ISTE Seal Review Findings Report

AI Ready Skills

2025

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ABOUT

ABOUT ISTE

The International Society for Technology in Education (ISTE) is home to a community of global educators and solution providers who are passionate about using technology to revolutionize learning. Our vision is to create a bold community where education innovators are supported in reimagining and redesigning learning with a focus on using technology to create transformational and equitable experiences for learners. We're making this vision a reality by delivering practical guidance, evidence-based professional learning, virtual networks, thought-provoking events and the ISTE Standards.

ISTE SEAL

The ISTE Seal serves as a mark of high-quality product design for solutions that enable and guide high-quality learning. By choosing to demonstrate their commitment to supporting best practices for teaching and learning, these products show a purposeful and meaningful dedication to practical usability, digital pedagogical implementation, and the ISTE Standards. With a focus on user experience, product usability, and the most essential elements of instructional technology today, the ISTE Seal provides a set of criteria and simple indicators to guide educators, students, and technology directors toward the very best products on the market.

ISTE awards a seal only after an extensive analysis conducted by trained ISTE reviewers that ensures a product meets all critical elements under specific review criteria.

By earning an ISTE Seal, ISTE verifies that this product:

- Promotes critical technology skills.
- Supports the use of technology in appropriate ways.
- Incorporates digital pedagogy and the learning sciences.
- Addresses key elements of tech usability, user experience and user interface.
- Aligns to ISTE Standards in specific ways.

RESOURCE DESCRIPTION

WHAT IS *AI Ready Skills*?

AI Ready Skills is an assessment program that develops and validates students' competencies in Artificial Intelligence (AI). Using Minecraft Education, the program creates an immersive, game-based learning environment accessible for educators with limited AI or computer science backgrounds. Students progress through four units: Introduction to AI, Exploring Data and AI, Coding and AI, and Practicing Responsible AI. As they complete interactive activities in the Minecraft worlds, students demonstrate their skills through formative and summative assessments, earning credentials that culminate in a capstone exam.

HOW IS *AI Ready Skills* IMPLEMENTED?

AI Ready Skills includes curriculum, Minecraft Worlds, assessments, micro-credentials, a capstone exam, and extensive educator resources. It offers flexibility in implementation, including traditional classroom lessons or after-school activities. Students learn and demonstrate their AI and computer science skills while immersed in ready-to-use, engaging Minecraft worlds. The learning is student-led, with learners completing activities either individually or collaboratively while educators facilitate their progress. Each unit builds upon previous ones to provide students with a foundation in responsible AI practices. Students complete learning activities and assessments within the game, submitting their work to an online portal where educators can assess and provide feedback with support from resources and sample answers.

ISTE SEAL REVIEW

Product: AI Ready Skills
Product Type: Assessment Tool
Organization: Prodigy Learning
Date of Award: May 2025

REVIEW METHODOLOGY

ISTE Seal reviews are conducted by a distinguished panel of experts in education, instruction, and technology. These experts utilize the most up-to-date data provided by the organization to conduct thorough evaluations of each solution. The evaluations focus on assessing the solution's performance in addressing specific elements outlined in the technical and pedagogical usability framework and the ISTE Standards.

To complete their rigorous evaluations, the reviewers utilize a comprehensive rating system, categorizing each solution as either "meets expectations" or "does not meet expectations." This assessment covers both the required and optional "Look Fors" outlined in the application. To ensure the validity and reliability of their results, the reviewers regularly engage in calibrations. Final review findings are then analyzed and combined, providing an overall score for alignment with each indicator.

At ISTE, we take great pride in our unwavering commitment to delivering results that schools and districts can have full confidence in. To be deemed education-ready learning solutions, products must meet the high standards in learning sciences, user experience and interface, accessibility, and content quality.

SCOPE OF REVIEW

AI Ready Skills was reviewed against the technical, pedagogical usability framework and the ISTE Standards to determine whether **the solution is education-ready**. ISTE reviewers examined all evidence provided by the organization and interacted directly with the product.

REVIEW FINDINGS

ISTE STANDARDS: The ISTE Standards provide the competencies for learning, teaching, and leading in the digital age, providing a comprehensive roadmap for the effective use of technology in schools worldwide. Grounded in learning science research and based on practitioner experience, the ISTE Standards ensure that using technology for learning can create high-impact, sustainable, scalable, and equitable learning experiences for all learners.
Digital Citizen 1.2.d Students take action to protect their digital privacy on devices and manage their personal data and security while online.
Computational Thinker 1.5.d Students understand how automation works and use algorithmic thinking to develop a sequence of steps to create and test automated solutions.
Creative Communicator 1.6.d Students publish or present content that customizes the message and medium for their intended audiences.
Global Collaborator 1.7.d Students explore local and global issues, and use collaborative technologies to work with others to investigate solutions.

FEEDBACK	OUTCOME
• Lessons embed content focused on privacy and security throughout, particularly as it relates to AI applications. • The platform integrates concepts and components of algorithmic thinking within AI and Machine Learning activities. • Students customize their messages and media for specific audiences through research projects and interactive activities. • The platform encourages students to explore global and local issues while collaborating with peers on solutions.	
DIMENSION 1: USER INTERFACE AND AGENCY **Definition: The design of the product interface and user experience helps teachers quickly and reliably achieve instructional goals. This dimension includes features related to interface design, learnability, navigation, maximizing time on task, control over actions, and general usability.**	
FEEDBACK	**OUTCOME**

• The "Class Setup Wizard" streamlines class creation and content assignment. • The interface displays important elements clearly with consistent sizing and collapsible menus that reduce clutter. • Course content features intuitive navigation with predictive search results and specific filtering options. • Teachers can easily toggle between student and instructor views through profile options.	
DIMENSION 2: LEARNING DESIGN **Definition: The product has features that exhibit and promote design and customization of learning episodes in ways that align with research-based best practices, including those rooted in the learning sciences.**	
FEEDBACK	**OUTCOME**
• Multimedia elements, including Minecraft visuals and videos, support students in developing a deeper understanding of concepts. • Lessons incorporate goal setting and guided reflection prompts at key points in the instructional sequence. • Each unit begins with activities to gauge prior knowledge before students progress through the lesson content.	

• The platform illustrates content with multiple examples that connect clearly to real-world applications and instructional objectives.	
DIMENSION 3: DIGITAL PEDAGOGY **Definition: The product is designed to support the development of digital age learning skills, capacities and knowledge. This dimension focuses on how technology can help students and teachers experience the best possible learning experiences, including the social and learning affordances that digital educational products uniquely offer.**	
FEEDBACK	**OUTCOME**
• Students create original solutions to real-world problems and can remix or repurpose presented information to share their solutions. • The game environment supports open-ended information gathering and application within learning activities. • Collaborative online tasks and chats facilitate meaningful peer interaction throughout the learning experience. • Lessons integrate digital identity concepts, including online safety issues, in relevant contexts.	

Dimension 4: Inclusivity **Definition: The product helps teachers provide learning experiences that are relevant to students of many cultures, backgrounds, and abilities, and support learner motivation and agency in the learning process. The product meets current guidelines around accessibility, and supports a positive classroom culture.**	
FEEDBACK	**OUTCOME**
• Students create and interact with diverse avatars and other game-based characters. • Through lesson content, students explore bias in Machine Learning. • The platform integrates accessibility features, including speed control and closed captioning.	
Dimension 5: Assessment and Data **Definition: The product uses formative assessments – learning experiences that help make visible what students know and don't yet know – to generate data that inform teachers about student knowledge and skill gaps, and provide students assessment feedback that is specific, actionable, and constructive. As such, it guides teachers' instructional decisions and students' learning journeys.**	
FEEDBACK	**OUTCOME**
• The platform provides detailed rubrics for various assessment types on the pathway to the capstone credential exam.	

• Assessment types vary appropriately based on course material and purpose throughout the program. • Teachers can provide feedback to students at many points, and summative assessments provide automated feedback that goes beyond correct/incorrect responses. • Students submit artifacts in various formats with clear instructions for file management. • Reports and assessment results appear in easily accessible, interpretable formats.	

CONCLUSION

AI Ready Skills offers a unique and immersive approach to developing Artificial Intelligence competencies through the familiar Minecraft Education platform. The program stands out for its engaging presentation of complex AI concepts in real-world contexts that capture student interest while building future-ready skills. The curriculum thoughtfully progresses through four comprehensive units that build upon each other, creating a solid foundation in responsible AI practices. Students explore challenging ideas through game-based learning that incorporates algorithmic thinking, data analysis, coding fundamentals, and ethical AI applications. The integration of these concepts within an interactive Minecraft environment makes abstract AI principles concrete and accessible.

A strength of AI Ready Skills lies in its flexibility for classroom implementation. Teachers can customize delivery methods to fit their context, while clear educational goals and curriculum pathways provide structure for teaching a challenging topic. This approach particularly benefits educators with limited AI or computer science experience, as the platform includes extensive resources, rubrics, and sample answers to support assessment.

The program's assessment system effectively tracks student progress through a combination of formative activities and summative evaluations. Students demonstrate their learning through varied artifact submissions, eventually earning micro-credentials and potentially achieving the capstone credential through a proctored exam. This credentialing approach validates student competencies while providing meaningful feedback.

By connecting AI concepts to real-world applications and fostering collaborative problem-solving, AI Ready Skills prepares students for future career opportunities while developing their capacity as digital citizens. The platform's attention to digital

identity, online safety, and bias in Machine Learning further enhances its educational value, making it a solid tool for introducing students to this increasingly important field.