



ISTE Seal Review Findings Report

Hackersjack

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 *Hackersjack*?

Hackersjack is a comprehensive, web-based learning platform designed to teach kids in grades K-12 how to identify, avoid, and mitigate cyber threats while also helping them understand and safely navigate the world of Artificial Intelligence (AI). We empower young minds to thrive in today's digital environment by supporting them in becoming knowledgeable and confident participants in the ever-changing digital landscape.

HOW IS *Hackersjack* IMPLEMENTED?

The Hackersjack platform is designed to be a complete K-12 solution for digital literacy, wellness, and citizenship, including Cyber safety, Cybersecurity and Artificial Intelligence. It can be implemented as full-group lessons in the primary grades and as both synchronous and asynchronous use in grades 4-12. The lessons can be integrated across many curricular content areas and also be implemented as self-study.

ISTE SEAL REVIEW

Product: Hackersjack

Product Type: Curriculum

Organization: Hackersjack

Date of Award: June 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

Hackersjack 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 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.

Digital Citizen 1.2.a

Students demonstrate empathetic, inclusive interactions online and use technology to responsibly contribute to their communities.

Digital Citizen 1.2.a

Students safeguard their well-being by being intentional about what they do online and how much time they spend online.


Digital Citizen 1.2.a

Students take action to protect their digital privacy on devices and manage their personal data and security while online.



FEEDBACK	OUTCOME
<ul style="list-style-type: none"> • Developmentally appropriate instruction across grade levels helps students understand and manage their digital identity and the long-term impact of their online behaviors and decisions. • Students have frequent opportunities to practice empathetic, inclusive online interactions and are encouraged to contribute responsibly to digital communities through scenarios, reflection, and real-world applications. • Lessons instruct students in understanding and managing their screen time and online behaviors. • Grade-level instruction equips students with the knowledge and skills to protect their digital privacy, including managing personal data, recognizing risks, and applying safe security practices. 	
<p>DIMENSION 1: USER INTERFACE AND AGENCY</p> <p>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.</p>	
FEEDBACK	OUTCOME





<ul style="list-style-type: none"> • Built-in tutorial videos and dedicated support resources allow teachers to begin using the platform with minimal time and effort, and tool tips further support task completion throughout the product. • The login page is easy to locate and features a clean interface with straightforward options, including Single Sign-On support through Google, Clever, and ClassLink. • Navigation menus are clearly labeled and intuitive, with breadcrumb navigation and grade-level organization making it easy for users to locate content and track their location within the platform. • Key elements such as progress tracking and performance indicators are prominently displayed, and buttons and interactive elements are consistently designed. • Teachers can access a student view at any time to observe exactly what their students see, with a readily available toggle to switch between teacher and student views. 	
<p>DIMENSION 2: LEARNING DESIGN</p> <p>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.</p>	
<p>FEEDBACK</p>	<p>OUTCOME</p>




<ul style="list-style-type: none"> • Learning outcomes appear at the beginning of each lesson, with explicit connections between outcomes, instructional content, and activities throughout. • Content and activities are developmentally appropriate and adjusted by student age and ability, with lessons broken into short, manageable segments. • Multimedia elements, including narrated videos and interactive activities, reinforce key lesson concepts in ways appropriate for the target audience. • All lessons include embedded recall and reflection opportunities, and students are required to fully engage with video content on first viewing before progressing. • A built-in note-taking feature allows students to save, edit, and export notes. 	
<p>DIMENSION 3: DIGITAL PEDAGOGY</p> <p>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.</p>	
<p>FEEDBACK</p>	<p>OUTCOME</p>



<ul style="list-style-type: none"> • Activities explicitly teach problem decomposition, guiding students to break down complex tasks into manageable steps and describe their step-by-step processes. • Activities require students to locate and evaluate information for credibility and relevance, including considering the purpose and perspective of sources. • The platform includes explicit instruction across grade levels on intellectual property, digital identity, and online safety concepts 	
<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>	
FEEDBACK	OUTCOME
<ul style="list-style-type: none"> • Lesson content includes a wide range of people represented in everyday and professional situations. • Multiple lessons require students to engage in perspective-taking and self-reflection, and the platform positions students as capable, empathetic problem-solvers by treating differences as strengths. 	



<ul style="list-style-type: none"> • Closed captioning, audio and video speed controls, and high-contrast design for key interface elements support a range of learner needs. 	
<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 assessment feedback that is specific, actionable, and constructive. As such, it guides teachers’ instructional decisions and students’ learning journeys.</p>	
<p>FEEDBACK</p>	<p>OUTCOME</p>
<ul style="list-style-type: none"> • Lessons include embedded formative assessments and clearly align to stated learning objectives. • Clearly defined success criteria and assessment results give students the information they need to understand their performance and track their progress. • Feedback is detailed, immediate, and clearly connects to content. • A clear and informative analytics dashboard allows teachers to track student progress, performance, and completion metrics, with filterable and customizable views to display the specific information needed. 	

CONCLUSION

Hackersjack is a comprehensive K–12 curriculum dedicated entirely to digital safety, online literacy, and responsible citizenship—filling a curricular gap that few educational technology products address with this level of depth and structure. The interface is intuitive and consistently organized, with clear navigation, accessible support resources, and SSO integration that make it easy for teachers and students to get started quickly.

Learning design is a clear strength, with content that is developmentally appropriate, well-chunked, and enriched by purposeful multimedia that reinforces key learning objectives. Embedded recall opportunities and a built-in note-taking feature support student engagement and reflection throughout each lesson. Digital pedagogy is equally evident, with activities that build problem-decomposition skills, guide students in evaluating information for credibility and relevance, and address intellectual property and digital identity across grade levels.

The platform supports inclusive learning through diverse representation and perspective-taking activities that position students as empathetic, capable participants in the digital world. Assessment practices round out a strong overall offering, with formative assessments embedded throughout lessons, detailed and immediate feedback, and a teacher analytics dashboard that gives educators clear visibility into student progress. Hackersjack earns the ISTE Seal as a purposeful, education-ready platform that gives students the knowledge and confidence to navigate today's digital world safely and responsibly.