



ISTE Seal Review Findings Report

BrainPOP Jr.

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 *BrainPOP Jr.*?

BrainPOP Jr. provides students in Kindergarten to 3rd grade with a curriculum that includes engaging, animated movies that introduce key concepts and vocabulary across all subjects. The built-in reflection questions guide focus and help students build the background knowledge they need to succeed. Creative, hands-on activities like drawing, acting, and writing deepen comprehension and give young learners meaningful ways to express what they've learned.

HOW IS *BrainPOP Jr.* IMPLEMENTED?

An ideal BrainPOP Jr. implementation is flexible, purposeful, and seamlessly aligned to instructional goals. A teacher might introduce key concepts with a BrainPOP movie, reinforce vocabulary midweek through differentiated word work, and wrap up with a creative project to assess understanding. The modular design allows educators to decide when and how to bring BrainPOP Jr. into a lesson—whether that's a few times a week or daily—to enhance comprehension, build background knowledge, and engage every learner in meaningful, curriculum-connected ways.



ISTE SEAL REVIEW

Product: BrainPOP Jr.

Product Type: Curriculum

Organization: BrainPOP

Date of Award: June 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

BrainPOP Jr. 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.a, 1.1.c

Students connect their learning needs, strengths and interests to their goals and use technology to help achieve them and reflect on their progress. Students use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways.

Knowledge Constructor 1.3.d

Students build knowledge by exploring real-world issues and gain experience in applying their learning in authentic settings.


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.a, 1.6.b, 1.6.c


Students choose the appropriate platforms and digital tools for meeting the desired objectives of their creation or communication. Students create original works or responsibly repurpose or remix digital resources into new creations. Students use digital tools to visually communicate complex ideas to others.

FEEDBACK	OUTCOME
<ul style="list-style-type: none"> • Students can demonstrate their learning in multiple ways, including typed responses, drawing, audio recording, and coding projects. • Students receive immediate feedback on quiz responses and can revise incorrect answers through the use of multiple activity formats. • Authentic contexts anchor learning activities in real-world issues appropriate for K–3 learners. • Students can choose from a variety of digital tools and activity formats to communicate their understanding in ways that align with their learning goals. • Through Creative Coding, students use Scratch to design and build original stories, museum exhibits, and games that connect directly to concepts explored in their learning activities. • Topics such as computational thinking, loops, and computer programming introduce foundational algorithmic thinking at an age-appropriate level. 	



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"> • Upon login, teachers are immediately oriented with intuitive navigation, Quick Links, and straightforward content browsing, enabling productive use from the first session. • The login experience is clean and efficient, with clearly labeled fields and support for Single Sign On (SSO) via Google and Clever, as well as traditional username and password options. • Top-level navigation is consistently accessible with clear menu titles, visible breadcrumb trails, and the ability to recover from errors by editing assignments after creation. • The platform prominently places important elements such as assignments, Quick Links, and content browsing and uses consistently sized buttons. • Teachers can preview assignments from the student perspective at multiple points during the creation process, with a clearly labeled button to toggle between views. 	



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"> • Each topic page displays learning outcomes, giving teachers clear visibility into what students will learn before and during assignment creation. • Open-ended activities such as Write About It and Draw About It provide students with meaningful opportunities to reflect on and express their learning. • Short movies average four to seven minutes and include embedded Pause Points that break content into manageable segments. • Students stop, reflect, and respond by typing, drawing, or speaking at dedicated Pause Points before continuing a video. • Content is modular, enabling teachers to select and mix activities across topics when building assignments. • Concrete, age-appropriate examples and contrasting non-examples illustrate concepts and connect directly to the instructional goal. 	



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"> • Learning activities present authentic, real-world problems appropriate for K-3 learners. • Creative Coding provides a structured, step-by-step design process that guides students through completing a coding project with opportunities for iterative adjustment. • Internet safety and digital identity topics introduce age-appropriate standards addressing online behavior, personal data, safe practices, and recognizing and responding to harassment. 	

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"> • The product cast represents a wide variety of people across different situations, reflecting diversity across race, gender, and cultural backgrounds. • Social-Emotional Learning (SEL) topics, including empathy and conflict resolution, offer age-appropriate opportunities to consider others' perspectives, while topics such as emotions and mindfulness support self-reflection. • Closed captions and speed controls are accessible within the video player, and buttons throughout the platform use high-contrast design. • The content includes biographies of historically significant and marginalized individuals, with topics addressing racial discrimination and segregation, at a level appropriate for K-3 learners. 	
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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.

FEEDBACK	OUTCOME
<ul style="list-style-type: none"> • Formative assessments, including Pause Points and quizzes, tie directly to learning content, with standards explicitly listed and aligned to associated assessments. 	

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| <ul style="list-style-type: none">● Assessment types include multiple-choice quizzes and open-ended Pause Point responses, offering students structured and creative ways to demonstrate understanding in developmentally appropriate ways.● Students can submit work in multiple formats, including text, audio, drawing, and coding projects, through a clear submission process.● Teachers can view assessment results immediately, organized by student and activity, with a threshold feature that flags scores below a chosen percentage to support targeted instruction. | |
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CONCLUSION

BrainPOP Jr. demonstrates a strong commitment to high-quality, age-appropriate educational design that supports both teachers and early learners across the K–3 grade band. The platform offers an intuitive, well-organized experience that allows teachers to quickly access content, create assignments, and preview the student experience. Content browsing by subject and grade level, combined with clear navigation, ensures teachers can focus on instruction.

The platform’s learning design is a particular strength, with content thoughtfully chunked into short animated videos, embedded Pause Points, and varied response formats that invite young learners to engage actively with the material. Concrete examples and non-examples, open-ended creative activities, and modular assignment building give teachers meaningful flexibility to tailor learning to their students’ needs. The inclusion of authentic, real-world topics support digital pedagogy by connecting learning to students’ lived experiences and building foundational skills appropriate for their stage of development.

BrainPOP Jr. also shines in its commitment to inclusivity and assessment. A diverse cast, SEL content, and accessible design features ensure that the platform reflects and supports the full range of learners in a K–3 classroom. Formative assessment tools give teachers timely, actionable data while offering students multiple ways to demonstrate what they know. BrainPOP Jr. is a well-rounded, educator-ready resource that brings joy, accessibility, and rigor to foundational learning.