



ISTE Seal Review Findings Report

ANTON

2026



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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 ANTON?

ANTON is a free learning platform for PreK–8 students. The platform delivers curriculum covering ELA, math, science, social studies, languages, life skills, and music. The content includes over 200,000 exercises across 200 interactive formats, including explanations and learning games. ANTON also offers a dedicated ELD program supporting English language development across all four domains of language learning.

HOW IS ANTON IMPLEMENTED?

Ideal implementation begins at the district level, where administrators establish a single sign-on (SSO) and rostering connection through a supported integration partner such as Clever or ClassLink.

At the classroom level, ANTON is most effective when integrated into existing instructional routines rather than treated as a standalone tool.

Recommended use cases include station rotations, targeted small group practice, homework, and newcomer onboarding.

Students engage with content at their own pace. The recommended usage cadence is 3–5 sessions per week at 15–30 minutes per session. Because ANTON is free and available on web and mobile, students can also continue learning independently at home.



ISTE SEAL REVIEW

Product: ANTON

Product Type: Curriculum

Organization: solocode GmbH

Date of Award: August 2026

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

ANTON 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.

Empowered Learner 1.1.c

Students use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways.

Digital Citizen 1.2.a

Students manage their digital identity and understand the lasting impact of their online behaviors on themselves and others and make safe, legal and ethical decisions in the digital world.

Knowledge Constructor 1.3.b

Students evaluate the accuracy, validity, bias, origin, and relevance of digital content.

Innovative Designer 1.4.d

Students exhibit a tolerance for ambiguity, perseverance and the capacity to work with open-ended problems



FEEDBACK	OUTCOME
• Students receive instant, corrective feedback after every response, including a specific explanation of why an answer was incorrect. • Dedicated instructional modules teach students how online profiles are formed and how shared content can persist over time, building awareness of digital identity. • The content includes explicit, age-appropriate instruction in internet search and media literacy that develops students' ability to evaluate the accuracy, validity, bias, origin, and relevance of digital information. • Open-ended and open-middle tasks appear across subjects, requiring students to tolerate ambiguity, explore multiple solution paths, and persevere through challenging problems.	
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



• Single sign-on integrations through providers such as Clever streamline login for both teachers and students. • A consistently visible navigation menu, clear breadcrumb trails, and classroom-friendly menu titles help teachers and students track their location within a lesson. • A prominently placed, highly responsive search tool in the top-left corner supports keyword searches, making it easy to jump directly to specific concepts. • The teacher and student interfaces are intentionally identical, giving teachers a live view of exactly what students see, and changes to assignments or content selections show up immediately in the student experience. • The product provides accessible in-product support through a clearly located help section in the main settings panel, including FAQs and a visual teacher manual.	
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



• Lessons break down into small, focused activities that target one concept at a time, avoiding long run-on sections. • Age-appropriate multimedia, including images and audio, reinforces vocabulary within a clean interface. • The content requires students to complete activities and answer questions correctly before advancing, preventing passive click-through and reinforcing recall. • Teachers can use flexible assignment tools to deliver content at the unit or individual activity level and include drag-and-drop options for tailoring learning pathways to specific students, groups, or the whole class. • Real-world scenarios anchor abstract concepts, and paired non-examples help clarify common misconceptions.	
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



• Real-world scenarios connect learning to authentic contexts. • Original writing tasks ask students to take and defend a position on authentic issues. • A dedicated unit addresses internet safety and online identity through instruction and assessment, covering password management, common online dangers, and cyberbullying.	
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
• Diverse imagery woven throughout instructional content and supporting materials reflects a range of backgrounds and experiences. • Social-emotional learning units use scenario-based questions that ask students to identify how a character feels and choose a constructive response. • Closed captioning on support and tutorial videos, high-contrast visual design, and adjustable font size, volume, and animation settings support a range of	



sensory and cognitive needs, alongside built-in text-to-speech functionality.	
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
• Formative assessments appear throughout each unit and explicitly align with the "can-do" objectives introduced at the start of each lesson. • Multiple assessment formats, including multiple choice, drag-and-drop, sequencing, and audio-based recognition, vary by grade level and fit the subject matter being taught. • Clear submission prompts guide students through completing and turning in work, and a submission history lets them revisit past answers and build shareable study lists. • Immediate feedback follows every interaction, with incorrect answers paired with an explanation or a hint that guides students toward correct reasoning.	



- A detailed dashboard makes results available at the classroom, group, and individual levels using a star-based mastery system, and additional analytics track login activity, time on task, and question-level performance, all filterable by date, group, and student.



CONCLUSION

ANTON demonstrates a well-rounded product design that supports usability, digital citizenship, authentic learning, inclusive practice, and data-informed instruction. Instruction in digital citizenship and media literacy, paired with open-ended tasks, aligns strongly with the ISTE Standards. The interface is intuitive and consistent, with clear navigation, single sign-on, and reliable in-product support, making the platform easy to use for all users.

The learning design of the platform breaks content into small, focused activities with flexible assignment options, while authentic, real-world scenarios throughout the content, including a dedicated internet safety unit, help students build practical skills they can apply beyond the platform. Inclusive representation, social-emotional learning content, and strong accessibility features support learners with diverse needs and backgrounds. Assessment options include formative checks aligned to clear objectives, varied question formats, and detailed, real-time dashboards that give teachers actionable insight into student progress. Taken together, these features show a product that pairs an intuitive, well-supported interface with authentic learning experiences, inclusive design, and a robust, data-rich feedback loop for students and teachers.