



# 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

### 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"> <li>• 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.</li> <li>• 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.</li> <li>• 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.</li> <li>• 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.</li> </ul>	

**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"> <li>• 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.</li> <li>• The Login screen has a clean and clear UI with options to sign on with other accounts through the SSO.</li> <li>• The hierarchical menu structure and prominent color-coded system ensure that users can easily identify and access essential features with minimal effort.</li> <li>• The navigation menu at the top of the home page is easy to understand and describes the key product functions in order of priority.</li> <li>• Search and filter functionality features enable users to search for content using keywords, numbers, or emojis, simplifying the process of locating specific items.</li> <li>• While creating their activities, teachers can use the preview button to observe the students' perspectives on the content.</li> <li>• The product website has a clear statement regarding personal data for teachers and it is easy to find at the bottom of the homepage.</li> </ul>	



**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
<ul style="list-style-type: none"> <li>• Educators control how content is chunked, question placement in videos, and sectioning content within worksheets.</li> <li>• 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.</li> <li>• Versatile content creation tools allow teachers to choose from various multimedia options (over 40 different templates) and customize assessments based on students' needs. Text and media do not distract from key takeaways nor do videos simply restate information.</li> <li>• 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.</li> </ul>	



**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
<ul style="list-style-type: none"> <li>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.</li> <li>Students can creatively repurpose and "remix" materials teachers provide using the activity templates.</li> <li>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.</li> </ul>	

**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
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<ul style="list-style-type: none"> <li>• 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.</li> <li>• The Teacher Blog, Teacher Tip Newsletters, and Webinar Wednesdays provide models for how to adapt templates to support inclusivity.</li> <li>• Using provided templates, teachers can create lessons that foster social skills and empathy-building opportunities for students.</li> <li>• Evidence of a Voluntary Product Accessibility Template (VPAT) indicates a commitment to accessibility standards.</li> </ul>	
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**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.**

<b>FEEDBACK</b>	<b>OUTCOME</b>
<ul style="list-style-type: none"> <li>• 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.</li> </ul>	



- 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.
- With over 40 widget templates to choose from, teachers can select assessments that are appropriate for the content as well as best meet their students' needs.
- The Live Widgets Dashboard shows students' progress in real-time, and the Reporting Dashboard shows customizable assessment results immediately.

## CONCLUSION

BookWidgets is a robust content creation and assessment platform that equips teachers with the tools to design, deliver, and evaluate interactive learning experiences. Its most notable strengths lie in the breadth of content and assessment options: over 40 widget templates and 35 question types give educators the flexibility to build everything from open-ended projects to auto-graded quizzes, all tailored to their students' needs. The clean login experience featuring SSO options, paired with intuitive top-of-page navigation and a color-coded menu structure ensures that teachers can move through the product efficiently from day one. A preview button further supports intentional design by letting teachers view activities from the student perspective during creation, and a clear personal data statement on the homepage reinforces transparency and user trust.

BookWidgets also provides substantial support for learning design and inclusivity. Activity template settings include built-in student aid tools such as text-to-speech, timers, and answer reveal, and content can be translated into additional languages. Content variety is a standout strength, with over 40 widget templates offering multimedia-rich options that reinforce, rather than distract from, key learning objectives. The global content-sharing community gives teachers access to ready-to-adapt activities on diversity, digital citizenship, and social-emotional topics, while the Teacher Blog, newsletters, and Webinar Wednesdays model inclusive instructional practice. A published VPAT demonstrates BookWidgets' formal commitment to accessibility standards.

For assessment, the Live Widgets Dashboard surfaces real-time student progress, while the Reporting Dashboard delivers immediate, customizable results. Auto-grading across 30 activity types ensures timely, actionable feedback, with educators retaining the ability to add personalized guidance at every step. Assessment variety is a core strength: over 40 widget templates let teachers select formats that are the best fit for both content and student needs, supporting everything from formative checks to summative project-based evaluation.