Gritty Kids iOS App Accessibility Conformance Report

Revised Section 508 Edition

(Based on VPAT® Version 2.5Rev)

Name of Product/Version

Gritty Kids for iOS (iPhone and iPad), version 2.1.1

Report Date

November 2, 2026

Product Description

Gritty Kids is a learning app for children ages 4 to 10, built on the Gritty Kids book and workbook series. Children play short, character-driven math, reading, logic and memory games on a farm map. The app runs on iPhone and iPad in portrait orientation. It is built with React Native (Expo) and exposes its interface to assistive technology through the standard iOS accessibility API.

Contact Information

- Company: One4Yes, LLC
- Contact: Brett Yates
- Email: app@grittykids.com

Notes

- **Scope.** This report covers the Gritty Kids iOS app only. It does not cover the Android or Amazon versions, the grittykids.com website (including the privacy policy and terms pages the app links to), or the printed books and workbooks.
- **What was evaluated.** Every screen and game a player can reach in version 2.1.1: the home farm map, the five location hubs and their 24 games, the 2-player menu and its games, book, Starter Book and Daily Challenge play, workbooks and My Bookshelf, the settings menu, player profiles, the About and Books screens, the subscription screen, and the parental gate.
- **Accessibility mode.** Version 2.1.1 has an "Accessibility mode" switch in the settings menu. It is off by default and **turns on automatically while VoiceOver is running**. It also turns on with Switch Control, the Grayscale color filter and Differentiate Without Color, unless someone has set the switch off by hand. Other users, such as Full Keyboard Access users, turn it on with one switch; it does not turn on with Increase Contrast or other color filters. When it is on:
    - games that use color to carry meaning add a shape, number, or ✓/✗ mark, though some boards show a wrong entry in red alone (see 1.4.1);
    - standard text buttons use darker colors so their labels meet 4.5:1 contrast;

- labels on the Check, Go, Practice and Challenge buttons, the page and Skip buttons, the parchment plaque labels and the player list's Delete use darker colors that meet 4.5:1, and the ring on a selected game cell uses a darker color that meets 3:1. iOS Increase Contrast also turns on these colors, and only these, without turning on the rest of the mode; Settings then notes "Stronger colors on from Increase Contrast". With both off, these keep the app's default, lighter colors, which do not meet those ratios (see 1.4.3 and 1.4.11);
- game instructions add a line that explains tapping;
- Connect the Characters, Connect the Bales, Word Search and Synonym Match, which are played by dragging, also accept single taps;
- in those four games and in Letter Path and Muddy Puddles, each cell or word is a separate, labeled element for VoiceOver.

Remarks below say where something works only through Accessibility mode.

- **Spoken status.** While VoiceOver runs, the memory games (Sequence Memory, Pattern Copy, Who's Missing, Muddy Puddles) speak what they show, and the app announces finished puzzles, wrong answers, race results and the Spot the Change time-up. Some moments are silent (see 4.1.3). This does not depend on Accessibility mode.
- **Text size.** Text follows the iOS Larger Text setting up to 2x. Board tiles, letters and numbers stay at their designed size (see 1.4.4).

Evaluation Methods Used

- **Device testing** by One4Yes on iPhone and iPad, in portrait, with VoiceOver and the other iOS accessibility settings this report covers.
- **Code review** of every reachable screen and game against WCAG 2.1 Level A and AA, applied to native software as described in the W3C note *Guidance on Applying WCAG 2 to Non-Web Information and Communications Technologies* (WCAG2ICT). The review checked accessibility roles, names, states and actions; text sizing; color use; timing; motion; gestures; and status announcements.
- **Contrast** ratios were computed from the app's color values with the WCAG relative-luminance formula. For labels on button art and wooden signs, the background color was sampled from the art, so those ratios can move slightly with grain or scaling.
- **Automated render tests** (Jest and React Native Testing Library, more than 500 tests) check accessibility labels, roles and states on shared controls and game boards, the Accessibility mode cues and tap input, the messages sent to VoiceOver, map pin behavior under VoiceOver, and text-size limits.
- **Not done:** testing with users with disabilities.

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); Level AA (Yes); Level AAA (No)
Web Content Accessibility Guidelines 2.1	Level A (Yes); Level AA (Yes); Level AAA (No)
Web Content Accessibility Guidelines 2.2	Level A (No); Level AA (No); Level AAA (No)
Revised Section 508 standards as published by the U.S. Access Board in the Federal Register on January 18, 2017, corrected January 22, 2018	Yes

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 only be used in WCAG Level AAA criteria.

WCAG 2.x Report

Tables 1 and 2 also document conformance with Revised Section 508 Chapter 5, 501.1 Scope (software) and Chapter 6, 602.3 Electronic Support Documentation. Criteria added in WCAG 2.1 are marked "2.1"; Revised Section 508 does not require them, and they are included because WCAG 2.1 was the evaluation standard. Following WCAG2ICT, criteria that apply to sets of web pages are reported as Not Applicable for this single native app.

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

Criteria	Conformance Level	Remarks and Explanations
1.1.1 Non-text Content (Level A)	Partially Supports	Icon-only buttons, map pins, game cards, characters and game pieces have text names; decorative art and animated demos are hidden from VoiceOver. In Accessibility mode (automatic with VoiceOver), each cell or word on the six drag-based game boards is named. Exceptions: the Silo Roll board is one labeled image that gives its size and the positions of the silo and red circle, but not which tiles are grass, dirt or empty, so it is not fully playable with VoiceOver; workbook page thumbnails are named only "<game> page". Rotation Match options are named "Option 1, 2…" rather than describing the shape, because telling the shapes apart is the exercise (test exception).
1.2.1 Audio-only and Video-only (Prerecorded) (Level A)	Not Applicable	The app has no prerecorded audio-only or video-only content. Audio is limited to background music and sound effects.
1.2.2 Captions (Prerecorded) (Level A)	Not Applicable	The app has no video.
1.2.3 Audio Description or Media Alternative (Prerecorded) (Level A)	Not Applicable	The app has no video.
1.3.1 Info and Relationships (Level A)	Partially Supports	Controls expose their role (button, switch, radio button, tab, link, text field) and state (selected, checked, disabled). Game, location hub, Bookshelf, workbook and dialog titles are exposed as headings; a few short message dialogs have no title to mark. Game grids are exposed as individual buttons whose names include the row and column, because React Native has no grid role on iOS.

Criteria	Conformance Level	Remarks and Explanations
1.3.2 Meaningful Sequence (Level A)	Supports	VoiceOver reading order follows the order of the interface, and grid boards are read row by row.
1.3.3 Sensory Characteristics (Level A)	Supports	Game instructions are text plus an animated example. A review of the instruction text found none that relies only on shape, size, position or sound.
1.4.1 Use of Color (Level A)	Partially Supports	In Accessibility mode, Paint Sort layers show a shape per color, Eclipse pieces show the player number, and Pattern Copy, Picture Equations, Who's Missing, Rotation Match and Connect the Bales show ✓/✗ for right and wrong. Number Grid repeats show a ✗. VoiceOver also speaks the color, owner or result. Gaps: with the mode off, those games use color alone; the mode comes on by itself with VoiceOver, Switch Control, Grayscale or Differentiate Without Color, but not with other color filters or after it is set off by hand. In any mode, a wrong entry in Math Grid, Crossnumber Puzzle, Count the Path and Fill the Boxes is shown in red with no ✗, and on a phone at larger text sizes a matched pair in Synonym Match shows mainly by color and position.
1.4.2 Audio Control (Level A)	Supports	Background music starts at launch and loops. It can be turned off with the Music switch in the settings menu, which opens from the map and location screens, including during a game there; from a book, the player goes back to the map first. Sound effects have their own switch. The iPhone Ring/Silent switch mutes all app audio.
2.1.1 Keyboard (Level A)	Partially Supports	On iOS this covers VoiceOver, Switch Control and Full Keyboard Access, which operate the app through accessibility elements. Reachable controls are accessibility elements. In Accessibility mode, the six drag-based games can be finished with single selections; the mode is automatic with VoiceOver and, unless set off by hand, Switch Control. Exceptions: (1) the parental gate before purchases, the store link and deleting a player requires a 3-second touch-and-hold (two fingers, or one target when VoiceOver is on), with no keyboard or Switch Control alternative; (2) Full Keyboard Access users must turn Accessibility mode on themselves.
2.1.2 No Keyboard Trap (Level A)	Supports	Dialogs have a labeled close, cancel or action button, and the main ones also close with the VoiceOver escape gesture. Focus stays inside an open dialog by design.
2.1.4 Character Key Shortcuts (Level A 2.1)	Supports	The app has no keyboard shortcuts.
2.2.1 Timing Adjustable (Level A)	Partially Supports	Most of the app has no time limits. Timed parts, none of them adjustable: Tractor Trail is a race with a countdown and no pause; Spot the Change has a 20 to 60 second countdown; the memory games show what to remember for a fixed time (from 0.55 seconds per item in Sequence Memory to 5 seconds per screen, depending on the game and level), and Memory Match turns mismatched cards back after 1 second. Tractor Trail offers a retry after a loss. One4Yes treats short memory display times as part of what the memory games teach; the race and countdown times are a product choice. While VoiceOver runs, the memory games also speak what they show. Lambie's hints fade after 5 seconds (10 seconds at larger text sizes) and are also spoken by VoiceOver.

Criteria	Conformance Level	Remarks and Explanations
2.2.2 Pause, Stop, Hide (Level A)	Partially Supports	Decorative animations loop on several screens (clouds and characters on the map, stars, insect wings). They stop when iOS Reduce Motion is on, but the app has no in-app control to pause them for users who do not use Reduce Motion. Tractor Trail's moving race is gameplay and cannot be paused.
2.3.1 Three Flashes or Below Threshold (Level A)	Supports	No content flashes more than three times per second; the fastest repeating animations are small moving shapes, not changes in brightness.
2.4.1 Bypass Blocks (Level A)	Not Applicable	Per WCAG2ICT this applies to sets of web pages or software programs. The app has no blocks of content repeated across screens.
2.4.2 Page Titled (Level A)	Supports	The app is identified by name by iOS. Game screens show the game title, exposed as a heading.
2.4.3 Focus Order (Level A)	Supports	Focus order follows the order of the interface, and dialogs keep focus inside. Map pins read once each, with one double-tap to open a location under VoiceOver.
2.4.4 Link Purpose (In Context) (Level A)	Supports	Links are named by their text: "Visit grittykids.com", "Privacy policy", "Terms of service". The Buy button's hint says that a grown-up is asked first.
2.5.1 Pointer Gestures (Level A 2.1)	Partially Supports	Letter Path and Muddy Puddles accept single taps at all times. In Accessibility mode, Connect the Characters, Connect the Bales, Word Search and Synonym Match do too; with the mode off they require dragging, except Synonym Match at larger text sizes. The parental gate requires holding two fingers on two points; a single-point hold is offered only when VoiceOver is on. The gate protects purchases, store links and deleting a player.
2.5.2 Pointer Cancellation (Level A 2.1)	Partially Supports	Memory Match cards flip as soon as a finger touches them, so the action cannot be cancelled by sliding away. VoiceOver users flip cards with a standard activate action instead. All other controls act when the finger is lifted.
2.5.3 Label in Name (Level A 2.1)	Supports	Where a control's accessible name differs from its visible text, the name contains the visible text (for example "Warm-up level", "Buy <title>"). The "⌫" key is named "Delete".
2.5.4 Motion Actuation (Level A 2.1)	Supports	No function is operated by shaking or moving the device.
3.1.1 Language of Page (Level A)	Supports	The app is in English only, and its development language is the default, English.
3.2.1 On Focus (Level A)	Supports	Moving focus never changes the screen or a setting.
3.2.2 On Input (Level A)	Supports	Screens change only when the user activates a control. Switches change only their own setting.
3.3.1 Error Identification (Level A)	Partially Supports	Form errors are identified in text: a wrong unlock code and an invalid player name. Word Search and Letter Path show a short text note on a wrong selection. With VoiceOver on, that note is spoken, and so are wrong answers in the other games. Gaps: in most games a sighted player gets a shake, a red ring or a tint rather than text (a ✗ is added in six games in Accessibility mode), and a spoken wrong answer is skipped if something else is being said.
3.3.2 Labels or Instructions (Level A)	Supports	The two text fields ("Player name", "Unlock code") have labels, and every game has written instructions with an animated example. In Accessibility mode, the instructions for the six tap games add a line that explains tapping, and game-grid cells have a VoiceOver hint. At larger text sizes, Synonym Match's panels are headed "Pick a word" and "Find its match". The base

Criteria	Conformance Level	Remarks and Explanations
		instructions describe dragging, and tapping is given as the alternative.
4.1.1 Parsing (Level A)	Not Applicable	The app is native software with no markup language. (This criterion was removed in WCAG 2.2.)
4.1.2 Name, Role, Value (Level A)	Partially Supports	Reachable controls expose name, role and state through the iOS accessibility API, including switch on/off, selected and checked state, disabled state, and game-piece values. In Accessibility mode (automatic with VoiceOver), the drag-board cells and words are named buttons with selected state. Map pins expose the location name, skill, locked state and book progress. Exception: the Silo Roll board is one image with positions only, so its tile types are not exposed.

Table 2: Success Criteria, Level AA

Criteria	Conformance Level	Remarks and Explanations
1.2.4 Captions (Live) (Level AA)	Not Applicable	The app has no live audio or video.
1.2.5 Audio Description (Prerecorded) (Level AA)	Not Applicable	The app has no video.
1.3.4 Orientation (Level AA 2.1)	Does Not Support	The app is locked to portrait on iPhone and iPad. No game requires portrait; the layouts were designed for it.
1.3.5 Identify Input Purpose (Level AA 2.1)	Supports	The only text fields are a child's nickname and an unlock code. Neither collects personal information from the WCAG input-purpose list.
1.4.3 Contrast (Minimum) (Level AA)	Partially Supports	For all users: body and secondary text, links, error messages, number-pad digits, the player-name placeholder (4.6:1) and the Order and Chaos labels meet 4.5:1. In Accessibility mode, or with iOS Increase Contrast on, button labels and the labels on button art and plaques also meet 4.5:1: standard text buttons (4.5:1 to 5.7:1), the Check key (6.9:1), the Go, Practice and Challenge labels (5.4:1 to 7.9:1), the page and Skip buttons (4.7:1), plaque labels (4.8:1), the "Not quite" message (4.5:1) and the Delete action (5.4:1). Accessibility mode or Increase Contrast is how users get these colors; both are off by default. Failures with Accessibility mode and Increase Contrast both off (the default look): white labels on the orange (2.0:1), green (2.3:1) and blue (3.6:1) standard buttons and blue secondary labels (3.6:1); white labels on the Check (2.2:1), Go (1.9:1), Practice (2.8:1) and Challenge (2.1:1) buttons; the page and Skip button labels (2.6:1); plaque labels (2.5:1 to 3.3:1) and the "Not quite" message (2.5:1); muted button labels (3.6:1) and text-link buttons (4.3:1); and the Delete action in the player list (3.4:1). In both modes: the 2-player turn banner, white on the player colors (3.6:1 and 2.0:1). Not measured: the plaque colors in Connect the Characters and the chalkboard text.
1.4.4 Resize Text (Level AA)	Partially Supports	Text follows the iOS Larger Text setting up to 2x (200%) by default, including menus, dialogs, the subscription screen, the parental gate, buttons, workbooks, and in-game prompts and answer choices. Exceptions, by design: board tiles, letters and numbers, the number pad, some text printed on game boards (such as Line Up names and the Tractor Trail countdown), instruction previews, ✓/✗ and player-number marks, symbols, and board text on saved workbook pages stay at their designed size. On iPad mini the longest Synonym Match words shrink

Criteria	Conformance Level	Remarks and Explanations
		slightly below 2x. The app does not block iOS Zoom.
1.4.5 Images of Text (Level AA)	Partially Supports	Interface text is real text. Exceptions: the "coming soon" badge on game cards is an image of text, with its words in the card's accessible name, and some painted signs, such as "Unlock the Whole Farm", are art. The Gritty Kids logo is exempt.
1.4.10 Reflow (Level AA 2.1)	Partially Supports	Layouts fit the device width in portrait. At larger text sizes, grids restack and dialogs and games scroll vertically. Game boards are fixed-size by design, and some content gets long: a Synonym Match panel can be taller than the screen, and the game header takes a large part of a small iPhone screen.
1.4.11 Non-text Contrast (Level AA 2.1)	Partially Supports	In Accessibility mode, or with iOS Increase Contrast on, the ring on a selected game cell meets 3:1 on the surfaces it is drawn on, and the standard button faces meet 3:1. Secondary button borders meet 3:1 in both modes. Gaps: with Accessibility mode and Increase Contrast both off (the default look), the selected-cell ring is a light orange (1.5:1 to 2.0:1), and orange and green button faces are 2.0:1 and 2.3:1 (every such button also has a text label). In both modes, other selection rings (the Eclipse piece picker, Paint Sort can, Memory Match size picker and Spot the Change hint) keep a lighter orange, the Fill the Boxes ring is 1.9:1 against the shelf, and the O mark in Order and Chaos is 2.0:1 on its cell.
1.4.12 Text Spacing (Level AA 2.1)	Not Applicable	Per WCAG2ICT, this applies where the platform lets users override text spacing. iOS has no such setting for native app text.
1.4.13 Content on Hover or Focus (Level AA 2.1)	Supports	Nothing appears on hover or focus. Tooltips and speech bubbles appear in response to events and can be dismissed by tapping.
2.4.5 Multiple Ways (Level AA)	Not Applicable	Per WCAG2ICT this applies to sets of web pages or software programs.
2.4.6 Headings and Labels (Level AA)	Supports	Controls and fields have descriptive labels, and visible titles describe their screens and dialogs.
2.4.7 Focus Visible (Level AA)	Supports	VoiceOver and Full Keyboard Access draw their own focus indicator, and the app does not change it.
3.1.2 Language of Parts (Level AA)	Supports	All content is in English.
3.2.3 Consistent Navigation (Level AA)	Not Applicable	Per WCAG2ICT this applies to sets of web pages or software programs.
3.2.4 Consistent Identification (Level AA)	Not Applicable	Per WCAG2ICT this applies to sets of web pages or software programs. Shared controls use the same names throughout.
3.3.3 Error Suggestion (Level AA)	Supports	A rejected unlock code says "Double-check it and try again." Player-name errors state the problem.
3.3.4 Error Prevention (Legal, Financial, Data) (Level AA)	Supports	Purchases go through the parental gate and then the App Store's own confirmation sheet. Deleting a player profile is gated and asks for confirmation.
4.1.3 Status Messages (Level AA 2.1)	Partially Supports	Announced to VoiceOver: Lambie's hints and encouragement, the unlock-code error, what the memory games display, finished puzzles, wrong answers, the start and result of a Tractor Trail race, the Spot the Change time-up, and 2-player results in Memory Match and Sequence Memory. The player-name error is marked as an alert. Silent: 2-player results in Eclipse, Order and Chaos and Ultimate Tic-Tac-Toe; each new Tractor Trail equation; time remaining in Spot the Change; Sequence Memory's status lines; and a wrong answer that lands while something else is being said.

Table 3: Success Criteria, Level AAA

Level AAA was not evaluated and is not included in this report.

Revised Section 508 Report

Chapter 3: Functional Performance Criteria (FPC)

Criteria	Conformance Level	Remarks and Explanations
302.1 Without Vision	Partially Supports	VoiceOver can reach and operate every reachable screen. Map pins read once each and open with one double-tap. Accessibility mode turns on with VoiceOver, so the six drag-based games can be played by selecting cells, the memory games speak what they show, and finished puzzles, wrong answers and race results are announced. Gaps: some moments are silent (4.1.3); the Silo Roll board doesn't give tile types (1.1.1); timed games give fixed time (2.2.1).
302.2 With Limited Vision	Partially Supports	The app does not block iOS Zoom. Text follows the iOS text size up to 2x, except board tiles, letters and numbers and the other fixed items listed under 1.4.4. Most text colors meet 4.5:1; button labels, button-art labels, plaque labels and the selected-cell ring meet their ratios only in Accessibility mode or with iOS Increase Contrast, with exceptions (1.4.3, 1.4.11). The app is portrait-only (1.3.4).
302.3 Without Perception of Color	Partially Supports	In Accessibility mode, games that use color for meaning add shapes, player numbers, or ✓/✗ marks. The mode is automatic with VoiceOver and, unless set off by hand, with Grayscale and Differentiate Without Color; other users turn it on in settings. With it off, those games use color alone, and some boards show wrong entries in red alone in any mode (1.4.1).
302.4 Without Hearing	Supports	No information is given by sound alone. Music and sound effects accompany visual feedback. The app has no speech or video content.
302.5 With Limited Hearing	Supports	No information depends on hearing. Volume follows the device, and music and sound effects can each be turned off.
302.6 Without Speech	Supports	The app has no speech input.
302.7 With Limited Manipulation	Partially Supports	Shared buttons and menu rows have touch areas of at least 44 by 44 points; game-board cell size varies with the puzzle. In Accessibility mode, the drag-based games accept single taps, and the mode comes on with Switch Control unless set off by hand. Gaps: the parental gate needs a two-finger hold unless VoiceOver is on (2.5.1); Tractor Trail and Spot the Change are timed (2.2.1); Memory Match acts on touch-down (2.5.2); Full Keyboard Access users must turn Accessibility mode on themselves (2.1.1).
302.8 With Limited Reach and Strength	Partially Supports	The app needs no physical strength or wide reach; it is operated by taps on the touch screen or through iOS assistive technology. Because it is portrait-only, a device mounted in landscape cannot be used (1.3.4). The limits listed under 302.7 also apply.
302.9 With Limited Language, Cognitive, and Learning Abilities	Partially Supports	Every game has short written instructions with an animated example, and the Lambie character offers hints. Word Search and Letter Path show a short note on a wrong selection. Timed games and fixed memory display times cannot be extended (2.2.1), and decorative motion stops only with iOS Reduce Motion (2.2.2).

Chapter 4: Hardware

Notes: Not Applicable. Gritty Kids is software that runs on Apple iPhone and iPad; One4Yes, LLC does not provide hardware.

Criteria	Conformance Level	Remarks and Explanations
402 Closed Functionality: 402.1 General	Not Applicable	Software only; not closed-functionality hardware.
402.2 Speech-Output Enabled	Not Applicable	Software only.
402.2.1 Information Displayed On-Screen	Not Applicable	Software only.
402.2.2 Transactional Outputs	Not Applicable	Software only.
402.2.3 Speech Delivery Type and Coordination	Not Applicable	Software only.
402.2.4 User Control	Not Applicable	Software only.
402.2.5 Braille Instructions	Not Applicable	Software only.
402.3 Volume	Not Applicable	Software only.
402.3.1 Private Listening	Not Applicable	Software only.
402.3.2 Non-private Listening	Not Applicable	Software only.
402.4 Characters on Display Screens	Not Applicable	Software only.
402.5 Characters on Variable Message Signs	Not Applicable	Software only.
403 Biometrics: 403.1 General	Not Applicable	Software only. The app uses no biometrics.
404 Preservation of Information Provided for Accessibility: 404.1 General	Not Applicable	Software only.
405 Privacy: 405.1 General	Not Applicable	Software only.
406 Standard Connections: 406.1 General	Not Applicable	Software only.
407 Operable Parts: 407.2 Contrast	Not Applicable	Software only.
407.3 Input Controls	Not Applicable	Software only.
407.3.1 Tactilely Discernible	Not Applicable	Software only.
407.3.2 Alphabetic Keys	Not Applicable	Software only.
407.3.3 Numeric Keys	Not Applicable	Software only.
407.4 Key Repeat	Not Applicable	Software only.
407.5 Timed Response	Not Applicable	Software only. Software timing is reported under WCAG 2.2.1.
407.6 Operation	Not Applicable	Software only.
407.7 Tickets, Fare Cards, and Keycards	Not Applicable	Software only.
407.8 Reach Height and Depth	Not Applicable	Software only.
407.8.1 Vertical Reference Plane	Not Applicable	Software only.
407.8.1.1 Vertical Plane for Side Reach	Not Applicable	Software only.
407.8.1.2 Vertical Plane for Forward Reach	Not Applicable	Software only.
407.8.2 Side Reach	Not Applicable	Software only.
407.8.2.1 Unobstructed Side Reach	Not Applicable	Software only.
407.8.2.2 Obstructed Side Reach	Not Applicable	Software only.

Criteria	Conformance Level	Remarks and Explanations
407.8.3 Forward Reach	Not Applicable	Software only.
407.8.3.1 Unobstructed Forward Reach	Not Applicable	Software only.
407.8.3.2 Obstructed Forward Reach	Not Applicable	Software only.
407.8.3.2.1 Operable Part Height for ICT with Obstructed Forward Reach	Not Applicable	Software only.
407.8.3.2.2 Knee and Toe Space under ICT with Obstructed Forward Reach	Not Applicable	Software only.
408 Display Screens: 408.2 Visibility	Not Applicable	Software only.
408.3 Flashing	Not Applicable	Software only. Flashing content is reported under WCAG 2.3.1.
409 Status Indicators: 409.1 General	Not Applicable	Software only.
410 Color Coding: 410.1 General	Not Applicable	Software only. Color use is reported under WCAG 1.4.1.
411 Audible Signals: 411.1 General	Not Applicable	Software only.
412 ICT with Two-Way Voice Communication: 412.2 Volume Gain	Not Applicable	Software only. The app has no voice communication.
412.2.1 Volume Gain for Wireline Telephones	Not Applicable	Software only.
412.2.2 Volume Gain for Non-Wireline ICT	Not Applicable	Software only.
412.3 Interference Reduction and Magnetic Coupling	Not Applicable	Software only.
412.3.1 Wireless Handsets	Not Applicable	Software only.
412.3.2 Wireline Handsets	Not Applicable	Software only.
412.4 Digital Encoding of Speech	Not Applicable	Software only.
412.5 Real-Time Text Functionality	Not Applicable	Software only.
412.6 Caller ID	Not Applicable	Software only.
412.7 Video Communication	Not Applicable	Software only.
412.8 Legacy TTY Support	Not Applicable	Software only.
412.8.1 TTY Connectability	Not Applicable	Software only.
412.8.2 Voice and Hearing Carry Over	Not Applicable	Software only.
412.8.3 Signal Compatibility	Not Applicable	Software only.
412.8.4 Voice Mail, Auto-attendant, and Interactive Voice Response Telecommunications Systems	Not Applicable	Software only.
413 Closed Caption Processing Technologies: 413.1.1 Decoding and Display of Closed Captions	Not Applicable	Software only.
413.1.2 Pass-Through of Closed Caption Data	Not Applicable	Software only.

Criteria	Conformance Level	Remarks and Explanations
414 Audio Description Processing Technologies: 414.1.1 Digital Television Tuners	Not Applicable	Software only.
414.1.2 Other ICT	Not Applicable	Software only.
415 User Controls for Captions and Audio Descriptions: 415.1.1 Caption Controls	Not Applicable	Software only.
415.1.2 Audio Description Controls	Not Applicable	Software only.

Chapter 5: Software

Criteria	Conformance Level	Remarks and Explanations
501.1 Scope – Incorporation of WCAG 2.0 AA	See WCAG 2.x section	See the information in the WCAG 2.x section.
502 Interoperability with Assistive Technology	Heading cell – no response required	Heading cell – no response required
502.2.1 User Control of Accessibility Features	Not Applicable	Applies to platform software. Gritty Kids is an application.
502.2.2 No Disruption of Accessibility Features	Partially Supports	The app does not turn off or override VoiceOver, Zoom, Switch Control, Full Keyboard Access, Reduce Motion or the iOS color filters. It limits the iOS Larger Text setting: iOS goes to about 3x, text stops at 2x, and board text stays at its designed size (1.4.4).
502.3 Accessibility Services	Heading cell – no response required	Heading cell – no response required
502.3.1 Object Information	Partially Supports	Name, role and state are exposed through the iOS accessibility API (UIAccessibility) via React Native. Screen and dialog titles are exposed as headings. Exception: Silo Roll tile types (4.1.2).
502.3.2 Modification of Object Information	Supports	States a user can set, such as switches, selected plan, selected game cell and selected tab, use standard controls that assistive technology can change.
502.3.3 Row, Column, and Headers	Not Applicable	The app has no data tables. Game grids include the row and column in each cell's name.
502.3.4 Values	Partially Supports	Current values are exposed: switches on/off, game-cell values, plan selection, progress on map pins and game cards. Exception: Silo Roll tile types.
502.3.5 Modification of Values	Supports	Values users can set (switches, number entry through the on-screen number pad, text fields, tile choices) can be set through assistive technology. In the drag-based games this requires Accessibility mode, which is automatic with VoiceOver.
502.3.6 Label Relationships	Supports	Both text fields carry their label as their accessible name. Toggle rows in settings read as one element ("Music, switch, on").
502.3.7 Hierarchical Relationships	Partially Supports	Dialogs are exposed as modal, related controls are grouped where it matters (settings rows, game cards), and most screen and dialog titles are exposed as headings. Game grids are flat lists of buttons (1.3.1).
502.3.8 Text	Supports	Text is rendered as native text and exposed to assistive technology. Images of text are listed under 1.4.5.
502.3.9 Modification of Text	Supports	The two text fields are native iOS text fields.

Criteria	Conformance Level	Remarks and Explanations
502.3.10 List of Actions	Partially Supports	Controls expose the standard activate action; Memory Match cards add an activate action because they normally flip on touch-down; dialogs support the VoiceOver escape gesture. Exceptions: the parental gate hold is not exposed as an action, and the drag-board actions are exposed only in Accessibility mode.
502.3.11 Actions on Objects	Partially Supports	Assistive technology can perform the exposed actions (see 502.3.10). The parental gate hold cannot be performed by keyboard or Switch Control (2.1.1).
502.3.12 Focus Cursor	Supports	Focus is tracked by iOS for VoiceOver and Full Keyboard Access, and the app does not change the focus indicator (2.4.7).
502.3.13 Modification of Focus Cursor	Supports	Assistive technology moves focus through the standard iOS accessibility API, and the app does not override it.
502.3.14 Event Notification	Partially Supports	State changes on focused controls are exposed, and hints, form errors, memory displays, finished puzzles, wrong answers and race results are announced. Some moments are silent (4.1.3).
502.4 Platform Accessibility Features	Not Applicable	Applies to platform software. Gritty Kids is an application.
503 Applications	Heading cell – no response required	Heading cell – no response required
503.2 User Preferences	Partially Supports	Color and contrast: the app has a single light color scheme and does not follow Dark Mode. iOS Increase Contrast switches buttons and controls to the app's contrast-safe colors without turning on the rest of Accessibility mode. Grayscale and Differentiate Without Color turn on its Accessibility mode, which provides contrast-safe buttons and non-color cues, unless the switch was set off by hand. Font size: follows iOS Larger Text up to 2x, except board text (1.4.4). Font type: the app uses its own fonts; iOS has no system font-type preference for apps. Focus cursor: drawn by iOS and not changed by the app. Motion: follows iOS Reduce Motion. Sound: follows the Ring/Silent switch.
503.3 Alternative User Interfaces	Not Applicable	The app does not provide an alternative user interface that functions as assistive technology.
503.4 User Controls for Captions and Audio Description	Heading cell – no response required	Heading cell – no response required
503.4.1 Caption Controls	Not Applicable	The app has no video or captions.
503.4.2 Audio Description Controls	Not Applicable	The app has no video.
504 Authoring Tools	Heading cell – no response required	Heading cell – no response required
504.2 Content Creation or Editing (if not authoring tool, enter "not applicable")	Not Applicable	The app is not an authoring tool.
504.2.1 Preservation of Information Provided for Accessibility in Format Conversion	Not Applicable	The app is not an authoring tool.
504.2.2 PDF Export	Not Applicable	The app does not export PDF.
504.3 Prompts	Not Applicable	The app is not an authoring tool.
504.4 Templates	Not Applicable	The app is not an authoring tool.

Chapter 6: Support Documentation and Services

Criteria	Conformance Level	Remarks and Explanations
601.1 Scope	Heading cell – no response required	Heading cell – no response required
602 Support Documentation	Heading cell – no response required	Heading cell – no response required
602.2 Accessibility and Compatibility Features	Supports	The accessibility help page at grittykids.com/accessibility lists the app's accessibility features and how to use them, along with known limitations. In the app, the Accessibility mode switch has a description, and its row says when VoiceOver or a device setting has turned it on. This report also describes the features.
602.3 Electronic Support Documentation	See WCAG 2.x section	Support documentation in the app (game instructions and the About screen) is part of the app and covered by the WCAG 2.x section. The accessibility help page and the rest of grittykids.com were not evaluated.
602.4 Alternate Formats for Non-Electronic Support Documentation	Not Applicable	No non-electronic support documentation is provided.
603 Support Services	Heading cell – no response required	Heading cell – no response required
603.2 Information on Accessibility and Compatibility Features	Supports	Support is by email at app@grittykids.com, the address on the in-app About screen ("Need help? Have feedback?") and on the accessibility help page at grittykids.com/accessibility. Support can share that page and this report.
603.3 Accommodation of Communication Needs	Supports	Support is provided in writing by email, which works with screen readers, text-to-speech, and other communication aids.

Legal Disclaimer (One4Yes, LLC)

This report describes the accessibility of Gritty Kids for iOS version 2.1.1 as of the report date, based on the evaluation methods described above. It is provided for informational purposes and does not create any warranty. One4Yes, LLC may update the product and this report.