

Accessibility Checklist

Text elements

1. Use [semantic headings](#) to divide long documents into navigable sections.
2. Ensure that [link text](#) indicates specific destinations (i.e. avoid "click here" links).
3. For [lists \(numbered and with bullets\)](#), make sure to use the bullet tools to create them. If a numbered list (e.g. an outline) has multiple levels, make sure each level uses a different numbering scheme.
4. Use [color schemes](#) in PowerPoint and Web pages with sufficient [color contrast](#).
5. Make sure [font face and size](#) conform to recommended legibility standards.
6. If you use [data tables](#), be sure to label the table and columns and avoid merging cells.
7. Provide [alternatives for PDFs](#) such as Word, HTML or text. PDFs can be made accessible, but the process is very complex, so it is often quicker to provide content in an alternative form.
8. Ensure that [non-English content](#) is properly tagged.

Multimedia elements

1. Use [image ALT Text](#) to quickly describe images for those who cannot see it.
2. For [complex images](#) such as a [chart](#), [map](#) or other diagrams, ALT text can be supplemented by extended text descriptions. Charts should also be designed to be understandable in black and white.
3. For [math equations](#), follow guidelines for creating MathML compatible formats for math equations.
4. If your content includes an [animation](#), make sure that it's necessary for the content and that the flicker rate is lower than 2 Hz (Hertz) and greater than 55 Hz – animations within these frequencies may trigger epileptic seizures.
5. **Avoid autoplay for videos and animations** over five seconds. Moving content can be disorienting for users with certain types of cognitive disorders.
6. Video and audio files should be [captioned/transcribed](#) for those who cannot hear the content.
7. If you want to upload a [PowerPoint file](#), then make sure the color scheme has sufficient contrast, all graphics are labeled and all audio is transcribed.

Canvas accessibility checker

Canvas has an [accessibility checker](#) in its rich text editor. This can be a helpful tool for checking to see if your materials are usable by learners with common usage needs (low vision, e.g.).