

Edmentum's Commitment to Accessibility

At Edmentum, we are committed to ensuring that our dynamic learning environment is accessible to all students. For students with disabilities, Edmentum's digital curriculum and assessment programs incorporate a number of features to provide language, cognitive, visual, auditory and physical accommodations. We are taking concrete steps to comply with Section 508 of the U.S. Rehabilitation Act and W3C Web Content Accessibility Guidelines (WCAG 2.1), including:

- Ongoing execution of an Accessibility Roadmap to ensure compliance to WCAG 2.1 standards in development of all new products as well as remediation of existing content
- Quality Assurance processes that incorporate internal and external third party testing of current and future products to assess their accessibility and compatibility with popular accessibility tools and software

Our Design Approach

We believe that all users, including those with disabilities, should be able to use our products. We incorporate a variety of general accommodations to ensure support for all types of disability. As we design our products we take particular note of the following types of accommodation needs:

- Language and cognitive
- Visual
- Auditory
- Physical

Language and Cognitive Accommodations

Our programs have accommodations to support the following language and cognitive disabilities:

- General processing difficulties, such as brain injuries or other intellectual disabilities
- Specific deficits, such as short-term memory problems and language delay
- Learning disabilities, such as dyslexia, dyscalculia, dysgraphia, and cognitive disorganization.

Though these challenges represent an array of needs, the path to accommodations follows research-based standards for instructional and user interface design. Our learner experience and digital curriculum and assessments provide an intuitive interface and content to support accessibility. The self-paced nature, clean screen layouts, and carefully designed and written instruction make Edmentum products ideal for users requiring language and cognitive accommodations. Design standards include:

- Carefully controlled chunking of material so learners are not overwhelmed with information
- Graphics that support instruction versus present distractions
- Interactions that keep learners engaged

- Informative feedback for all study, practice, and application questions
- Transitions to cue users about what happens next
- Clear, concise instructions
- Connections to previously studied materials

Visual Accommodations

Visual acuity problems include three categories: blindness, colorblindness, and low visual acuity. For totally blind users, Edmentum's products require the support of a sighted assistant. To assist colorblind users, we use a color blindness tester to simulate various types of colorblindness that helps to ensure color contrasts throughout the products are meeting the WCAG 2.1 standards. We continue testing and evaluating our support tools for users with low visual acuity. Many of our programs include audio support for instructional text, reducing or eliminating the need to read on screen text. Our programs rarely have multiple, time-sensitive screen parts that compete for a learner's attention. Instead, the design allows learners with tunnel vision or related problems to focus on isolated screen parts.

Edmentum digital curriculum and assessments has proven comfortable for learners with low visual acuity who do not require screen readers or screen magnifiers. However, screen magnifiers do help users to follow mouse movements and magnify content. Edmentum's products support the use of screen readers and magnifiers to increase accessibility for visually impaired learners and teachers. We are committed to testing and improving scaling of text using these tools.

Many Edmentum lessons and assessments require a mouse or equivalent device and cannot be operated exclusively from a keyboard. Thus, learners who require screen readers, screen magnifiers, or who can only use a keyboard and not a mouse may experience difficulty with portions of our library. We are actively implementing changes to existing content and platform to make it fully keyboard accessible.

Visual Third-Party Support Recommendations

In addition to read-aloud and text-to-speech options, blind and visually impaired students use a variety of software programs to assist in completing assignments. Edmentum recommends the use of third-party resources, like the following, to supplement our accessibility features.

JAWS is a very common software tool for blind students. It reads the content of the computer screen aloud by using optical character recognition (OCR) and synthesized speech output. JAWS is increasingly compatible with more programs and websites, as more web-designers include accessibility in their design. JAWS can also be configured to work with a refreshable Braille display or braille terminal, a device that delivers and displays braille characters through round-tipped pins raised through holes in a flat surface. Screen readers, like JAWS, gather and convert the content, sending it to the display for reading. For optimum accessibility and performance, we recommend using Google Chrome as your browser when using JAWS.

NVDA is a free and open-source screen reader that works best when paired with Mozilla Firefox as the web browser. Its functions are similar to JAWS but may sometimes recognize less content on a webpage. It is also configured to work with a refreshable Braille display. For individuals with low or limited vision, ZoomText magnifies screen content up to 24 times. Combined with the use of a large monitor, ZoomText can be an invaluable tool for visually impaired students.

Auditory Accommodations

Because auditory disabilities are a matter of degree, they are generally addressed through hardware. For users with total hearing loss, the vast majority of Edmentum learning products provide on-screen text backup and closed captions for instructionally significant audio and video (notable exceptions include Plato Courseware Essential, Fundamental, and Intermediate Reading Strategies, which do not support deaf learners).

Physical Accommodations

Physical disabilities can interfere with a user's ability to manipulate an interface. Most physical disabilities are also addressed through hardware, such as an alternative keyboard and mouse. We are actively implementing measures to make our products fully keyboard accessible.

With rare exceptions, our digital curriculum and assessments are also designed without restricting the learner's time to enter answers, so users whose physical disabilities limit response time will find an accommodating environment.

Conclusion

Edmentum is committed to our ongoing effort to ensure an accessible learning environment for all students. We take pride in the accommodations we've implemented, and are focused on continued advancements to ensure we meet or exceed WCAG 2.1 standards. Our solutions provide many built-in advantages to assist learners with disabilities. Our activities are self-paced, allowing learners to take the time they need, reviewing materials as often as necessary. Every screen and all instructional sequences are professionally designed, written, and edited for clarity and focus. Audio support provides advantages to all learners.

Finally, the opportunity to personalize the learning environment is extremely motivating for *all* learners, as it provides a level of ownership and self-direction that readily engages students. We encourage instructors with concerns about the viability of using our digital curriculum and assessments with certain populations to try lesson samples with those groups. We are confident that the results will be positive for teachers and learners alike.