ENABLING OBJECTIVES MATRIX

MODULE: INTRODUCTION TO ACCESSIBLE DESIGN

TERMINAL OBJECTIVE: Using Adobe Creative Suite, create designs that adhere to the World Accessibility Initiative's (WAI)'s Perceivable Web Content Accessibility Guidelines (WCAG), the international standard for creating accessible online content.

PRE-INSTRUCTIONAL STRATEGY: Online interactive presentation of a successful WCAG-compliant design

- 1. What does a WCAG-compliant design look like? Visual presentation
- 2. What traits do you think make this design accessible? Ppen-ended short answer
- 3. What are the WCAG key principles? Written or narrated overview
- 4. How does this design exhibit the WCAG key principles? Open-ended short answer

This activity engages learners, models expected outcomes, and integrates learners' prior knowledge.

ENABLING OBJECTIVES

Identify and define the WAI's perceivable WCAG and corresponding success criteria

Use these guidelines to develop WCAG-compliant color palettes, text, and audio options in digital and print design.

Given a web accessibility checker, such as Adobe's Color Contrast tool, pass at the WCAG level.

BLOOM'S TAXONOMY LEVEL

- Remembering
- Understanding
- Applying
- Analyzing
- Synthesizing
- Creating
- Evaluating
- Remembering
- Analyzing
- Synthesizing
- Creating
- Evaluating

LEARNER ACTIVITY

- Watch a presentation introducing the WCAG principles.
- Match the four WCAG principles with their definitions.
 Define each principle in your own words.
- Examine design examples and list which do and do not meet WCAG guidelines and why.
- Create five possible WCAG-compliant designs and outline how these designs meet WCAG.
- Watch a screencast video on how to use a web accessibility checker.
- Upload a sample design from previous activity to an accessability checker and check whether sample meets guidelines or not. If sample does not meet guidelines, revise design by using the web checker's automated feedback and reviewing WCAG guidelines. Re-submit design as needed until design passes.

DELIVERY METHOD

- Video presentation and individual learner exercise through computer-based training
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