ISTE Seal Review Findings Report

EasyTech

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 *EasyTech*?

EasyTech is a flexible curriculum, comprehensive site, and district solution for K-12 staff and students. It develops students' digital, computer science, and STEM skills and is available by individual content areas or grade bands.

EasyTech allows for asynchronous instruction in both traditional and online classroom environments. It is delivered through the Learning.com platform and integrates with Learning Management Systems. The curriculum optimizes learning with hands-on practice and gamified content that culminates in real-world projects.

HOW IS *EasyTech* IMPLEMENTED?

Learning.com's EasyTech curriculum offers flexibility in implementation, suitable for diverse educational settings like computer labs, libraries, or core classrooms. It seamlessly integrates with various learning management systems (LMS), including Google Classroom, Canvas, Schoology, Itslearning, and other LTI-compliant solutions. This versatility ensures accessibility and ease of use, allowing educators to deliver digital literacy and online safety lessons effectively. Through consistent progress tracking and reporting tools, teachers can monitor student learning outcomes regardless of the chosen LMS platform, streamlining the educational experience for both students and instructors.

ISTE SEAL REVIEW

Product: EasyTech
Product Type: Curriculum
Organization: Learning.com
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

EasyTech 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 Students cultivate and manage their digital identity and reputation, and are aware of the permanence of their actions in the digital world.
Innovative Designer 1.4.b Students select and use digital tools to plan and manage a design process that considers design constraints and calculated risks.
Computational Thinker 1.5.b, 1.5.c & 1.5.d Students collect data or identify relevant data sets, use digital tools to analyze them and represent data in various ways to facilitate problem-solving and decision-making. Students break problems into component parts, extract key information and develop descriptive models to understand complex systems or facilitate problem-solving. 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, 1.6.c & 1.6.d
Students create original works or responsibly repurpose or remix digital resources into new creations. Students communicate complex ideas clearly and effectively by creating or using a variety of digital objects such as visualizations, models or simulations. Students publish or present content that customizes the message and medium for their intended audiences.

FEEDBACK	OUTCOME
• Digital citizenship principles are threaded throughout the curriculum through videos, lessons, and quizzes, allowing students to develop an understanding of their digital footprint and the permanence of their actions in a digital world. • Using the design process, students engage in authentic problem-solving and choose a digital program to create a model of their process and solution. • Students learn how to collect data, create graphics to visualize their data analysis results, use flowcharts and models to approach problems, create solutions, and make decisions throughout learning episodes. • The curriculum teaches students to present data and explain concepts using digital tools such as video editing software, spreadsheets, and graphs.	

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**
• First-time interactive walkthroughs assist users through the basics of navigating the platform. • The navigation bar includes key product functions and is always visible and available at the top of the screen. • Using the content curriculum library, educators can search or filter to find specific areas of the curriculum. • A "view" button allows teachers to preview what students see and easily return to the teacher view.	
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**
• The lessons display the standards and objectives for the teacher and display "what we learned today" at the end of the student videos in age-appropriate language for the students.	

• Lessons and activities are divided into interactive slides or sections appropriate for the student's age, with student progress visible at the bottom. • The large content library provides myriad options for educators to select specific lessons and activities to meet the needs of students individually or as a class. Once activities are selected or assigned, teachers can drag and drop them to reorder them as needed. • Videos and interactive activities in lessons provide real-world examples on a variety of topics, and when applicable, non-examples are provided to illustrate misconceptions.	
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**
• Lessons and assignments include opportunities for students to research and develop solutions to problems connected to themselves and their school. • Scenarios instruct students to evaluate the credibility of digital resources using the provided C.A.R.P. method: credible, accurate, relevant, and perspective.	

• Video learning episodes include interactive activities and quizzes for students to learn safe and ethical online behavior.	
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**
• The videos and images in the activities reflect a diverse range of people and cultures without relying on stereotypes. • Students learn perspective-taking and empathy through content focused on topics like cyberbullying. • Accessibility features include closed captioning and speed control on videos in English and Spanish and settings to adjust color, font size, and magnification.	
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**
• Learning episodes include embedded age-appropriate formative assessments, and clear alignments exist between learning objectives and assessments. • There are various formats for students to submit learning artifacts, and the process is clear and easy to follow. • The platform provides a variety of assessment types, such as multiple choice, drag and drop, and open response, which are appropriate for the age of the learner. • The Gradebook dashboard includes assessment results that are easy to interpret and can be viewed by class or individual students.	

CONCLUSION

EasyTech offers educators a comprehensive curriculum to integrate digital literacy and computer science instruction into the core subject curriculum. The platform offers a guided tour for first-time users, ensuring easy navigation and quick adoption. Its intuitive interface features a visible navigation bar, simplifying access to key functions such as assessments, lesson planning, and student performance tracking. Educators can explore the library to find tailored curriculum areas and easily preview student views.

Lessons within the platform are thoughtfully designed to cater to varying student ages and learning levels. They begin with interactive videos tailored for younger students and progress to more complex, project-based assignments for older learners. Each lesson is structured with clear standards and objectives, empowering educators to seamlessly align their instruction with curriculum standards. Within the lessons, students engage with interactive slides or sections, allowing educators to monitor progress at a glance. Furthermore, educators have the flexibility to customize lessons by assigning specific activities to individual students or entire classes, all while easily tracking student performance through the platform's Gradebook feature.

Beyond curriculum delivery, the platform integrates essential 21st-century skills seamlessly into its offerings. Digital citizenship is woven throughout the curriculum via videos, lessons, and quizzes, fostering students' understanding of their digital footprint and responsible online behavior. Moreover, students are encouraged to engage in authentic problem-solving using the design process. With its comprehensive curriculum and user-friendly interface, the platform serves as a valuable resource for educators seeking to foster digital literacy and computational thinking in their classrooms.