



# ISTE Seal Review Findings Report

Edge•U Badges

2025



## TABLE OF CONTENTS

<b>ABOUT</b>	<b>3</b>
About ISTE	3
ISTE Seal	3
<b>RESOURCE DESCRIPTION</b>	<b>4</b>
What is Edge•U Badges?	4
How is Edge•U Badges Implemented?	4
<b>ISTE SEAL REVIEW</b>	<b>5</b>
Review Methodology	5
Scope of Review	5
Review Findings	6
<b>CONCLUSION</b>	<b>11</b>



## 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 *Edge•U Badges*?

Edge•U Badges is a comprehensive professional development program offering flexible, personalized learning for educators through micro-credentials. The platform provides bite-sized learning opportunities designed to fit into educators' schedules while allowing them to develop essential educational tools and strategies. Educators can choose their own learning path, focusing on skills that matter most to their specific teaching context.

### HOW IS *Edge•U Badges* IMPLEMENTED?

The Edge•U Badges implementation model emphasizes flexibility and personalization with four key components:

- Educators choose badges that address their specific classroom challenges and professional learning interests.
- Participants explore various topics at their own pace, fitting professional development into their schedules.
- Teachers immediately implement new skills in their classrooms, creating authentic learning experiences.
- As educators complete badges, they earn points that can convert into professional development contact hours and/or graduate credit.

Educators earn a badge by completing three sections (Learn it, Use it, Submit it) and are then provided the opportunity to extend their learning. Users begin with an objective, outline, and watch a short video. Then, they complete tasks and show evidence of their implementation. Badges can be completed gradually and take approximately thirty minutes to one hour.

## ISTE SEAL REVIEW

**Product:** Edge•U Badges  
**Product Type:** Professional Development  
**Organization:** Forward Edge  
**Date of Award:** March 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

Edge•U Badges 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.

**Designer 2.5.a 2.5.b & 2.5.c**


Use technology to create, adapt and personalize learning experiences that foster independent learning and accommodate learner differences and needs. Explore and apply instructional design principles to create innovative digital learning environments that engage and support learning.

**Facilitator 2.6.c**

Create learning opportunities that challenge students to use a design process and computational thinking to innovate and solve problems. Model and nurture creativity and creative expression to communicate ideas, knowledge or connections.

**Analyst 2.7.a, 2.7.b & 2.7.c**

Provide alternative ways for students to demonstrate competency and reflect on their learning using technology. Use technology to design and implement a variety of formative and summative assessments that accommodate learner needs, provide timely feedback to students and inform instruction. Use assessment data to guide progress and communicate with students, parents and education stakeholders to build student self-direction


FEEDBACK	OUTCOME
<ul style="list-style-type: none"> <li>• Through completing badge collections, educators learn to leverage technology to adapt and tailor learning environments, fostering independence while addressing learner variability.</li> <li>• Various badges prepare educators with the skills to design authentic learning activities aligned with educational standards.</li> <li>• A selection of badges equips educators with methodologies, strategies, and techniques for designing innovative and equitable learning experiences that align with student goals.</li> </ul>	



<ul style="list-style-type: none"> <li>• Badges include assignments where educators learn how to create learning experiences that foster computational thinking skills and intentionally challenge students to implement a design process.</li> <li>• Users can earn badges for creating and implementing high-quality assessments using technology, with activities covering inclusive assessments, gamification, interactive sessions, and instructional insights.</li> <li>• Badge content guides teachers to use data to track student progress, personalize learning experiences, and communicate meaningful feedback with students, parents, and other stakeholders.</li> </ul>	
---	--

**DIMENSION 1: USER INTERFACE AND AGENCY**


**Definition:** The design of the product interface and user experience helps the learner quickly and reliably achieve professional growth 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"> <li>• Upon login, users can explore badges from the home page, and accessing "My first badge" orients them to the badging process.</li> <li>• The main navigation menu is located on the left panel, with the central panel dynamically adjusting based on the user's location within the platform.</li> <li>• An accessible search function enables users to find specific content using keywords, and users can filter content based on criteria such as submission status and ISTE Standards.</li> <li>• A detailed guide offers step-by-step instructions supported by screenshots and video tutorials, and its hyperlinked table of contents and logically structured sections make it easy to navigate and locate relevant information.</li> </ul>	




**DIMENSION 2: LEARNING DESIGN**

**Definition:** The product has features that exhibit and promote the 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"> <li>• The objectives of each badge directly connect to the activities presented, ensuring learners can see the relevance of the tasks in achieving the intended growth outcomes.</li> <li>• Users can write their own professional learning goals in their profile, and the learning goal is then displayed prominently on their dashboard so it remains in focus when they're logged in.</li> <li>• The microlearning format allows educators to engage in brief, focused sessions that enhance retention and reduce cognitive load.</li> <li>• Educators solve real-world problems and create practical solutions for their classrooms as part of the "Use it" and "Submit it" steps within each badge.</li> </ul>	


**DIMENSION 3: DIGITAL ANDRAGOGY**

**Definition:** The product is designed to support the development of professional digital learning capabilities, knowledge, and skills. This dimension focuses on how technology can help educators and coaches create the best possible learning experiences, including the social and learning affordances that digital professional development products uniquely offer.


FEEDBACK	OUTCOME
<ul style="list-style-type: none"> <li>• The platform offers a series of badges focused on digital citizenship that guide educators on how to live safely and ethically online, appropriately use and cite intellectual property, and maintain a positive digital presence.</li> </ul>	





<ul style="list-style-type: none"> <li>The learning episodes within digital citizenship badges cover topics such as online safety, password management, and recognizing phishing attempts, ensuring educators are well-equipped to teach these essential skills to their students.</li> </ul>	
<p><b>DIMENSION 4: INCLUSIVITY</b></p> <p><b>Definition:</b> The product helps coaches provide scenarios and real-world examples so that educators can provide relevant learning experiences for interactions with people from many cultures, backgrounds, and abilities. Also creates and supports learner motivation and agency in the learning process.</p>	
<p style="text-align: center;"><b>FEEDBACK</b></p>	<p style="text-align: center;"><b>OUTCOME</b></p>
<ul style="list-style-type: none"> <li>Badge collections help educators gain knowledge on diverse representation to apply directly in their classrooms.</li> <li>The Social-Emotional Learning (SEL) curated collection allows users to earn badges incorporating SEL principles in the classroom, including empathy building, diversity and inclusion, relationship building, and more.</li> <li>Badge completion requires educator self-reflection to deepen learning.</li> <li>Videos include captioning and adjustable playback speed features for accessibility.</li> </ul>	
<p><b>DIMENSION 5: ASSESSMENT AND DATA</b></p> <p><b>Definition:</b> The product uses formative classroom observations, self-assessments, and/or educator data – informs learning experiences that help make visible what the educators know and don't yet know – to generate data that informs coaches and facilitators about teacher knowledge and skill gaps, and provide teacher assessment feedback that is specific, actionable, and constructive. As such, it guides coaches' instructional decisions and educators' learning journeys.</p>	
<p style="text-align: center;"><b>FEEDBACK</b></p>	<p style="text-align: center;"><b>OUTCOME</b></p>



<ul style="list-style-type: none"> <li>• The badge structure naturally embeds formative assessment with specific feedback and unlimited resubmissions, and badge levels build on foundational skills to support continuous learning rather than one-time evaluations.</li> <li>• Educators have the flexibility to upload their evidence in multiple formats, and they can access, revise, and resubmit their work at any time by navigating to the badge’s submission page, ensuring an ongoing and adaptable process for showcasing their performance.</li> <li>• Experienced educator reviewers provide authentic, actionable feedback beyond simple correct/incorrect responses.</li> <li>• The learner dashboard displays total points earned, badges achieved, badge status, and rank among platform users, and administrators can access detailed, downloadable, and filterable reports on login history and badges earned by educators.</li> </ul>	
--	---

## CONCLUSION

Edge•U Badges delivers a comprehensive professional development experience that empowers educators to grow at their own pace through a carefully designed micro-credential system. The platform excels in its user-centered design, offering intuitive navigation and a clean interface that allows educators to quickly find relevant content. The badge structure, organized into "Learn it," "Use it," and "Submit it" sections, creates a cohesive learning journey that typically requires only 30-60 minutes to complete, making professional development accessible even for the busiest educators.

The platform's strength lies in its practical approach to professional growth. Educators don't just learn about educational technology tools and strategies, they immediately apply them in their classrooms and submit evidence of implementation. This ensures that professional learning directly translates to improved classroom practices. The review team provides specific, actionable feedback on submissions, creating a dialogue that enhances the learning experience. Badge topics span a wide range of critical areas, including digital citizenship, AI integration, computational thinking, and SEL principles, keeping educators current with emerging educational trends and technologies.

The adaptable assessment system allows educators to demonstrate competency through multiple formats, including written reflections, videos, screenshots, or links to created resources. The dashboard provides visualization of progress, earned points, and achievement levels, while administrators gain valuable insights through detailed reports. By combining self-directed learning with structured feedback and recognition, Edge•U Badges creates a professional development pathway that effectively bridges theory and practice, helping educators design innovative, inclusive learning environments.