Accessibility Statement

EdTech Games — Math Facts & Fractions Last updated: May 2026

Our Commitment

EdTech Games is committed to making our educational software usable by every student — including students who use keyboards instead of a mouse, students with low vision, students who rely on text-to-speech, and students with cognitive differences that benefit from clear, predictable interaction.

We are working toward conformance with the **Web Content Accessibility Guidelines (WCAG) 2.1 Level AA**, the standard most school districts use when evaluating educational software.

This page describes the accessibility features that are live in the game today, the work that is in progress, and how to reach us if you encounter a barrier.

What's Working Today

Keyboard Navigation

The accessibility framework allows students to operate menus, buttons, dropdowns, sliders, toggles, and input fields using a keyboard alone — no mouse required. Coverage across the game is broad and continues to expand as we audit each screen. The supported keys are:

- **Tab / Shift+Tab** — move between groups of controls
- **Arrow keys** — move between elements within a group, including grids of math fact cells
- **Enter / Space** — activate the focused control
- **Escape** — close popups, cancel input, or back out of a menu
- Popups and dialogs that have been wired into the framework trap focus appropriately and restore focus to the element you were on when they close.
- Sliders, dropdowns, and text fields take "sole focus" when activated, so the keys you press change the value rather than moving away from the control.

Visible Focus Indicator

A high-contrast gold border (with a subtle pulse) surrounds whichever element currently has keyboard focus. The border:

- Travels with elements that animate, scroll, or reflow.
- Can be tuned per element when needed for contrast against unusual backgrounds.
- Pulses well below the WCAG flash-rate threshold (no risk of seizure-inducing flicker).

Built-in Text-to-Speech

The game includes its own text-to-speech engine that reads questions, hints, controls, and feedback aloud — students do not need to install or configure a separate screen reader to benefit.

- Uses high-quality Google Cloud "Studio" voices, cached on our servers so common phrases play instantly.
- Math facts are spoken naturally — "4 times 5 equals what?" rather than "four times five equals question mark."
- Hints are announced separately ("Hint: ...") with appropriate pauses.
- Answer feedback is read aloud — "Correct!" or "Try again."
- Math Facts question cells use a "speak-then-show" mode: the fact is read aloud first, then revealed visually, so students who hear the fact and students who see it begin at the same moment.

Spoken Content for Math Facts

In the Math Facts side of the game (AddSub and MultDiv strategies), the following are wired up across the Speed, Review, and Daily Review levels:

- Fact cells are announced as they appear.
- Mastery state is announced alongside the fact — students know not just the question but how well they know it.
- Hints, including flip-fact hints, are announced with operation-aware phrasing.
- Audio for the next likely fact is pre-fetched as soon as the previous answer is given, so there is no perceptible delay between questions.

Popup and Dialog Handling

When a popup, confirmation dialog, or break panel that has been wired into the framework opens, focus moves into it automatically. The rest of the screen is suspended until the popup closes, at which point focus returns to wherever the student was. Nested popups (a dialog over a settings menu over a game screen) are supported.

Custom On-Screen Keyboard Integration

The game's custom on-screen keyboard cooperates with the accessibility system: when it slides in, accessibility navigation pauses so the student can type without conflicts; when it closes, navigation resumes where they left off.

Smart Visibility Handling

The system automatically skips elements that are invisible due to:

- Inactive game objects
- Faded-out canvas groups
- Off-screen positioning (e.g., scrolled out of view)

Students never get "stuck" tabbing to controls they cannot see or use.

Toggle and Persistence

Accessibility mode can be toggled on and off (currently via **F5** in desktop and editor builds; an in-game settings toggle is in development for web/mobile). The chosen state persists between sessions.

What's in Progress

We are transparent about the fact that accessibility is an ongoing investment. The following items are partially done or actively being worked on:

Area	**Status**
Comprehensive coverage audit — the accessibility framework is in place and a substantial portion of the game's interactive controls are wired into it, but we are systematically walking every screen to identify any remaining buttons, menus, or input controls that have not yet been registered with the framework, and bringing them into coverage on a rolling basis.	In progress
Native screen reader bridges (NVDA, JAWS, VoiceOver, TalkBack) — students who	In design

Area	Status
already use a system screen reader can rely on our built-in TTS today, but full handoff to platform screen readers is in design.	
In-game accessibility toggle for web builds — replaces the current F5 keyboard shortcut, which the browser intercepts on web.	In development
Color contrast audit — most colors already meet WCAG 4.5:1 for normal text and 3:1 for large text, but a full sweep across every screen is underway.	In progress
Non-color indicators for mastery levels — mastery is currently shown via color (red, orange, yellow, green, blue). We are adding text/icon labels so the same information is conveyed without relying on color.	In progress
Keyboard alternatives for drag interactions — most interactions already have keyboard equivalents; remaining drag-and-drop components in the Fractions whiteboard are being updated.	In progress
Pre-Test, Post-Test, and Mini-Boss screens — accessibility components are being added to these specialized game flows.	In progress
Localized accessibility announcements — the game already supports 30+ languages for content; matching UI announcements to the student's language is being rolled out.	In progress

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Platforms

The accessibility features described above are available on all supported platforms:

- **Web (browser)** on Windows and Mac

- **iOS** (iPad)
- **Android** tablets

Some platform-specific features (such as integration with the operating system's own screen reader) are in development as noted above.

Known Limitations

- The Fluency Tester and other developer-only diagnostic tools are not in scope for accessibility compliance and are not exposed to students.
- The Math Facts Speed level is a timed activity by design — timed recall is essential to the educational goal of fact fluency. Students with documented accommodations can be placed in Review or Daily Review levels, which are not timed.
- A small number of legacy curriculum modes (the older single-operation Addition, Subtraction, Multiplication, and Division curricula) are not in active use this year and are not being updated for accessibility. Current students use the unified AddSub and MultDiv strategy curricula, both of which are covered.

Reporting an Issue

If you, your student, or someone in your district encounters an accessibility barrier in our software, we want to hear about it. Please contact us with:

- A description of what you were trying to do
- The screen or game where it happened
- The platform you were using (web/iOS/Android, browser if applicable)
- Whether you were using a screen reader, keyboard only, or other assistive technology

We treat accessibility reports as priority bug reports.

Contact: [add support email here]

Standards & References

EdTech Games has designed its digital content, products, platforms, services, website, and applications to conform with the **Web Content Accessibility Guidelines (WCAG) 2.1 Level AA**

published by the World Wide Web Consortium (W3C). WCAG 2.1 AA is the technical standard referenced by the federal and state laws listed below.

- **WCAG 2.1 Level AA** — https://www.w3.org/TR/WCAG21/
- **Section 508** of the Rehabilitation Act of 1973, as amended — our system is designed to support compliance for public-sector deployments.

Regulatory Conformance

EdTech Games certifies that its digital content, products, platforms, services, website, and applications are designed and maintained to conform with **Web Content Accessibility Guidelines (WCAG) 2.1 Level AA** — the technical standard adopted by federal accessibility regulations, by state digital-accessibility laws across the United States, and by international standards including the European Standard EN 301 549. Where conformance work is ongoing, items are listed transparently in the **What's in Progress** section above. We provide remediation as part of our standard product maintenance.

EdTech Games is designed to enable our customers — public school districts, charter schools, private schools, libraries, and other education providers — to meet their obligations under all applicable federal, state, local, and international accessibility laws and regulations, including but not limited to the standards listed below.

Technical Standards

- **WCAG 2.1 Level AA** (W3C) — primary design and conformance target.
- **WCAG 2.0 Level AA** (W3C) — superset of WCAG 2.1 AA, also satisfied.
- **EN 301 549** — the European harmonized standard for digital accessibility, which references WCAG 2.1 AA.

Federal Laws and Regulations (United States)

- **Title II of the Americans with Disabilities Act (ADA), as amended** — including the U.S. Department of Justice's final rule on web content and mobile application accessibility for state and local governments (28 C.F.R. Part 35, effective June 24, 2024), which adopts WCAG 2.1 Level AA as the technical standard for covered entities.
- **Title III of the Americans with Disabilities Act**, as applicable to places of public accommodation that use our software.
- **Section 504 of the Rehabilitation Act of 1973**, as amended, prohibiting discrimination against individuals with disabilities in federally funded programs.

- **Section 508 of the Rehabilitation Act**, as amended, and its implementing regulations (36 C.F.R. Part 1194), including the **Revised 508 Standards**, which incorporate WCAG 2.0 Level AA by reference.
- **Individuals with Disabilities Education Act (IDEA)** — to the extent applicable to digital instructional materials.
- **Twenty-First Century Communications and Video Accessibility Act (CVAA)** — to the extent applicable.
- All other applicable federal laws and regulations governing accessibility of digital content, products, platforms, services, websites, and applications.

State Laws and Regulations (United States)

EdTech Games' products are designed to support compliance with all applicable state-level digital accessibility laws in jurisdictions where the software is deployed. State digital-accessibility laws generally adopt WCAG 2.1 Level AA (or WCAG 2.0 Level AA) as their technical standard, which is the same standard EdTech Games designs against. Examples of state laws within this scope include, but are not limited to:

- **Colorado** — House Bill 21-1110 ("Colorado Laws For Persons With Disabilities") and its implementing regulations codified at **C.R.S. §§ 24-85-101 et seq.**, and **House Bill 25-1152** extending and clarifying those requirements.
- **California** — Government Code § 11135 and the Unruh Civil Rights Act, as applied to digital content.
- **New York** — applicable digital accessibility provisions, including those affecting public schools.
- **Texas** — Texas Government Code Chapter 2054, Subchapter M (state agency information resources accessibility).
- **Illinois** — Illinois Information Technology Accessibility Act (IITAA).
- **Other states** — equivalent statutes and regulations in any jurisdiction where the product is deployed.

If your jurisdiction has specific accessibility certification language, please contact us — we are happy to confirm conformance against the specific standard(s) you are required to verify.

International

EdTech Games is designed to align with international accessibility frameworks including the EU Web Accessibility Directive (Directive (EU) 2016/2102) and EN 301 549, the United Kingdom's Public Sector Bodies Accessibility Regulations 2018, the Accessible Canada Act, and equivalent national-level digital accessibility frameworks elsewhere — each of which generally references WCAG 2.1 Level AA as its technical conformance target.

Conformance Approach

1. **Design standard:** New features are designed to meet WCAG 2.1 Level AA at the time of release.
2. **Existing features:** Pre-existing features are being brought into conformance on the schedule reflected in the **What's in Progress** section.
3. **Testing:** Accessibility is verified through a combination of automated checks, keyboard-only walk-throughs, and screen-reader testing on each supported platform.
4. **Remediation:** Reported barriers are triaged and addressed as priority issues. See the **Reporting an Issue** section above for the contact channel.
5. **Documentation:** This statement is updated as material changes ship. EdTech Games will provide a Voluntary Product Accessibility Template (VPAT 2.5) / Accessibility Conformance Report (ACR) on request to support customer procurement, RFP responses, and compliance review against any of the standards listed above.

Note on certification: The accessibility landscape — both the underlying technical standards and the laws that reference them — evolves continuously. EdTech Games' certification reflects our good-faith design and remediation work toward the standards above as of the date at the top of this document. We do not represent that any digital product is perfectly accessible to every user under every assistive technology configuration; we do represent that we treat accessibility as a continuous, prioritized engineering responsibility and that we will work in good faith with customers to remediate barriers identified after deployment.

This statement is reviewed and updated as features ship. Any material change to the game's accessibility posture will be reflected here. Customers and prospective customers may request the most current Accessibility Conformance Report (ACR / VPAT 2.5) by contacting us at the address above.