



ISTE Seal Review Findings Report

BookWidgets

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 *BookWidgets*?

BookWidgets is a content creation and evaluation platform for teachers. Teachers can create endless interactive activities and auto-graded assignments using 40 unique activity types and 35 different question types. Teachers can easily integrate BookWidgets inside their learning management system or share activities/assignments via a link, QR code, or shortcode. All teachers from all subject areas and grades can use BookWidgets.

HOW IS *BookWidgets* IMPLEMENTED?

Teachers all over the world use BookWidgets for summative and formative student evaluations. Students do not log in to BookWidgets; the teacher signs in, creates the activities, and shares them with students. Using the activity templates called widgets and their curricular content; teachers can create a wide range of interactive activities for students to demonstrate their understanding. Customizable interactive worksheets, quizzes, and tests include 35 question types, such as multiple-choice, audio-picture matching, and picture annotation, with 30 questions auto-scored. Other interactive activity types include educational games, videos, flashcards, timelines, mind maps, and exit tickets.

ISTE SEAL REVIEW

Product: BookWidgets

Product Type: Assessment Tool

Organization: BookWidgets

Date of Award: May 2024, Updated April 2026 (not updated yet)

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

BookWidgets 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.

Innovative Designer 1.4.d

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

Computational Thinker 1.5.c

Students break problems into component parts, extract key information and develop descriptive models to understand complex systems or facilitate problem-solving.

Creative Communicator 1.6.c

Students communicate complex ideas clearly and effectively by creating or using a variety of digital objects such as visualizations, models or simulations.



FEEDBACK	OUTCOME
<ul style="list-style-type: none"> • Educators can adjust feedback settings for formative or summative assessments to encourage students to view and interpret feedback for different purposes, such as improving their performance on tasks or identifying areas where they can make improvements. • The different activity types provide opportunities for educators to create complex, multi-staged activities where students can apply strategies to explore and find solutions. Students learn problem-solving strategies as they work through these open-ended assessments and project-based tasks. • Question types within the templates and mind-mapping tools support computational thinking and help students learn to break down problems, problem-solve, and visually organize their thinking. • Students can communicate their ideas through a variety of tools. With hotspot images, teachers can create models for students to interact with and explain various concepts, and charts and interactive plots allow students to learn to represent data in various forms. 	

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
<ul style="list-style-type: none"> • A comprehensive onboarding experience allows new users to quickly grasp the basics of the product upon initial use and begin completing their first tasks immediately. • The hierarchical menu structure and prominent color-coded system ensure that users can easily identify and access essential features with minimal effort. • Search and filter functionality features enable users to search for content using keywords, numbers, or emojis, simplifying the process of locating specific items. • While creating their activities, teachers can use the preview button to observe the students' perspectives on the content. 	

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
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<ul style="list-style-type: none"> • Educators control how content is chunked, question placement in videos, and sectioning content within worksheets. • Activity template settings provide teachers with student aid tools, such as text-to-speech, timer, and answer reveal. The platform also allows alternatives for teachers to upload images to complement text and translate content into additional languages. • Versatile content creation tools allow teachers to choose from various multimedia options (40 different templates) and customize assessments based on students' needs. • The scratchpad feature provides a place for students to type notes, make calculations, or draw to encourage reflection on the presented information. Teachers can access the scratchpad to view students' notes or comments. 	
<p>DIMENSION 3: DIGITAL PEDAGOGY</p> <p>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.</p>	
<p>FEEDBACK</p>	<p>OUTCOME</p>



<ul style="list-style-type: none"> • Using different activity templates like annotate pictures and whiteboards, teachers can create a variety of activities featuring learning scenarios that present authentic, real-world problems. • Students can creatively repurpose and "remix" materials teachers provide using the activity templates. • Community-created activities focused on topics such as data privacy, passwords, online safety, and cyberbullying are available for educators to edit and implement in their classrooms. 	
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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
<ul style="list-style-type: none"> • Through the global content-sharing community, teachers can exchange and customize activity templates that focus on topics such as Women's History Month and lessons about diversity and perspective-taking. • The Teacher Blog, Teacher Tip Newsletters, and Webinar Wednesdays provide models for how to adapt templates to support inclusivity. 	



<ul style="list-style-type: none"> • Using provided templates, teachers can create lessons that foster social skills and empathy-building opportunities for students. • Evidence of a Voluntary Product Accessibility Template (VPAT) indicates a commitment to accessibility standards. 	
<p>DIMENSION 5: ASSESSMENT AND DATA</p> <p>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.</p>	
<p style="text-align: center;">FEEDBACK</p>	<p style="text-align: center;">OUTCOME</p>
<ul style="list-style-type: none"> • The platform offers 35 different question types and 40 customizable activity templates that allow teachers to create personalized assessments, such as open-ended assignments and project-based assessments. • Students can upload evidence to show what they have learned in various ways, including screen captures after interacting with simulations, crafting a written response, or recording a reflection. • Auto grading on 30 activity types provides immediate feedback to students, and educators can provide additional personalized feedback. 	



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| <ul style="list-style-type: none">• The Live Widgets Dashboard shows students' progress in real-time, and the Reporting Dashboard shows customizable assessment results immediately. | |
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CONCLUSION

BookWidgets serves as an interactive hub where educators craft assessments and activities, accurately evaluating student progress. Its standout feature lies in its versatile content creation tools, offering teachers an array of multimedia options, including 40 different activity templates and 35 question types. From worksheets to interactive videos, quizzes, games, and exit slips, educators can tailor activities to suit their students' unique needs. What sets BookWidgets apart is its flexibility, allowing teachers to customize, differentiate, or personalize activities according to student abilities and preferences. By sharing assignments via various channels like links, QR codes, emails, or through the LMS, students seamlessly access teacher-created activities without needing to log in to the platform.

Furthermore, the platform provides a wealth of resources to support educators in their instructional endeavors. The Teacher Blog serves as an invaluable repository of inspirational information and example templates, empowering educators to adapt and customize content for their classrooms. Short tutorial videos, seamlessly integrated into every section of the platform, offer step-by-step guidance on various topics, from getting started to mastering specific features. Notably, the Live Widgets Dashboard stands out as a robust tool for teachers to monitor student progress, analyze data, and deliver personalized feedback in real-time, enhancing the efficacy of their everyday workflow and fostering dynamic learning environments.