

[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.

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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
Web Content Accessibility Guidelines 2.0	Level A (Yes / No)

Standard/Guideline	Included In Report
	Level AA (<input type="checkbox"/> Yes / No) Level AAA (<input type="checkbox"/> Yes / No)
Web Content Accessibility Guidelines 2.1	Level A (<input type="checkbox"/> Yes / No) Level AA (<input type="checkbox"/> Yes / No) Level AAA (<input type="checkbox"/> 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
1.1.1 Non-text Content (Level A)	Supports	Text equivalents provided.
1.2.1 Audio-only and Video-only (Prerecorded) (Level A)	Supports	Closed captioning provided.
1.2.2 Captions (Prerecorded) (Level A)	Supports	Non-dialogue character identifiers and sound effects.
1.2.3 Audio Description or Media Alternative (Prerecorded) (Level A)	Supports	Closed captioning provided.
1.3.1 Info and Relationships (Level A)	Does Not Support	Many games use positional and visual references for game-play, which cannot be determined programmatically.
1.3.2 Meaningful Sequence (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.
1.3.3 Sensory Characteristics (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.
1.4.1 Use of Color (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.
1.4.2 Audio Control (Level A)	Supports	Audio and Music controls can be toggled on/off.
2.1.1 Keyboard (Level A)	Supports	Keyboard navigation is supported.
2.1.2 No Keyboard Trap (Level A)	Supports	On-screen prompts and components can be navigated by a keyboard.
2.1.4 Character Key Shortcuts (Level A 2.1 only)	Not Applicable	Shortcuts are not used.
2.2.1 Timing Adjustable (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.
2.2.2 Pause, Stop, Hide (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.
2.3.1 Three Flashes or Below Threshold (Level A)	Supports	Repeated flashes are not used.
2.4.1 Bypass Blocks (Level A)	Not Applicable	Reflex app does not have "block" content.
2.4.2 Page Titled (Level A)	Partially Supports	Student login pages have page titles. Titles are not provided for individual game activities.
2.4.3 Focus Order (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.
2.4.4 Link Purpose (In Context) (Level A)	Not Applicable	Links are not provided in the student app.
2.5.1 Pointer Gestures (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.
2.5.2 Pointer Cancellation (Level A 2.1 only)	Supports	Number input options emulate keyboard actions, which are essential down events.
2.5.3 Label in Name (Level A 2.1 only)	Does Not Support	
2.5.4 Motion Actuation (Level A 2.1 only)	Not Applicable	Sensor inputs are not used.
3.1.1 Language of Page (Level A)	Does Not Support	
3.2.1 On Focus (Level A)	Supports	Focus events do not trigger changes in page content/actions.
3.2.2 On Input (Level A)	Supports	On screen text, or closed captioning for character animations, describe changes in gameplay after completed activities.
3.3.1 Error Identification (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
		have contrasting color with the adjacent background color that exceed the required contrast ratios.
1.4.12 Text Spacing (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.
1.4.13 Content on Hover or Focus (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.
2.4.5 Multiple Ways (Level AA)	Not Applicable	Reflex app uses a single page structure with embedded resources.
2.4.6 Headings and Labels (Level AA)	Supports	Labels are text descriptive within the app and games. Headings are not used.
2.4.7 Focus Visible (Level AA)	Supports	Interactive components have visual focus for keyboard navigation.
3.1.2 Language of Parts (Level AA)	Does Not Support	
3.2.3 Consistent Navigation (Level AA)	Not Applicable	Reflex app uses a single page structure without repeated content.
3.2.4 Consistent Identification (Level AA)	Not Applicable	Reflex app uses a single page structure without functional components.
3.3.3 Error Suggestion (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.
3.3.4 Error Prevention (Legal, Financial, Data) (Level AA)	Not Applicable	Reflex student app does not cause legal commitments or financial transactions.
4.1.3 Status Messages (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
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)	Supports	Keyboard navigation is supported.
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)	Supports	Reflex automatically records student progress.
2.2.6 Timeouts (Level AAA 2.1 only)	Supports	Reflex automatically records student progress.
2.3.2 Three Flashes (Level AAA)	Supports	Repeated flashes are not used.
2.3.3 Animation from Interactions (Level AAA 2.1 only)	Does Not Support	Reflex games use motion animation, which cannot be disabled.
2.4.8 Location (Level AAA)	Supports	Reflex does not offer navigation steps. Navigation is restricted linearly or based on sequenced responses to math facts.
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	Reflex 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)	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
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 Reflex. Data entered by the user is checked and the games provide feedback to help students improve their accuracy.

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