



ISTE Seal Review Findings Report

IC3 Digital Literacy Global Standard Six

2025



TABLE OF CONTENTS

ABOUT	3
About ISTE	3
ISTE Seal	3
RESOURCE DESCRIPTION	5
What is IC3 Digital Literacy?	5
How is IC3 Digital Literacy Implemented?	5
ISTE SEAL REVIEW	6
Review Methodology	6
Scope of Review	7
Review Findings	7
CONCLUSION	13

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 IC3 Digital Literacy Global Standard Six?

IC3 Digital Literacy Global Standard Six is a comprehensive certification program designed to ensure that learners of all ages can navigate and thrive in our digital world. Through its "Learn - Practice - Certify - Achieve" model, the program guides learners through courses that teach foundational digital literacy concepts, provides practice validating their skills through assessments, and confirms validation through certification.

HOW IS IC3 Digital Literacy Global Standard Six IMPLEMENTED?

IC3 Digital Literacy Global Standard Six is implemented as a structured pathway that helps establish foundational skills needed to support information technology. The program encompasses three competency-based levels designed to accommodate learners at various skill stages. Each level builds upon the previous one, providing a progressive learning experience that reinforces digital literacy concepts while introducing more advanced applications. Educational institutions, workforce development programs, and corporate training departments implement the certification program to verify the digital competency of students and employees.

ISTE SEAL REVIEW

Product: IC3 Digital Literacy Global Standard Six

Product Type: Assessment Tool

Organization: Certiport, Pearson Vue

Date of Award: May 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

IC3 Digital Literacy Global Standard Six 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.b & 1.1.d

Students build networks and customize their learning environments in ways that support the learning process. 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.a, 1.2.c & 1.2.d

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. Students safeguard their well-being by being intentional about what they do online and how much time they spend online. Students take action to protect their digital privacy on devices and manage their personal data and security while online.




Knowledge Constructor 1.3.b

Students evaluate the accuracy, validity, bias, origin, and relevance of digital content.

Creative Communicator 1.6.a– 1.6.d


Students choose the appropriate platforms and digital tools for meeting the desired objectives of their creation or communication. Students create original works or responsibly repurpose or remix digital resources into new creations. Students use digital tools to visually communicate complex ideas to others. Students publish or present content that customizes the message and medium for their intended audiences.

FEEDBACK	OUTCOME
<ul style="list-style-type: none"> • Curriculum includes fundamental technology concepts, including software, hardware, operating systems, networking, and troubleshooting problems. • Students master digital security features to protect and control information sharing, understand proper digital content sharing, and apply copyright, licensing, and attribution practices. • Activities teach students to analyze information, media, and data resources' accuracy, perspective, credibility, and relevance. • Students use authoring and presentation tools to convey tailored messages, select appropriate tools for specific purposes, and visually represent data. 	



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"> • Comprehensive introductory videos guide users through the platform with quick and easy onboarding. • The user interface features essential elements arranged visibly on the side of the screen, with easy-to-find, frequent actions. • Users can quickly locate specific content in videos through markers, and the platform includes an effective search functionality and embedded filtering options. • Technical support includes easy-to-find help videos, clearly labeled documentation chunks, and multiple support options, including tickets and phone help. 	

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
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<ul style="list-style-type: none"> • Content appears in clear, appropriate sections suitable for the target user group. • Well-crafted content includes videos and excellent visual elements with narration that enhances lesson comprehension without distractions. • Each chunked concept concludes with a quiz that unlocks progression and includes easily accessible activities supporting recall and reinforcement. • Concepts consistently include varied concrete examples, contrasting non-examples to illustrate misconceptions, and clear illustrations of key instructional takeaways. 	
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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"> • Learning episodes include activities explicitly related to problem definition and deconstruction. • Activities require students to describe their project methodology, while assessments help students reflect on design thinking processes. 	



<ul style="list-style-type: none"> • Explicit instruction guides students to explore Creative Commons, digital privacy actions, and online safety. 	
<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"> • Video content addresses Universal Design in hardware, which explains about ability considerations. • Curriculum topics address harmful biases. • The software provides accessibility options such as closed captions and speed control of videos. 	
<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 style="text-align: center;">FEEDBACK</p>	<p style="text-align: center;">OUTCOME</p>



- Assessments, results, and retest options appear throughout the course, and diagnostic quizzes and formative assessments present clear alignment with curriculum objectives.
- Assessment types include multiple choice, flash cards, worksheets, projects, and labs.
- Labs and practice tests in “Training Mode” provide immediate feedback to learners on their responses.
- Teachers can generate student reports, download the reports, and analyze classroom progress and performance.



CONCLUSION

IC3 Digital Literacy Global Standard Six delivers a comprehensive entry-level IT curriculum that establishes foundational digital skills while aligning with ISTE Standards. The platform features an intuitive, user-friendly interface with clean layouts, easy navigation, and clear instructions that facilitate quick onboarding for teachers and students.

The thoughtfully structured content progression includes well-crafted videos with excellent visual elements and narration that enhances comprehension. Each module begins with specific learning objectives, ensuring learners understand their goals while monitoring their progress through embedded formative assessments and no-stakes diagnostic quizzes.

The program excels in its learning design and curriculum, which includes helping students develop critical evaluation skills and assess the accuracy, perspective, credibility, and relevance of digital information. Students master essential security practices, learning to protect personal data and understand copyright and attribution requirements. The platform's commitment to inclusivity appears through Universal Design principles and accessibility options.

Teachers benefit from robust reporting features that allow detailed analysis of student progress by class, individual, or access code, with exportable data for further review. Multiple assessment types, from multiple-choice questions to interactive labs, provide immediate feedback that reinforces learning. IC3 Digital Literacy Global Standard Six prepares learners to become responsible, ethical, and innovative digital citizens ready to navigate and positively contribute to our increasingly digital world.