

Interactivity Accessibility Checklist

from [Inclusive Pixelation](#) | [A11yBook.com](#)

Use this checklist to perform a quick audit of any eLearning interaction.

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Buttons & Links

- ☐ Instructions to prevent errors and any error messages are presented as text.
- ☐ Gesture actions (swipe, pinch, etc.) can be done with buttons or other means.
- ☐ Link purpose is clear from text. (no "Click Here")
- ☐ Focused elements are not hidden, and focus is visibly styled.
- ☐ Instructions do not rely on senses. (no "Click the green button," "See the left sidebar," etc.)



Interactive Blocks

- ☐ Instructions for operations do not rely on senses. (touch, drag, etc.)
- ☐ Content that moves can be stopped and volume adjusted.
- ☐ Time limits can be extended, adjusted, or turned off.
- ☐ Nothing flashes more than 3 times per second.
- ☐ Anything targetable is at least 24x24px, recommended 44x44px



Forms & Input

- ☐ Nothing unexpected happens on input.
- ☐ Previously entered information should be available.
- ☐ Avoid custom keyboard shortcuts.
- ☐ Learner can check responses before submitting, and reverse the submission if possible



Implementation & Tools

- ☐ Run any built-in accessibility checking tools.
- ☐ Start with clean, accessible templates when possible.
- ☐ Manually test your interactions using the keyboard only.

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**For a more complete audit of your learning materials, grab a copy of
Making Online Learning Accessible, 2nd Edition, by Britne Jenke, CPACC, CPTD, SPHR
Available everywhere January 2026**