



ISTE Seal Review Findings Report

InnovatiQ

2026



TABLE OF CONTENTS

ABOUT	3
About ISTE	3
ISTE Seal	3
RESOURCE DESCRIPTION	5
What is innovatiQ?	5
How is innovatiQ Implemented?	5
ISTE SEAL REVIEW	6
Review Methodology	6
Scope of Review	7
Review Findings	7
CONCLUSION	14



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 *innovatiQ*?

innovatiQ® is a learning platform designed to develop digital skills for students and educators. It integrates courses, workshops, robotics, artificial intelligence, and industry-recognized certifications, with personalized learning pathways and institutional support. The pathways align with student levels and focus on digital literacy, productivity tools, computational thinking, emerging technologies, and the responsible and ethical use of technology. The product website is in Spanish.

HOW IS *innovatiQ* IMPLEMENTED?

innovatiQ can be used as a self-paced learning tool or as part of a teacher-guided instructional plan. It is recommended that students engage with the platform 2 to 3 times per week, in sessions of 30 to 50 minutes, whether in the classroom, technology labs, or as part of extended project-based learning experiences. Effective implementation begins with an institutional onboarding process and teacher professional development. Students then access structured learning pathways. The platform supports flexible use during class time, in hybrid learning environments, or as a resource for independent learning.



ISTE SEAL REVIEW

Product: innovatiQ

Product Type: Platform

Organization: Recursos Educativos y Tecnologicos S.A DE C.V

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

innovatiQ 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.a

Students connect their learning needs, strengths and interests to their goals and use technology to help achieve them and reflect on their progress.

Digital Citizen 1.2.b

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

Knowledge Constructor 1.3.a

Students use effective research strategies to find resources that support their learning needs, personal interests and creative pursuits.

Computational Thinker 1.5.a

Students formulate problem definitions suited for technology-assisted methods such as data analysis, abstract models and algorithmic thinking in exploring and finding solutions.



FEEDBACK	OUTCOME
• The platform helps students connect their learning needs and interests to meaningful goals through project-based learning pathways in areas such as programming, robotics, and digital design. • The product integrates digital citizenship concepts through project-based learning activities where students evaluate online information, collaborate, and develop solutions with real-world impact. • Learning activities engage students in using effective research strategies to locate and evaluate information, including structured guidance on search techniques and criteria for assessing source credibility. • Students formulate problem definitions that require them to analyze real-world challenges and plan responses.	
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



• The interface is well-organized and intuitive, presenting clearly labeled functions and consistently styled elements that allow both teachers and students to navigate the platform with minimal time and effort. • Login is straightforward and prominently accessible, with an alternative sign-in option that reduces friction for new users. • A persistent navigation structure, breadcrumb trails within course views, and in-content directional controls support clear user orientation and efficient movement throughout the platform. • Teachers can switch between teacher and student views at any time using a role selector in the header, enabling direct validation of how content and activities appear to students. • The platform help features include tutorial videos, a searchable support library with filtering, and multi-channel support options.	
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



• Learning goals at the beginning of each learning episode directly connect to instructional content, activities, and tasks within each module. • Modular units with progression levels present material in appropriately sized, manageable segments that support gradual skill development without cognitive overload. • Students engage in recalling, applying, and reflecting on learning through structured prompts, open-ended responses, and evaluations. • Teachers can customize content delivery through modular controls, including activating or deactivating specific modules. • Visual, interactive, and contextualized examples support concepts throughout the modules.	
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



• Learning experiences are grounded in authentic, real-world challenges that require students to create original solutions, such as applying engineering principles to design challenges inspired by nature. • Learning activities guide students in breaking down complex challenges into manageable phases, such as planning, creation, communication, and evaluation. • Students search for and use information to complete tasks, with explicit guidance on evaluating source credibility and structured support for referencing and attributing information. • Learning activities include a clearly structured approach to solution design that guides students through ideation, prototyping, and iteration, with hands-on tasks that encourage continuous improvement of solutions.	
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



• Content and activities reflect a diverse range of people, cultures, and global contexts, with projects that engage students in exploring social challenges. • Video content includes closed captioning, adjustable playback speed controls, and synchronized transcripts. • The interface incorporates built-in tools such as text-to-speech, zoom, color inversion, and text readability options to support a range of learners.	
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
• Detailed rubrics in project-based activities clearly outline performance levels and expectations aligned to learning goals. • Students can engage with a variety of assessment formats, including multiple-choice, matching activities, and interactive simulations embedded in videos. • Teachers can access assessment results through a Reports section organized by group and workshop.	



- A student analytics dashboard allows teachers to monitor performance across categories such as progress, quizzes, practices, simulations, and overall performance, with filtering by student and by category to support targeted instructional decisions.



CONCLUSION

innovatiQ provides teachers with a purposefully organized workspace that integrates curriculum planning, instructional delivery, customization tools, and assessment data into a single environment, enabling educators to manage and personalize learning at both the individual and group level.

The platform's intuitive interface offers consistent navigation, a teacher-student view toggle, and multi-channel support that collectively enable efficient day-to-day use. Learning design features, including modular content chunking, alignment with learning goals, and flexible course customization tools, reflect a principled approach to instructional design. In the area of digital pedagogy, learning experiences ground students in authentic challenges that require research, problem definition, iterative design, and applied problem-solving. The platform also incorporates diverse cultural representation across its content and includes built-in accessibility tools to support a range of learners. Assessment and data features provide teachers with accessible performance dashboards and configurable analytics, while students benefit from clear success criteria, rubric-aligned feedback, and varied assessment formats.

innovatiQ delivers a comprehensive, well-structured digital learning environment that equips students with meaningful technology skills through authentic, project-based experiences, while providing educators with the tools and data needed to support and monitor student growth.