

Web Accessibility Checklist

By Web Dev Simplified <https://courses.webdevsimplified.com>

This checklist is based on the [WCAG 2.2 guidelines](#)

A Essential AA Standard AAA Enhanced

⊕ HTML

Set page language A

Add lang attribute to <html> (e.g., lang="en")

Set unique page titles A

Each page should have its own <title>

Use semantic HTML A

<header>, <nav>, <main>, <footer>, <aside>

Ensure linear content flow A

DOM order should match visual reading order

Ensure zoom functionality AA

<meta name="viewport" content="width=device-width, initial-scale=1.0" />

▣ Keyboard

Keyboard accessible elements A

Interactive elements work without the mouse

Remove keyboard traps A

Users can always tab away from elements

Don't use positive tabindex A

-1 and 0 can be used for specific cases

Properly handle modal focus A

Users should not be able to interact with background elements while a modal is open

Don't remove focus styles AA

Add a custom focus style if default is removed

▣ Appearance & Animation

Don't convey info by color alone A

Use patterns, icons, or text alongside color

Use subtle animations A

Keep animations subtle, no rapid flashing

Support responsive reflow AA

Content does not horizontal scroll at 320px

Support custom fonts AA

Especially useful with dyslexia-friendly fonts

Respect prefers-x settings AAA

This includes all settings such as:

- prefers-reduced-motion
- prefers-color-scheme
- prefers-contrast
- prefers-reduced-transparency

▣ Forms

Group related form fields A

Group related inputs: <fieldset>, <legend>

Display errors in accessible list A

Clearly identify errors in text, not just color

Associate errors with inputs A

Use aria-describedby to link error to input

Associate labels with all inputs A

Every input needs a visible <label> with for/id

Add autocomplete attribute to all relevant inputs AA

Interactive elements need visible focus styles

Ensure controls have focus states AA

Interactive elements need visible focus styles

Content

- Don't rely on sensory characteristics A
Avoid "click the red button" or "see left sidebar"
- Make labels unique and descriptive A
- Use semantic table elements for tabular data A
<table>, <thead>, <tbody>, <tr>, <td>, etc.
- Use <th> with scope for headers A
- Use <caption> to describe tables A
- Mark language changes in content AA
Add lang attribute to foreign phrases
(lang="fr")
- Define unusual terms AAA
Provide definitions for jargon and idioms
- Explain abbreviations AAA
Expand abbreviations on first use (e.g., HTML)

Links & Buttons

- Make links visually recognizable A
Don't rely solely on color; use underlines too
- Write self-explanatory link text A
Avoid "click here" or "read more"
- Use correct element for purpose A
Use <a> for navigation, <button> for actions
- Label buttons that have no text A
Add aria-label or visually hidden text
- Identify links that open new window AA
Add (opens new tab) or icon with aria-label
- Ensure adequate target size (24px) AA
Touch targets should be at least 24x24px
- Use enhanced target size (44px) AAA
Increase touch targets to 44x44px

Color Contrast

- Check normal text contrast AA
4.5:1 ratio for text under 24px or 19px bold
- Check large text contrast AA
3:1 ratio for text over 24px or 19px bold
- Check text contrast over images AA
Verify text over images is easily readable
- Verify contrast on all color themes AA
Test both light and dark mode
- Check icon contrast AA
3:1 ratio for icons and graphics
- Check UI component contrast AA
Input borders, buttons, and focus rings at 3:1
- Meet enhanced contrast (7:1) AAA
7:1 for normal text, 4.5:1 for large text

Headings & Structure

- Use headings to structure content A
Don't use headings just for a larger font size
- Use only one <h1> per page A
- Don't skip heading levels A
Don't skip from <h2> to <h4> for example
- Use proper list markup for lists A
Use , , or <dl>
- Provide skip navigation link A
This should be the first link on the page
- Offer multiple ways to find content AA
Provide search, sitemap, navigation menu, etc.
- Write descriptive headings AA
Headings should be descriptive enough even if read alone

☒ Images

- Add alt text to all images A
Describe meaning, not just appearance
- Use alt="" for decorative images A
- Add descriptions for complex images A
Provide descriptions for charts, graphs, etc. near the chart or a link to a description
- Include image text in alt A
If an image contains text, include it in the alt
- Avoid images of text AA

▷ Media (Audio & Video)

- Prevent media from autoplaying A
- Make all media pausable A
- Ensure media controls are accessible A
Custom players need proper ARIA roles
- Provide video captions A
- Provide audio transcripts A
- Remove seizure triggers A
Nothing flashes more than 3 times per second

↔ ARIA & Custom Widgets

- Avoid focus-triggered changes A
Changing focus shouldn't trigger unexpected changes
- Avoid input-triggered changes A
Modifying input shouldn't auto-submit form
- Prefer native HTML over ARIA A
- Use ARIA roles for custom elements A
role="button", role="tab", etc.
- Update ARIA states dynamically A
aria-expanded, aria-selected, aria-checked
- Provide accessible names for elements with no visible label A
Use aria-label or aria-labelledby
- Hide decorative content from screen readers A
Use aria-hidden for decorative content
- Announce dynamic content changes AA
Use aria-live="polite" for non-urgent updates
Use aria-live="alert" or aria-live="assertive" for urgent updates

➊ Testing & Validation

- Run accessibility audits
Lighthouse is a great free option
- Add linting to build process
eslint-plugin-jsx-a11y in CI/CD
- Validate color contrast
Lighthouse does this automatically
- Test keyboard-only navigation
Don't use the mouse at all
- Test with screen readers
VoiceOver, NVDA, TalkBack, JAWS, etc.
- Test at 200% zoom
- Test with increased font size
This can be set in your operating system
- Test color blindness modes
Browser devtools have this built-in
- Test blurry vision simulation
Browser devtools have this built-in
- Verify focus management
All elements receive focus in logical order
- Test on mobile devices
Touch-only testing on real devices