



ISTE Seal Review Findings Report

BrainPOP

2023



TABLE OF CONTENTS

ABOUT	3
About ISTE	3
ISTE Seal	3
RESOURCE DESCRIPTION	5
What is BrainPOP?	5
How is BrainPOP Implemented?	5
ISTE SEAL REVIEW	6
Review Methodology	6
Scope of Review	7
Review Findings	7
CONCLUSION	13

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*?

BrainPOP is an educational platform that provides engaging and aligned content to enhance student learning and achievement. They support educators by offering impactful learning experiences that complement their instruction and help expand their capacity. By making topics relatable, entertaining, and easy to understand, BrainPOP encourages students to develop a deep connection with any subject. Their approach has been proven to boost academic performance and foster critical thinking and social-emotional skills.

HOW IS *BrainPOP* IMPLEMENTED?

BrainPOP seamlessly integrates into various classroom arrangements, aligning with curriculum and standards. It offers flexibility for assigning topics and activities individually or as part of larger lessons. Students can manage their own learning paths based on their unique needs and strengths. BrainPOP serves multiple purposes, including lesson introduction, review, extension, coding introduction, and facilitating planning, organizing, writing, collaboration, and analysis. Its resources support idea development, explanation of thought processes, prediction-making, and the development of systems thinking and cognitive skills. Educators can customize assessments, track learning progress, and access lesson plans and professional development opportunities.

ISTE SEAL REVIEW

Product: BrainPOP

Product Type: Curriculum

Organization: BrainPOP

Date of Award: June 2023

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 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.a

Cultivate and manage their digital identity and reputation and are aware of the permanence of their actions in the digital world.

Knowledge Constructor 1.3.d

Build knowledge by actively exploring real-world issues and problems, developing ideas and theories and pursuing answers and solutions.

Innovative Designer 1.4.d

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

Computational Thinker 1.5.d

Understand how automation works and use algorithmic thinking to develop a sequence of steps to create and test automated solutions.



FEEDBACK	OUTCOME
<ul style="list-style-type: none"> • Provides robust digital citizenship topics, videos, and educator support materials. • Multiple tools, in different learning modalities, give students opportunities to research, write, develop ideas, and explore connections in current issues, to demonstrate learning. • Mapping, reading with note-taking, and movie-making provide students with tools to develop an opinion or solution to a real-world question. Scaffolding support is available to reach learners at different levels. • Coding and programming are introduced in a variety of ways within the platform, including the Creative Coding tool. 	
<p>DIMENSION 1: USER INTERFACE AND AGENCY</p> <p>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.</p>	
FEEDBACK	OUTCOME



<ul style="list-style-type: none"> • Includes a wide range of topics that reflect academic standards and are of high interest to students. • Easy, clean user interface with an intuitive design. • Consistent icons that match text and visuals create easy navigation for students at different learning levels. • Search tools for educators make it easy to find and preview content before assigning. 	
<p>DIMENSION 2: LEARNING DESIGN</p> <p>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.</p>	
<p style="text-align: center;">FEEDBACK</p>	<p style="text-align: center;">OUTCOME</p>
<ul style="list-style-type: none"> • A variety of learning activities to meet multiple learning styles. • Assessments and activities can easily be mixed and chunked to address learning goals. • Content is anchored in real-world contexts. • Multiple tools are available to students for reflection, note-taking, and synthesizing ideas. 	



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"> • Multiple tools for students to respond to prompts to discuss connections to real-world issues. • Media literacy skills are developed through in-platform resources and information curation. • Coding challenges and mapping templates give students ways to design solutions to questions. 	

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"> • Diversity among areas of study and cast of characters. • Specific content addresses topics related to empathy and is modeled in many videos. 	



<ul style="list-style-type: none"> • Features include controls for speed, language, captioning, transcripts for each video, and immersive reader. • Content library addresses areas of inclusivity and covers current people and events. 	
<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"> • Multiple formative and summative assessment tools and types provide ways for students to demonstrate new knowledge and mastery. • Actionable feedback for educators based on assessment results. • Dashboards for students and educators, including relevant data at student and class levels, allow for progress monitoring. 	



CONCLUSION

BrainPOP offers an engaging and versatile platform that supports learning goals across a wide range of topics. With its clean and intuitive user interface, the platform provides content that is aligned with academic standards and tailored to student interests. Educators are able to customize the activities as needed, and students are able to explore in a safe, playful platform on their own. Through a variety of tools, students can effectively respond to prompts, engage in discussions about real-world issues, and enhance their media literacy skills through curated resources. The platform also emphasizes robust digital citizenship resources, and through its multiple tools and learning modalities, students can research, write, develop ideas, and explore connections to current issues. Tools such as mapping, reading with note-taking, and movie-making empower students to develop opinions and propose solutions to real-world questions, while scaffolding support ensures inclusivity for learners at different levels.

Overall, BrainPOP provides a well-designed and comprehensive solution that facilitates a deep understanding of essential concepts and critical skills. It offers students multiple pathways to explore topics, engage with various forms of media, and enjoy the learning process. At its core, BrainPOP provides a platform that equips both students and educators with versatile tools to harness technology in diverse ways, while also promoting digital literacy along the way.