ISTE Seal Review Findings Report

Canvas

2024

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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 *Canvas*?

The Canvas platform is a learning management system (LMS) that supports online and blended learning environments. It provides educators with tools to create, deliver, and manage courses and engage with students through various online activities such as assignments, discussions, quizzes, and multimedia content. Canvas also offers features for students to access course materials, communicate with instructors and peers, track their progress, and submit assignments. With its user-friendly interface and robust features, Canvas serves as a comprehensive platform for facilitating teaching and learning in educational institutions across various levels, from K-12 to higher education institutions.

HOW IS *Canvas* IMPLEMENTED?

The Canvas Learning Management System (LMS) is widely used in educational institutions. It offers tools for course creation and management, as well as administrative capabilities to handle enrollment, track student progress, and analyze course data. The primary objective is to enhance teaching and learning experiences in both traditional and online settings, meeting the immediate need for digital learning and creating an ecosystem where students, parents, and teachers can thrive.

The implementation strategy for Canvas includes effective communication, thorough preparation and training for deployment and administration, detailed timelines for gradebook integration and Learning Tools Interoperability (LTI), and districtwide adoption initiatives. The main goals are to accelerate adoption, maximize utilization, and enhance the student learning experience. Additionally, the implementation will guide district personnel, students, and parents from basic product awareness to mastering instructional best practices.

ISTE SEAL REVIEW

Product: Canvas
Product Type: Platform
Organization: Instructure
Date of Award: May 2024

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

Canvas 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.d
Students manage their personal data to maintain digital privacy and security, and are aware of data-collection technology used to track their navigation online.

Creative Communicator 1.6.a
Students choose the appropriate platforms and tools for meeting the desired objectives of their creation or communication.

Global Collaborator 1.7.b
Students use collaborative technologies to work with others, including peers, experts and community members, to examine issues and problems from multiple viewpoints.

FEEDBACK	OUTCOME
- Students can monitor their progress and make multiple attempts on assignments, using feedback tools to interact directly with teachers within the platform. Additionally, the ePortfolio feature allows them to document and showcase their learning journey effectively. - Built into the platform discussion tools and on discussion boards is a mechanism that allows students to report inappropriate actions to their teacher. - Students can submit work, share learning, and collaborate using various tools on discussion boards and assignments, including video, images, text, and audio.	✓

• The "Groups" and "Collaborations" functions and discussion boards effectively support collaborative technologies synchronously and asynchronously. These tools enable students to work with peers to examine issues and problems from multiple viewpoints.	

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
• The intuitively designed dashboard and left navigation allow users to locate essential functions and get started quickly. • The platform's buttons and organizational elements are consistent, and Canvas offers a simplified interface option designed specifically for younger students, making it suitable for elementary education. • Teachers can access the "Student View" feature anytime to view the course from a student's perspective. Switching roles is straightforward, and a distinctive pink bar at the bottom of the screen indicates when teachers are in the student's view. • Users can choose between a list view and a card view for displaying courses, and educators can organize modules in a manner that best supports their students' learning needs. • The platform provides comprehensive support features, including a help button on the left menu, which leads to an organized support library with searchable small chunks, filtering and searching options, and access to a help desk.	✓

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
- Functionality exists within the platform for teachers to create activities that require students to set goals and reflect on learning. - The module design encourages educators to distribute material across multiple pages and assignments, creating and organizing content into manageable chunks tailored to their students' needs. - Teachers can incorporate multimedia elements directly into their courses, utilizing tools like Canvas Studio and external tool integrations to enrich student learning opportunities with diverse media formats. - Teachers can configure module settings to ensure students complete specific tasks before advancing, reinforcing a structured learning progression. - Examples and guides provided by Canvas support teachers in using platform discussion tools to promote writing quality prompts and open-ended questions.	✔️

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

Feedback	Outcome
• Using the "Collaborations" function, teachers have tools available to create collaborative groups, interact online, and allow students to provide feedback to their peers. • Teachers can offer multifaceted feedback using points, rubrics, and comments, including video and audio comments, utilizing the SpeedGrader function for comprehensive evaluations.	✓

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
• Videos uploaded to Canvas Studio can have captions added, which are editable to enhance accessibility for all users. • Viewers can control the playback speed of videos, allowing for a personalized viewing experience. • Users can customize their interface by activating a high-contrast view, improving visibility and usability for those with visual impairments.	✓

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
• The quiz function offers a variety of question types, and the platform further supports assessment diversity through	✓

discussion boards, video quizzes, and assignments that integrate external tools. ● The workflow for completing assignments is clearly outlined for students and provided in an easy-to-follow, step-by-step format. Students have multiple assignment submission options, and teachers can customize these options. ● The Gradebook is user-friendly and straightforward, with quiz features including item analysis and individual student grades. ● The analytics dashboard is comprehensive. It offers detailed analyses of individual student performance and overall class metrics and the flexibility to configure data based on specific needs.	

CONCLUSION

Canvas is a robust Learning Management System (LMS) and Content Management System (CMS) that offers educators a customizable platform for creating engaging and interactive learning experiences across content areas and media. The platform provides teachers with a wide array of tools and assessment options, empowering them to monitor student progress in real-time and align assessments with learning outcomes. With its intuitive interface and centralized organization, Canvas ensures efficient navigation for educators and students, fostering continuous connection and access to educational resources. Educators also have the capability to copy a class allowing for quick year over year updates and changes instead of having to start from scratch.

Furthermore, Canvas supports varied learning activities and assessment methods while prioritizing inclusivity through accessibility features like closed captioning and high-contrast viewing. Its role-switching capabilities and customization options enhance user experience, allowing educators to tailor the platform to their preferences. Additionally, Canvas fosters authentic learning experiences through features like discussion boards and real-time collaboration tools, promoting critical thinking and digital citizenship skills among students. Overall, Canvas is a dynamic educational hub that empowers educators to facilitate personalized learning journeys and prepares students for success in the digital age.