



ISTE Seal Review Findings Report

KODEIT

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 *KODEIT*?

KODEIT is a digital curriculum for K-12 learners that builds technology skills through hands-on learning in coding, cybersecurity, multimedia, and digital citizenship. The platform provides an interactive learning environment with performance analytics and educator support tools designed to develop future-ready competencies aligned with global standards.

HOW IS *KODEIT* IMPLEMENTED?

KODEIT can be implemented as a core or supplemental ICT curriculum for grades 1-12, integrated into weekly technology classes or blended learning environments. The platform includes lesson plans and professional development modules to support educator adoption. Implementation includes an interactive platform for student engagement alongside performance analytics and teacher support tools.



ISTE SEAL REVIEW

Product: KODEIT

Product Type: Curriculum

Organization: Kodelt Publication LLC

Date of Award: January 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

KODEIT 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.c

Students build networks and customize their learning environments in ways that support the learning process. Students use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways.

Knowledge Constructor 1.3.a

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

Creative Communicator 1.6.c

Students use digital tools to visually communicate complex ideas to others.

Global Collaborator 1.7.c

Students contribute constructively to project teams, assuming various roles and responsibilities to work effectively toward a common goal.

FEEDBACK	OUTCOME
<ul style="list-style-type: none">Students receive immediate feedback through quizzes, assessments, and AI-supported analysis tools, with individualized teacher comments available and performance data accessible for review and revision.Adjustable accessibility tools, pacing controls, and modular lesson structures allow students to customize their learning environments, while community discussion spaces and teacher-guided interactions support peer and instructor engagement.	



- Research-based projects require students to locate, analyze, and organize information.
- Students explain processes, justify design decisions, and articulate learning through project artifacts and written responses.
- Shared discussions encourage constructive participation through peer and teacher feedback.

**KODEIT aligned with many ISTE Standards for Students. These are examples of the strongest connections.*

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"> • An intuitive interface supports easy onboarding, and core functions for assigning work, monitoring progress, and accessing tutorials are readily available. • Login functionality is clean and efficient, offering single sign-on (SSO) with Google and Microsoft. • Navigation is clear and user-friendly. A persistent sidebar menu provides easy access to major sections, and menu labels are intuitive and descriptive. • A toggle between teacher view and student view allows educators to view assignments and understand the impact of content changes immediately. • Product support access is straightforward with an easily accessible AI chat feature and technical support available through a ticket system. 	



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
<ul style="list-style-type: none"> Each lesson clearly communicates its intended learning outcomes detailing the knowledge and skills being developed. The platform uses a strong mix of text, visuals, and multimedia. Visual elements support learning without distraction, and narrated videos enhance understanding rather than restating on-screen text. Lesson recap videos review lesson content, while built-in checks for understanding encourage self-assessment before progressing. The display can be customized for view, and modules can be easily moved and set up for a single student or group work. Students have opportunities to reflect on their new knowledge throughout the platform. 	

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"> Real-world problems in lessons encourage students to explore solutions. 	



- Learning experiences include activities that intentionally focus on helping students define and break down problems into manageable parts.
- Within the end of the year projects students engage in conducting research, documenting their findings, and developing their ideas using the design thinking process.
- Product functionality supports teacher-student interactions and teacher-teacher interactions, with collaborative work enabled through discussions and community activities.
- Lessons focus on digital identity and digital ethics and include embedded quizzes.

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
<ul style="list-style-type: none"> A variety of cultures, genders, and ages are represented throughout the learning experiences. Students engage in structured activities that encourage them to interact respectfully, consider differing perspectives, and recognize individual strengths helping them build empathy. Robust accessibility features include closed captioning, audio speed control, language toggles, adjustable font sizes (including dyslexia-friendly fonts), and color and contrast controls. 	



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
<ul style="list-style-type: none">Learning goals are stated upfront, and students encounter embedded quizzes and checks for understanding within the same lesson sequence, ensuring coherence between instruction and assessment.Success criteria are transparent and accessible to students with scores and results visible on dashboards.A wide variety of assessment formats are available, including multiple-choice, short answer, essays, drag-and-drop, drawing, and game-based assessments.Feedback is timely, actionable, and clearly connected to instructional content.Performance data is accessible by course or student group through easy-to-interpret visualizations. The dashboard displays grouped results, shows competency and mastery by concept, identifies students needing help, and can be configured based on content and audience.	



CONCLUSION

KODEIT is a well-designed, student-centered digital learning platform that supports authentic, project-based learning across multiple content areas. Its intuitive interface, clear navigation, and guided onboarding experience help educators quickly assign work, monitor progress, and access support resources. Customizable lesson structures and modular design enable teachers to tailor learning experiences to diverse classroom needs while maintaining clear alignment between learning outcomes and assessment.

The curriculum demonstrates strong alignment with ISTE Standards for Students, particularly in the areas of Innovative Designer, Computational Thinker, Knowledge Constructor, and Creative Communicator. Through research-based projects and design thinking processes, learners regularly engage in authentic problem-solving, curate information, and create original digital artifacts. The platform's emphasis on digital citizenship, including lessons on digital identity and digital ethics, helps students develop responsible technology use alongside technical skills. Accessibility features, including adjustable fonts, language toggles, and comprehensive captioning, support inclusive learning environments that serve students of diverse abilities and backgrounds.

KODEIT also provides comprehensive performance insights through its analytics dashboard and assessment system. The platform offers varied assessment formats matched to developmental levels and content areas, from multiple-choice and drag-and-drop activities to game-based assessments and open-ended projects. Timely feedback mechanisms, including AI-supported analysis and customizable teacher comments, help address knowledge gaps effectively. Easy-to-interpret data visualizations present results grouped by concept mastery. Helpful features within the dashboard identify students who need additional support. By integrating meaningful interaction, reflection opportunities, and collaborative spaces for both peer and instructor engagement, KODEIT creates a dynamic learning environment for students and teachers.