



ISTE Seal Review Findings Report

ClickView

2025



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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 *ClickView*?

ClickView is a platform containing curated, standards-aligned videos for every grade, subject, and topic. Teachers can find videos for any class in seconds. Videos on ClickView are short and designed to spark curiosity and enhance engagement. Every video includes classroom-ready interactive quizzes that let students explore, explain, and evaluate their learning as they watch. Teachers can then see how their students perform through analytics.

HOW IS *ClickView* IMPLEMENTED?

ClickView is ideal for K-12 schools and districts seeking a supplemental instructional solution with high-quality, standards-aligned video content across all subjects. The platform supports individualized learning, teacher-led instruction, and student engagement through interactive resources, analytics, and integration with Learning Management Systems (LMS) and Single Sign On (SSO) systems. Implementation is supported by comprehensive onboarding, training, and ongoing support for educators and administrators.



ISTE SEAL REVIEW

Product: ClickView

Product Type: Platform

Organization: ClickView

Date of Award: December 2025

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

ClickView 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.a, 1.2.c, 1.2.d


Students manage their digital identity and understand the lasting impact of their online behaviors on themselves and others and make safe, legal and ethical decisions in the digital world. Students safeguard their well-being by being intentional about what they do online and how much time they spend online. Students take action to protect their digital privacy on devices and manage their personal data and security while online.

Knowledge Constructor 1.3.a, 1.3.d


Students use effective research strategies to find resources that support their learning needs, personal interests and creative pursuits. Students build knowledge by exploring real-world issues and gain experience in applying their learning in authentic settings.

Innovative Designer 1.4.a



Students know and use a deliberate design process for generating ideas, testing theories, creating innovative artifacts or solving authentic problems.



FEEDBACK	OUTCOME
<ul style="list-style-type: none"> Students receive immediate feedback on interactive questions, allowing them to monitor and improve their understanding. Resources support teacher-facilitated discussions about responsible online conduct, privacy protection, and ethical decision-making in digital spaces. Activities offer opportunities for inquiry-based learning, helping students build knowledge through questioning, and exploration rather than passive consumption. 	



<ul style="list-style-type: none"> • Learning activities introduce or reinforce deliberate design processes, guiding students through steps such as identifying a problem, brainstorming ideas, and testing possible solutions. 	
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"> • The navigation menu is consistently visible, with clear access to major product areas, making it easy for educators to locate the features they need. • The search bar is prominent and returns accurate results, with embedded filtering options for browsing and searching, supporting efficient content discovery. • Teachers can move and reorganize content sections within the Library Editor, and dashboard elements can be customized within the Discover page. • Technical support and instructional videos are available on the platform and website, organized into clearly labeled sections with search functionality. • The Privacy Policy appears prominently at the bottom of product pages and clearly explains how it stores and uses student data for educational purposes. 	
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"> • Videos are the primary medium and are well-suited to engage K–12 students while reinforcing key instructional information. • Interactive quizzes and prompts embedded in the videos provide regular opportunities for students to demonstrate understanding before advancing. • Content is modular and can be assigned flexibly, allowing teachers to link specific videos or activities to individual classes or groups of students. • Real-world examples illustrate concepts across multiple subjects and grade levels, with purposeful alignment to key instructional takeaways. 	
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"> • Teacher resource packs extend learning beyond viewing by giving students opportunities to develop original solutions to real-world problems. • Learning episodes include computational thinking and problem-solving opportunities that help students define and break down problems into smaller parts. • Activities that focus on real-world problem-solving use a structured design process to guide students in developing strategic solutions. • The product includes explicit instruction on intellectual property and responsible use of digital resources, and additional 	

content explores digital identity, ethical online behavior, and data privacy management.	
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"> • Representation is authentic and avoids stereotypes, showing individuals from varied backgrounds in meaningful contexts. • Content and activities encourage students to see from another person's point of view, such as stories featuring individuals from different backgrounds that act as "mirrors," prompting self-reflection on similarities and differences. • Closed captioning offers language and text size options, while speed controls accommodate varied processing needs. • Activities and prompts encourage students to reflect on social context, privilege, and power dynamics as part of the learning process. 	
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"> • Interactive questions embedded within videos function as formative assessments, checking understanding during the learning process. 	



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| <ul style="list-style-type: none"> • Feedback and scoring details clearly identify strengths and areas needing improvement. • Six question formats offer multiple pathways for students to demonstrate understanding beyond simple multiple-choice responses. • An analytics dashboard provides insights into engagement metrics, including viewing history and assessment activity. | |
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CONCLUSION

ClickView offers educators a comprehensive video learning platform that combines engaging, standards-aligned content with embedded assessment and actionable analytics. The platform's strength lies in its clear navigation and intuitive interface design, enabling educators to efficiently discover and deliver high-quality instructional videos. With persistent navigation menus and well-organized content-discovery tools, including prominent search, filtering, and curated collections, educators can quickly locate resources matched to specific learning objectives and student needs.

Teacher resource packs extend learning by connecting video content to authentic problem-solving opportunities, while structured design processes guide learners in developing strategic solutions to real-world challenges. Content is thoughtfully chunked into age-appropriate segments, with real-world examples and purposeful alignment to instructional objectives, reinforcing key concepts throughout.

The platform's commitment to inclusive design appears throughout its content library, which authentically represents diverse identities, cultures, and perspectives. Videos showcase individuals from varied backgrounds in meaningful contexts, avoiding stereotypes. Activities encourage perspective-taking and empathy-building, with lessons on migration, cultural celebrations, and social justice that help learners understand how power systems shape experiences. Accessibility features, including closed captioning, speed controls, and high-contrast design, ensure content remains available to learners with diverse abilities.

ClickView also provides assessments through interactive quizzes embedded directly within videos, creating regular checkpoints for understanding before learners advance to new material. Six distinct question formats enable varied demonstrations of comprehension, while immediate feedback helps learners identify strengths and areas for growth. The analytics dashboard provides educators with real-time insights into engagement and performance at both individual and group levels, with subgroup filtering that supports targeted instructional decisions. ClickView creates an efficient, data-informed environment that supports meaningful digital learning experiences.