student progress.
<u>2.2.6 Timeouts</u> (Level AAA 2.1 only)	Supports	Reflex automatically records student progress.
<u>2.3.2 Three Flashes</u> (Level AAA)	Supports	Repeated flashes are not used.
<u>2.3.3 Animation from Interactions</u> (Level AAA 2.1 only)	Does Not Support	Reflex games use motion animation, which cannot be disabled.
<u>2.4.8 Location</u> (Level AAA)	Supports	Reflex does not offer navigation steps. Navigation is restricted linearly or based on sequenced responses to math facts.
<u>2.4.9 Link Purpose (Link Only)</u> (Level AAA)	Not Applicable	Links are not provided in the Student app.
<u>2.4.10 Section Headings</u> (Level AAA)	Supports	Reflex uses section headings to select between games.
<u>2.5.5 Target Size</u> (Level AAA 2.1 only)	Does Not Support	Some pointer inputs are smaller than 44x44 css pixels.
<u>2.5.6 Concurrent Input Mechanisms</u> (Level AAA 2.1 only)	Supports	Alternative input mechanisms can be used. For example, a keyboard, touch, or mouse pointer are all acceptable inputs to toggle the number pad.

Criteria	Conformance Level	Remarks and Explanations
<u>3.1.3 Unusual Words</u> (Level AAA)	Does Not Support	
<u>3.1.4 Abbreviations</u> (Level AAA)	Not Applicable	
<u>3.1.5 Reading Level</u> (Level AAA)	Supports	
<u>3.1.6 Pronunciation</u> (Level AAA)	Does Not Support	
<u>3.2.5 Change on Request</u> (Level AAA)	Supports	
<u>3.3.5 Help</u> (Level AAA)	Supports	Games provide instructions, as well as an on-screen control, to view context-sensitive help.
<u>3.3.6 Error Prevention (All)</u> (Level AAA)	Supports	Input types are restricted to prevent input errors. For example, inputs to math fact problems only register from a number pad. There are no adverse consequences from entering data to play games in Reflex. Data entered by the user is checked and the games provide feedback to help students improve their accuracy.

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ExploreLearning Accessibility Conformance Report

WCAG Edition

(Based on VPAT® Version 2.4Rev)

Name of Product/Version: Science4Us Student Application

Report Date: September 2023

Product Description: Science4Us is K-2nd grade, interactive science solution. Science4Us contains 28 instructional modules that align with the 5E Model of Engage, Explore, Explain, Elaborate and Evaluate. With Science4Us, students engage in standards-based, cross curricular learning that builds important foundational science knowledge.

Contact Information: Mike Rodbell (mike.rodbell@explorellearning.com)

Notes:

Evaluation Methods Used: Testing is based on internal review.

Applicable Standards/Guidelines

This report covers the degree of conformance for the following accessibility standard/guidelines:

“Voluntary Product Accessibility Template” and “VPAT” are registered service marks of the Information Technology Industry Council (ITI)

Standard/Guideline	Included In Report
<u>Web Content Accessibility Guidelines 2.0</u>	Level A (Yes/ No) Level AA (Yes/ No) Level AAA (Yes/ No)
<u>Web Content Accessibility Guidelines 2.1</u>	Level A (Yes/ No) Level AA (Yes/ No) Level AAA (Yes/ No)

Terms

The terms used in the Conformance Level information are defined as follows:

- **Supports:** The functionality of the product has at least one method that meets the criterion without known defects or meets with equivalent facilitation.
- **Partially Supports:** Some functionality of the product does not meet the criterion.
- **Does Not Support:** The majority of product functionality does not meet the criterion.
- **Not Applicable:** The criterion is not relevant to the product.
- **Not Evaluated:** The product has not been evaluated against the criterion. This can be used only in WCAG 2.0 Level AAA.

WCAG 2.1 Report

Note: When reporting on conformance with the WCAG 2.x Success Criteria, they are scoped for full pages, complete processes, and accessibility-supported ways of using technology as documented in the WCAG 2.0 Conformance Requirements.

Table 1: Success Criteria, Level A

Notes:

Criteria	Conformance Level	Remarks and Explanations
<u>1.1.1 Non-text Content</u> (Level A)	Partially Supports	Science4Us lesson and game content is designed for pre to emerging readers, therefore, much of the content is delivered through images. The text that is included is read aloud for students in most scenarios. The non-text content in the Evaluation is available in a text-only multiple choice version.
<u>1.2.1 Audio-only and Video-only (Prerecorded)</u> (Level A)	Partially Supports	Printable text is available for all song, stories and poems [Elaborate Literacy Arts].
<u>1.2.2 Captions (Prerecorded)</u> (Level A)	Does Not Support	
<u>1.2.3 Audio Description or Media Alternative (Prerecorded)</u> (Level A)	Does Not Support	
<u>1.3.1 Info and Relationships</u> (Level A)	Partially Supports	Some of the Science4Us lesson and game content can be programmatically determined. Some Explore and Elaborate games may not be programmatically determined.
<u>1.3.2 Meaningful Sequence</u> (Level A)	Supports	The individual lessons and games are linear in nature.
<u>1.3.3 Sensory Characteristics</u> (Level A)	Partially Supports	Many games do have instructional questions that rely on shape and orientation for navigation.
<u>1.4.1 Use of Color</u> (Level A)	Supports	Science4Us games do not rely on the use of color to navigate games.
<u>1.4.2 Audio Control</u> (Level A)	Partially Supports	Audio controls to play, pause and rewind content are available in the Science4Us Explain lessons. Audio directions can be repeated in games using the 'ear icon.'
<u>2.1.1 Keyboard</u> (Level A)	Partially Supports	Keyboard input is available in various Science4Us games [e.g. Notebook, and many Elaborate lessons]. Other games do require mouse input.
<u>2.1.2 No Keyboard Trap</u> (Level A)	Does Not Support	
<u>2.1.4 Character Key Shortcuts</u> (Level A 2.1 only)	Not Applicable	Shortcuts are not used.
<u>2.2.1 Timing Adjustable</u> (Level A)	Not Applicable	Timing is not implemented in Science4Us.

Criteria	Conformance Level	Remarks and Explanations
<u>2.2.2 Pause, Stop, Hide</u> (Level A)	Partially Supports	A subset of Science4Us lessons [e.g. Student] can be paused and started using easy to identify navigation tools embedded in the game.
<u>2.3.1 Three Flashes or Below Threshold</u> (Level A)	Supports	Repeated flashes are not used.
<u>2.4.1 Bypass Blocks</u> (Level A)	Supports	Optional 'Skip' buttons have been added to games to allow students to bypass game introductions and Notebook prompts.
<u>2.4.2 Page Titled</u> (Level A)	Partially Supports	Student login pages have page titles. Not applicable to most of the student app.
<u>2.4.3 Focus Order</u> (Level A)	Does Not Support	
<u>2.4.4 Link Purpose (In Context)</u> (Level A)	Not Applicable	Links are not provided in the student app.
<u>2.5.1 Pointer Gestures</u> (Level A 2.1 only)	Supports	All path-based gestures can be operated with a single pointer.
<u>2.5.2 Pointer Cancellation</u> (Level A 2.1 only)	Supports	Number input options emulate keyboard actions, which are essential down events.
<u>2.5.3 Label in Name</u> (Level A 2.1 only)	Partially Supports	Alt text is present to support student navigation of online content.
<u>2.5.4 Motion Actuation</u> (Level A 2.1 only)	Not Applicable	Sensor inputs are not used.
<u>3.1.1 Language of Page</u> (Level A)	Supports	Science4Us is only available in English.
<u>3.2.1 On Focus</u> (Level A)	Supports	Focus events do not initiate a change of context.
<u>3.2.2 On Input</u> (Level A)	Supports	Input components that navigate to new content are described.
<u>3.3.1 Error Identification</u> (Level A)	Supports	Students are supported throughout all Science4Us activities. When specific inputs are required, students will be guided. If the input is incorrect, student will receive helpful feedback.
<u>3.3.2 Labels or Instructions</u> (Level A)	Partially Supports	Students are supported throughout all Science4Us activities. The majority of activities are inclusive of labels and instructions, however, there are activities where students are interacting with animated content and written instructions may not be provided.

Criteria	Conformance Level	Remarks and Explanations
<u>4.1.1 Parsing</u> (Level A)	Supports	
<u>4.1.2 Name, Role, Value</u> (Level A)	Supports	

Table 2: Success Criteria, Level AA

Notes:

Criteria	Conformance Level	Remarks and Explanations
<u>1.2.4 Captions (Live)</u> (Level AA)	Not Applicable	Live audio is not provided.
<u>1.2.5 Audio Description (Prerecorded)</u> (Level AA)	Does Not Support	Closed captioning is not available in Science4Us online activities and video content.
<u>1.3.4 Orientation</u> (Level AA 2.1 only)	Supports	Science4Us doesn't restrict the page orientation for online activities. Students are able to expand all games to full-screen format.
<u>1.3.5 Identify Input Purpose</u> (Level AA 2.1 only)	Not Applicable	Student app does not use a form input collecting information about the user.
<u>1.4.3 Contrast (Minimum)</u> (Level AA)	Supports	The lesson and game text meet the minimum contrast ratio of 4:5:1.
<u>1.4.4 Resize text</u> (Level AA)	Does Not Support	
<u>1.4.5 Images of Text</u> (Level AA)	Partially Supports	Most Science4Us lesson and game content is conveyed as text. However, some videos include embedded text captions.
<u>1.4.10 Reflow</u> (Level AA 2.1 only)	Supports	Lesson and game content can be presented without loss of information or functionality, and without requiring scrolling in two dimensions.
<u>1.4.11 Non-text Contrast</u> (Level AA 2.1 only)	Supports	The visual presentation of both the user interface components and graphical objects meet the requirement of the 3:1 contrast ratio.
<u>1.4.12 Text Spacing</u> (Level AA 2.1 only)	Partially Supports	Most text formatting can be controlled. However, some videos include embedded text captions.
<u>1.4.13 Content on Hover or Focus</u> (Level AA 2.1 only)	Does Not Support	

Criteria	Conformance Level	Remarks and Explanations
2.4.5 Multiple Ways (Level AA)	Not Applicable	Science4Us app uses a single page structure with embedded resources.
2.4.6 Headings and Labels (Level AA)	Partially Supports	Labels are text descriptive within the app and games. Headings are not used.
2.4.7 Focus Visible (Level AA)	Supports	
3.1.2 Language of Parts (Level AA)	Does Not Support	
3.2.3 Consistent Navigation (Level AA)	Supports	
3.2.4 Consistent Identification (Level AA)	Supports	
3.3.3 Error Suggestion (Level AA)	Supports	
3.3.4 Error Prevention (Legal, Financial, Data) (Level AA)	Not Applicable	The student app does not cause legal commitments or financial transactions for the user occur, that modify or delete user controllable data in data storage systems, or that submit user test responses.
4.1.3 Status Messages (Level AA 2.1 only)	Does Not Support	

Table 3: Success Criteria, Level AAA

Notes:

Criteria	Conformance Level	Remarks and Explanations
1.2.6 Sign Language (Prerecorded) (Level AAA)	Does Not Support	
1.2.7 Extended Audio Description (Prerecorded) (Level AAA)	Does Not Support	
1.2.8 Media Alternative (Prerecorded) (Level AAA)	Does Not Support	
1.2.9 Audio-only (Live) (Level AAA)	Not Applicable	Live audio is not provided.
1.3.6 Identify Purpose (Level AAA 2.1 only)	Does Not Support	
1.4.6 Contrast (Enhanced) (Level AAA)	Does Not Support	
1.4.7 Low or No Background Audio (Level AAA)	Partially Supports	For prerecorded audio-only content, most background sound is 20dB lower than the foreground speech content.
1.4.8 Visual Presentation (Level AAA)	Does Not Support	

Criteria	Conformance Level	Remarks and Explanations
<u>1.4.9 Images of Text (No Exception)</u> (Level AAA)	Does Not Support	
<u>2.1.3 Keyboard (No Exception)</u> (Level AAA)	Does Not Support	
<u>2.2.3 No Timing</u> (Level AAA)	Supports	Timing is not an essential part of the Science4Us lessons and games.
<u>2.2.4 Interruptions</u> (Level AAA)	Not Applicable	
<u>2.2.5 Re-authenticating</u> (Level AAA)	Supports	Science4Us automatically records student progress.
<u>2.2.6 Timeouts</u> (Level AAA 2.1 only)	Supports	Science4Us automatically records student progress.
<u>2.3.2 Three Flashes</u> (Level AAA)	Supports	Repeated flashes are not used.
<u>2.3.3 Animation from Interactions</u> (Level AAA 2.1 only)	Does Not Support	
<u>2.4.8 Location</u> (Level AAA)	Supports	The student dashboard provides location and context information to students.
<u>2.4.9 Link Purpose (Link Only)</u> (Level AAA)	Not Applicable	The Science4Us student app doesn't provide links.
<u>2.4.10 Section Headings</u> (Level AAA)	Supports	All Science4Us lessons have clear titles and headings. On the student dashboard, assignments cards are also labeled with headers.
<u>2.5.5 Target Size</u> (Level AAA 2.1 only)	Supports	The target for pointer inputs is at least 44 by 44 CSS pixels.
<u>2.5.6 Concurrent Input Mechanisms</u> (Level AAA 2.1 only)	Does Not Support	
<u>3.1.3 Unusual Words</u> (Level AAA)	Supports	A glossary is provided with definitions of instructional terminology.
<u>3.1.4 Abbreviations</u> (Level AAA)	Not Applicable	
<u>3.1.5 Reading Level</u> (Level AAA)	Supports	Science4Us online activities are read aloud for students.
<u>3.1.6 Pronunciation</u> (Level AAA)	Does Not Support	
<u>3.2.5 Change on Request</u> (Level AAA)	Supports	
<u>3.3.5 Help</u> (Level AAA)	Supports	
<u>3.3.6 Error Prevention (All)</u> (Level AAA)	Supports	Student responses are reported to their teacher via Reports, and Teachers have the discretion to reassign a lesson or game to a student to complete again, if needed. There are no limits to the number of times a student can complete a lesson or game.

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Exhibit D

Insurance. Provider, at its expense, shall purchase and maintain in effect at all times throughout the duration of the Agreement, all insurance requirements and limits as set forth below. Policies providing such limits of coverage via a primary policy plus an umbrella or following form excess policy will be satisfactory. All insurance shall be written by a carrier legally authorized to write such insurance in the state of Colorado provided the carrier has a current A.M. Best rating of A- VII or higher. All policies shall be primary and non-contributory with any insurance maintained by additional insureds. Insurance and/or self-insurance carried by the District is excess of the coverage extended to the District by Provider. Provider shall provide at least thirty (30) days' advance written notice to the District prior to cancellation, change of coverage, or non-renewal. The insurance requirements specified in this section 10 shall not reduce the indemnification liability that Provider has assumed in section 11.

Provider shall furnish the District with certificates of the required insurance prior to the District's approval and signing of this Agreement, and with renewal certificates prior to the expiration of any required insurance that expires during the term of this Agreement. Such certificates shall specifically state the inclusion, or the coverages and the provisions set forth herein and shall state whether the coverage is written on a "claims made" or "per occurrence" basis. For any policies written on a "claims made" basis, the necessary retroactive dates and extended reporting periods shall be procured to maintain such continuous coverage. Receipt, review, or acceptance by the District of any insurance policies or certificates of insurance required by this Agreement shall not be construed as a waiver or relieve the Provider from its obligation to meet the insurance requirements contained herein. Memorandums of Insurance will not be accepted. Certificates of insurance must be sent to: COI@psdschools.org.

Commercial General Liability

Minimum Limits

- Each Occurrence Bodily Injury & Property Damage \$1,000,000
- General Aggregate \$2,000,000
- Coverage must be written on an "occurrence" basis.
- Poudre School District R-1 and its elected officials, employees, agents, and volunteers shall be named as an additional insured or covered as an additional insured by way of a blanket endorsement and shall be insured to the full limits of liability purchased by the Provider even if those limits of liability are in excess of those required by this Agreement.

Technology Errors & Omissions and Network Security & Privacy

Minimum Limits

- Per Loss \$1,000,000
- Aggregate \$3,000,000
- Liability extends for a period of three (3) years beginning at the time work under this Agreement is completed. Provider shall maintain continuous coverage, as required by the Agreement, for this period.

If the services include collecting, receiving and/or storing Personal Identifiable Information (PII), the insurance must also provide coverage for:

- Liability arising from theft, dissemination and/or use of confidential information (defined term including but not limited to bank account, credit card account, personal information such as name, address, social security numbers, etc. information) stored or transmitted in electronic form.
- Network Security Liability arising from the unauthorized access to, use of or tampering with computer systems including hacker attacks, inability of an authorized third party to gain access to Provider's services including denial of service, unless caused by a mechanical or electrical failure.
- Liability arising from the introduction of a computer virus into, or otherwise causing damage to, a District or third person's computer, computer system, network, or similar computer related property and the data, software, and programs thereon.