ISTE Seal Review Findings Report

IMPACT by Code Ninjas

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 *IMPACT*?

IMPACT is Code Ninjas' proprietary coding curriculum designed to teach students ages 7–14 block coding and JavaScript through a belt-based, scaffolded progression of CSTA standards-aligned concepts, developed in partnership with Microsoft MakeCode. The curriculum guides students through a structured sequence of skill-building activities, culminating in Adventure Projects at each level that challenge students to apply their learning in creative, open-ended ways.

HOW IS *IMPACT* IMPLEMENTED?

IMPACT is designed for delivery within Code Ninjas centers or through officially approved school partnerships with a local Code Ninjas center. The curriculum is built around side-by-side engagement between students and instructors, with self-paced individual activities supported by regular teacher check-ins. Guided checkpoints ensure ongoing teacher–student interaction, and instructors can monitor progress, provide feedback, and advance students through belt levels based on demonstrated mastery.

ISTE SEAL REVIEW

Product: IMPACT
Product Type: Curriculum
Organization: Code Ninjas
Date of Award: March 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

IMPACT 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 & 1.1.d Students use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways. Students understand fundamental concepts of how technology works, demonstrate the ability to choose and use current technologies effectively, and are adept at thoughtfully exploring emerging technologies.
Digital Citizen 1.2.c Students safeguard their well-being by being intentional about what they do online and how much time they spend online.
Innovative Designer 1.4.d Students exhibit a tolerance for ambiguity, perseverance and the capacity to work with open-ended problems.

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.b Students create original works or responsibly repurpose or remix digital resources into new creations.	
FEEDBACK	**OUTCOME**
• The platform provides Immediate, targeted feedback on each coding submission, with progress indicators tracking mastery in real time and built-in hints prompting students to correct errors and advance through skill levels. • A progressive belt system builds students' understanding of core technology and computer science concepts, with knowledge checkpoints connecting individual coding skills to broader foundational ideas. • Built-in brain breaks at 30-minute intervals and chunked activity sequences with clear completion markers support balanced, healthy engagement with screen-based learning. • "Explore" and "Adventure" activities present open-ended challenges, including debugging existing programs and building original code, that require students to tolerate ambiguity and test multiple solutions.	

• The curriculum builds algorithmic thinking throughout every coding activity, requiring students to sequence, test, and refine code to advance to the next skill 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**
• Separate login pages for teachers and students are clean, easy to locate, and straightforward to navigate from the program's web address. • A consistent vertical menu bar guides navigation for both teachers and students across most pages, with repeated button placement and page structure supporting ease of use throughout. • The interface is uncluttered and simple, with action buttons and menus sized appropriately and displayed in contrasting colors. • A dedicated "My Ninjas" view gives teachers immediate visibility into individual student progress, access to current work and completed activities, and the ability to navigate directly to any lesson within the curriculum. • A comprehensive onboarding plan guides new users through the program with detailed teacher resources.	

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**
• Session cards and achievement cards, aligned to each belt level, clearly define student learning outcomes and skills to demonstrate as they progress through the curriculum. • Content is organized into short, clearly bounded skill objectives, with beginning activities as brief as five minutes and increasing in complexity as students progress through belt levels. • Work pages are age-appropriate, consistently formatted throughout the curriculum, and designed so that all needed tools and actions remain within the student's workspace. • Coding activities tie individual skills to real-world coding contexts, and each level's wrap-up "Adventure Project" asks students to bring accumulated skills together to solve a new, applied challenge. • A Discovery section and end-of-level reflection questions prompt students to connect newly acquired	

skills to broader contexts and consider their own progress before moving to the next belt.	
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**
• "Adventure Projects" at each level engage students in authentic coding work, including debugging programs as "real" coding partners and building original code to solve challenges that mirror professional coding practices. • Students identify challenges, test solutions, and iterate on code, with structured reflection checkpoints required before advancing. • Each level requires a completed "Adventure Project" in which students design and build original solutions to open-ended problems. • A Community section enables students to share completed projects, view peers' work, and explore alternative approaches to the same coding challenge. Specific lesson checkpoints require direct teacher	

feedback before students advance to the next belt level.	
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**
• Sprite selection includes a diverse range of characters, animals, and other images, allowing students to personalize their coding projects and reflect their own interests and identities in their work. • Video content includes closed captioning and language translation options, adjustable playback speed, and user-selectable contrast modes. These include light, dark, and high-contrast options to support learners with varied needs.	
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**

• A structured activity sequence: Build, Explore, Solve, Discover, Adventure, aligns formative practice with learning objectives at every stage, culminating in an Adventure Project that serves as a level-end summative assessment. • The curriculum provides clearly defined mastery expectations for each activity, and skill completion indicators update in real time as students successfully meet each requirement. • Students receive immediate feedback from the platform upon each code submission, which identifies specific errors and offers contextual hints to redirect student work. • Teachers can access student performance data through the built-in teacher portal and a Power BI integration, with tools to search by student, view current level, and track activity progress. • The Progress page surfaces belt-specific advancement, time on task, and achievements earned, giving instructors a clear, at-a-glance view of where each student stands in the curriculum.	

CONCLUSION

IMPACT is a structured, belt-based coding curriculum that provides students with a clear and purposeful pathway through block coding and JavaScript fundamentals. The platform's clean interface, predictable page design, and intuitive navigation make it accessible for the elementary and middle school learners it serves. A comprehensive onboarding process prepares teachers and students to engage with the curriculum from the start. Content is carefully chunked into short, achievable objectives with complexity building gradually, keeping cognitive load appropriate throughout.

"Adventure Projects" sit at the core of the curriculum's pedagogical approach, requiring students to act as real coders by debugging programs, designing original solutions, and sharing work with peers through a Community section. Every activity includes problem-solving and algorithmic thinking, and the "Explore" and "Discovery" sections prompt students to transfer skills to new contexts and reflect on their learning before advancing. Assessments clearly align to learning objectives throughout the structured "Build, Explore, Solve, Discover, Adventure" sequence, with real-time feedback guiding students toward mastery at each step. "Adventure Project" submissions require instructors to complete a personalized review, and the Progress page provides a clear, searchable view of belt-level advancement, time on task, and achievements earned.

The curriculum also takes meaningful steps toward inclusivity, with a curriculum that allows students to personalize their work and updated accessibility features, including closed captioning for videos and

user-selectable contrast modes. IMPACT's alignment to ISTE Standards for Empowered Learner, Digital Citizen, Innovative Designer, Computational Thinker, and Creative Communicator reflects a purposeful approach to building digital-age skills through authentic, hands-on coding work. Across its interface, curriculum design, and assessment tools, IMPACT delivers a cohesive coding experience that moves students from foundational concepts to applied problem-solving, supported at every stage by structured feedback, teacher visibility, and a clear path forward.