



ISTE Seal Review Findings Report

**Digital Kids
Digital Teens**

2023



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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 *Digital Kids Digital Teens*?

Digital Kids (six primary grades) and Digital Teens (six secondary grades) is a graded Computing and Information and Communication Technologies (ICT) curriculum that adopts an innovative project-based approach. Students understand computing concepts and develop their Computing and ICT skills through fun, real-world scenarios and engaging activities. Key features include spiral presentation of Digital Literacy, Computer Science and ICT concepts, comprehensive coverage of international curricula and exams, effective integration of 21st-century skills, and extensive computational thinking support with supplementary material for coding and robotics for various programming tools and educational robots.

HOW IS *Digital Kids Digital Teens* IMPLEMENTED?

Digital Kids and Digital Teens is a comprehensive K-12 curriculum designed to teach students essential digital skills, including computer science, coding, robotics, and digital literacy. The curriculum is intended for use in both classroom and computer lab settings and for at-home learning. It aims to engage students through age-appropriate, interactive lessons and activities that foster collaboration and develop critical thinking skills while preparing them for success in the digital world.

ISTE SEAL REVIEW

Product: Digital Kids Digital Teens

Product Type: Curriculum

Organization: Binary Logic

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

Digital Kids Digital Teens 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.

1.1.b Empowered Learner

Build networks and customize their learning environments in ways that support the learning process.

1.2.d Digital Citizen

Manage their personal data to maintain digital privacy and security and are aware of data-collection technology used to track their navigation online.


1.3.a Knowledge Constructor

Plan and employ effective research strategies to locate information and other resources for their intellectual or creative pursuits.

1.3.d Knowledge Constructor


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



FEEDBACK	OUTCOME
<ul style="list-style-type: none"> • Lessons focused on creating and interacting with social media profiles provide a hands-on way to expose students to how social media sites work and provide practical experience in how they can be safe online. • Students learn how to find videos related to a topic and key takeaways from research sources. • Hands-on activities throughout the curriculum connect to authentic real-life situations. • Students learn all processes related to email use. 	

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"> • Easy-to-use, straightforward lesson plans and resources support educators with onboarding. • User-friendly interface and design with an easy-to-use search feature. • Educators can easily access the student view and make changes. 	




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"> • Modules begin and end with clear objectives, outcomes, and skills. • Interactive lessons, videos, and written material help illustrate complex concepts. • Content builds on prior elements, and formative assessments reinforce the material. • Curriculum can be customized according to student needs and interests. 	

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"> • Real-world problems and tasks that provide scenarios students are likely to face in daily life or future careers. 	



<ul style="list-style-type: none"> • Design process and problem-solving are evident throughout the curriculum. • Programming and product development follow a design process approach. • Many tasks include group work and facilitate interaction and collaboration. 	
<p>DIMENSION 4: INCLUSIVITY</p> <p>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.</p>	
<p style="text-align: center;">FEEDBACK</p>	<p style="text-align: center;">OUTCOME</p>
<ul style="list-style-type: none"> • Diverse people in a variety of situations are incorporated throughout the curriculum. • “Netiquette worksheets and rules build constructive communication skills and encourage students to consider others’ feelings and the impact of their postings. 	
<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</p>	



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"> • A variety of assessment types and paths are provided throughout materials, such as project-based products, quizzes, and reflections, which include rubrics and scoring criteria. • Automated grading within the online platform provides a quick turnaround of online assessments while also including functionality for educators to provide additional feedback. • Dashboard featuring tools and analytics for tracking and detailed reports on individual or group performance. 	

CONCLUSION

The user-friendly interface and design of the Digital Kids, Digital Teens platform, combined with an intuitive search feature, ensure easy navigation and accessibility. Each module begins and ends with clear objectives, outcomes, and skills, providing a structured learning experience. Interactive lessons, videos, and written material effectively illustrate complex concepts, enhancing comprehension. The curriculum is designed to build upon prior knowledge, and formative assessments reinforce the material covered. Furthermore, educators have the flexibility to customize the curriculum according to the specific needs and interests of their students.

The curriculum focuses on real-world problems and tasks that reflect scenarios students are likely to encounter in their daily lives or future careers. The design process and problem-solving approach are evident throughout the curriculum, fostering critical thinking skills. Collaborative group work is integrated into many tasks, promoting interaction and collaboration among students.

Assessments within the curriculum encompass a variety of types and pathways, including project-based products, quizzes, and reflections, all accompanied by rubrics and scoring criteria. The online platform features automated grading for quick assessment turnaround while also providing educators with the option to provide additional feedback. A comprehensive dashboard offers tools and analytics for tracking student performance, with detailed reports available for individual or group analysis.



In conclusion, Digital Kids, Digital Teens offers a user-friendly interface, structured learning experience, and comprehensive customization options for educators while focusing on real-world scenarios, fostering critical thinking, and promoting collaboration among students. The variety of assessments, automated grading, and detailed analytics further enhance the learning process.