ISTE Seal Review Findings Report

ICT360

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 *ICT360*?

ICT360 is a synchronous and asynchronous digital platform developed by ARK Tech Innovation Pvt. Ltd. that features a curriculum in Information and Communication Technology (ICT) and computer science (CS). ICT360 shifts the focus from a static curriculum to a dynamic one by integrating ICT/CS knowledge with the development of 21st-century skills and technology. The platform employs project-based learning and design thinking pedagogy to prepare students for advanced future technologies, fostering skills in innovation, collaboration, and problem-solving to address real-world challenges. With a strong emphasis on computational thinking and the STREAM (science, technology, reading, engineering, arts, math) methodology, ICT360 equips educators and students with the technology and tools needed for an effective and comprehensive teaching and learning experience.

HOW IS *ICT360* IMPLEMENTED?

ICT360 is designed for schools, teachers, and students with the specific goal of making technology central to education. It is a combined solution with a curriculum, professional development programs for teachers, project-based learning, a comprehensive knowledge management system (KMS), and embedded holistic assessment tools. ICT360 not only provides a curriculum and content-based solution for next-generation ICT/CS but a robust Knowledge Management System for accessing curriculum content and projects for administrators, educators, and students. The product is also embedded with an assessment system that helps educators support students' strengths.

ISTE SEAL REVIEW

Product: ICT360
Product Type: Curriculum
Organization: ARK Tech Innovation Pvt. Ltd.
Date of Award: July 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

ICT360 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.d
Understand the fundamental concepts of technology operations, demonstrate the ability to choose, use and troubleshoot current technologies and are able to transfer their knowledge to explore emerging technologies.

Innovative Designer 1.4.b
Select and use digital tools to plan and manage a design process that considers design constraints and calculated risks.

Computational Thinker 1.5.d
Understand how automation works and use algorithmic thinking to develop a sequence of steps to create and test automated solutions.

Creative Communicator 1.6.a
Choose the appropriate platforms and tools for meeting the desired objectives of their creation or communication.

FEEDBACK	OUTCOME
- The curriculum includes project-based challenges that teach multiple technology concepts and skills as it scaffolds through the grades. - Age-appropriate projects challenge students and then take them on a journey to achieve the end goal using strategies, techniques, and tools provided through the tutorials. - Students use multiple coding languages across computational thinking strategies, including pattern analysis, abstraction, problem decomposition, and algorithmic development.	✓

• Students learn several presentation tools that address multiple media. Every project has a focus tool, and the courses also include how tools can work together to create an artifact such as a storyboard or flowchart.	

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
• Multiple formats of resources support the teacher in both the initial and continued use of the product. • Clear icons, dashboard arrangement, and text design make navigation easy and intuitive. • The interface is clean, colorful, and well-organized, and the size and arrangement of icons change as students progress through the grade bands. • The main page always shows a student view option, while separate screens in tabs include teacher information.	✓

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 product breaks lessons into parts or divides activities into sessions appropriate for the students' ages. - Media-enhanced slides with embedded links to videos and resources guide learners through the content. - Teachers can use the suggested project sequence or select modules in any order. - Project prompts include multiple points for students to answer questions and make connections.	✓

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
- Projects allow students to create original works and remix resources. - Students engage with project themes based on real-world topics and/or problems. - Design thinking content includes both open-ended and guided practice. - Student guides model the design process, and teacher instructions include prompts for prototyping and testing.	✓

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
- Images within the platform include a diverse range of people and cultures without relying on stereotypes. - The product demonstrates that it meets many important accessibility guidelines including closed captioning and high-contrast design.	✓

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
- Teachers have access to multiple assessment tools throughout a project, including quizzes created from a question bank. - Teachers have access to varied question types, and students can upload completed project artifacts. - Students have various options to demonstrate their learning and can submit completed artifacts in multiple formats (audio, video, PDF, etc.), all of which are saved in their portfolios. - In addition to the assessments auto-scored through the platform, project submission includes an opportunity for students to share a reflection and a response field for the teacher to respond.	✓

CONCLUSION

ICT360 offers a well-structured and user-friendly interface that supports both teachers and students throughout the educational experience. Teachers benefit from a variety of resource formats and clear navigation through intuitive icons and a well-organized dashboard. Learning goals are prominently presented in multiple locations within projects, which are grouped into ICT skill sequences for comprehensive and connected instruction. The platform accommodates diverse learning needs by breaking lessons into age-appropriate segments and providing various media types, such as audio, video, and PDF, to facilitate student engagement and demonstrate learning.

Students interact with a vibrant and clean interface, where project themes based on real-world topics and problems are integrated throughout. Students can submit their work in multiple formats, which is stored in their portfolios, and can create original projects or remix resources as needed. The curriculum supports the development of technology skills through project-based challenges and coding exercises, including pattern analysis, abstraction, and algorithmic development. Teachers have access to diverse assessment tools and opportunities for feedback, ensuring a thorough and accessible learning experience.