

TangMath Accessibility Statement and Remediation Roadmap

Last updated: October 7, 2026 (Version 2.0) **Applies to:** TangMath web application — tangmath.com **Contact:** contact@tangmath.com

1. Our Commitment

TangMath is committed to ensuring digital accessibility for all educators, administrators, and students, including people with disabilities. We are continually working to improve the user experience for everyone and to apply the relevant accessibility standards.

We aim to conform to the **Web Content Accessibility Guidelines (WCAG) 2.1 Level AA**, the standard referenced by Section 508 of the U.S. Rehabilitation Act and widely adopted by school districts and public institutions.

2. Conformance Status

Current status: Partially conformant with WCAG 2.1 Level AA.

"Partially conformant" means that some parts of the content do not yet fully conform to the accessibility standard.

Phase 1 of our remediation roadmap is complete. The site can now be navigated by keyboard, every page of the main site offers a "Skip to main content" link and semantic landmarks, notifications are announced to screen readers, and interactive elements across the main site show a clear focus indicator. These changes were verified in October 2026 with automated accessibility testing (axe-core) and keyboard-only testing across representative pages. Screen-reader testing (NVDA, JAWS, VoiceOver) is scheduled and has not yet been completed.

Supporting documentation, available at <https://tangmath.com/accessibility>:

- **VPAT 2.5 INT / Accessibility Conformance Report** (WCAG 2.1 AA, Section 508, EN 301 549)
 - **WCAG 2.1 AA Conformance Report** (criterion-by-criterion results and methodology)
 - **This Accessibility Statement and Remediation Roadmap**
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3. What Works Well Today

- Site navigation, menus (including the mobile menu), and core controls can be operated with a keyboard, and their state (for example, menu open or closed) is exposed to assistive technology.
 - Every page of the main site begins with a "Skip to main content" link, and pages are organized with header, navigation, main, and footer landmarks.
 - Save confirmations, errors, and other notifications are announced to screen-reader users automatically.
 - Across the main site, a consistent, high-visibility focus outline shows where keyboard focus is.
 - Pages declare their language and use a responsive layout that adapts to phones, tablets, and desktops, with consistent navigation in the header and footer.
 - Instructional videos are delivered through the Vimeo player, which provides keyboard controls and caption support.
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4. Known Limitations

We are transparent about areas that do not yet meet WCAG 2.1 AA. The most significant known limitations are:

1. **Gameplay on interactive game boards.** Games can be started with a keyboard, but gameplay on game boards (for example, selecting tiles or split points) still requires a mouse or touch, and board elements are not yet fully announced by screen readers.
2. **Color contrast.** An accent text color used across the site (for example, the "Log In" label and card subtitles) does not meet the minimum 4.5:1 contrast ratio. Some game feedback is conveyed by color alone.
3. **Accessible names.** The embedded game player frame and some filter controls do not yet have accessible names.
4. **Image alternatives.** Some images, including status icons in administrative tools, are missing text alternatives.
5. **Form labeling and error messaging.** A portion of form fields are not yet programmatically labeled, and some error messages are not tied to the specific field in error.
6. **Generated PDF workbooks.** Downloadable PDF workbooks have not yet been verified for PDF/UA accessibility.

If any of these limitations prevents you or your students from using TangMath, please contact us — we will work with you to provide the information or functionality you need.

5. Remediation Roadmap

The roadmap is organized into phases by impact. Target windows are planning estimates and may be adjusted; we will update this statement as items are completed.

Phase 1 — Foundational barriers (completed October 2026)

ID	Item	WCAG criteria	Outcome
1.1	Make navigation menu and core controls keyboard-operable, with button roles and expanded/collapsed state	2.1.1, 4.1.2	Completed. Primary navigation and controls are operable by keyboard and expose role and state.
1.2	Add "skip to main content" link and semantic landmarks (main , nav , header , footer)	2.4.1, 1.3.1	Completed. Keyboard and screen-reader users can bypass repeated blocks.
1.3	Add live regions for notifications, save confirmations, and errors	4.1.3	Completed. Status messages are announced automatically.
1.4	Provide a visible focus indicator on all interactive elements	2.4.7	Completed. Keyboard focus is always visible.

Phase 2 — Content, forms, and names (target: Q4 2026)

ID	Item	WCAG criteria	Outcome
2.1	Add alt text to informative images; mark decorative images alt="" (priority: admin/workbook icons)	1.1.1	Images have appropriate text alternatives.
2.2	Programmatically associate all form inputs with labels; associate validation errors with fields and add suggestions	3.3.1, 3.3.2, 3.3.3, 1.3.1	Forms are usable and understandable with AT.
2.3	Unique, descriptive page titles for every route (including individual games) and a top-level heading on every page	2.4.2, 2.4.6	Each page has a unique title and clear structure.
2.4	Add scope (and caption where helpful) to data tables; apply autocomplete to user-info fields	1.3.1, 1.3.5	Tables and inputs convey relationships/ purpose.

ID	Item	WCAG criteria	Outcome
2.5	Give the embedded game player frame and all remaining unlabeled controls an accessible name	4.1.2, 1.3.1	All frames and controls are identified to AT.
2.6	Replace the site-wide accent text color with one that meets 4.5:1	1.4.3	Text meets minimum contrast.

Phase 3 — Games and media (target: Q1 2027)

ID	Item	WCAG criteria	Outcome
3.1	Make interactive game boards keyboard-operable and screen-reader-announced; move focus to the board on start; pair color feedback with text/icon cues	2.1.1, 2.4.3, 4.1.2, 1.4.1, 1.3.3	Games are operable and understandable without a mouse or color perception.
3.2	Verify and complete caption coverage for instructional videos; provide text equivalents for game audio; expose audio controls consistently	1.2.2, 1.2.4, 1.4.2	Audio/video content has equivalent alternatives.
3.3	Review timed activities for adjustable timing / pause	2.2.1, 2.2.2	Time limits can be adjusted or paused.

Phase 4 — Measurement, documents, and verification (target: Q2 2027)

ID	Item	WCAG criteria	Outcome
4.1	Formal contrast audit of control borders and game states; fix below-threshold colors	1.4.3, 1.4.11	Measured contrast meets AA.
4.2	Reflow/zoom/text-spacing review at 320px and 200%	1.4.4, 1.4.10, 1.4.12	Content adapts without loss.
4.3	Evaluate and remediate generated PDF workbooks toward PDF/UA (tags, reading order, alternatives)	(PDF/UA)	Accessible downloadable materials.

ID	Item	WCAG criteria	Outcome
4.4	Establish automated accessibility checks in our release process and recurring assistive-technology testing (NVDA, VoiceOver, JAWS)	All	Regressions caught continuously; conformance re-verified.

6. Ongoing Practices

- **Accessibility in development.** As part of this roadmap, we are building accessibility considerations into our design and code-review process so that new features start accessible.
- **Periodic re-evaluation.** We re-evaluate WCAG 2.1 AA conformance and update the VPAT and this statement as phases complete, and at least annually thereafter.
- **Third-party components.** Where we rely on third-party services (e.g., the video player), we prefer vendors that publish accessibility documentation and take their conformance into account.

7. Compatibility and Technical Specifications

- TangMath relies on the following technologies for conformance: **HTML, CSS, JavaScript, WAI-ARIA.**
- It is designed to work with current versions of major browsers (Chrome, Edge, Firefox, Safari) on desktop and mobile.
- Screen-reader compatibility (NVDA, JAWS, VoiceOver) is being verified as part of the roadmap; game boards are not yet fully compatible (see Known Limitations).

8. Feedback and Requesting Accommodations

We welcome your feedback on the accessibility of TangMath. If you encounter a barrier, or need content or functionality provided in an alternative accessible format, please contact us:

- **Email:** contact@tangmath.com
- **What to include (if possible):** the page or feature, the device/browser and assistive technology you were using, and a description of the problem.

We aim to acknowledge accessibility requests promptly and will work with districts to provide equivalent access while remediation is in progress.

9. Formal Approval and Complaints

This statement is based on an internal evaluation first conducted in June 2026 and updated with automated and keyboard-only testing in October 2026. School districts requiring a signed VPAT, a vendor accessibility questionnaire response, or a specific accommodation timeline for a procurement or compliance process should contact contact@tangmath.com and we will respond directly.

Revision History

Version	Date	Summary
1.0	June 22, 2026	Initial statement and roadmap.
2.0	October 7, 2026	Phase 1 completed and verified; known limitations and roadmap updated with new testing results.

This statement reflects a good-faith assessment of accessibility status and planned improvements as of the date above. Target dates are planning estimates and are subject to change as work progresses.