



ISTE Seal Review Findings Report

Lifelong Learning Competencies

2025



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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 *Lifelong Learning Competencies*?

Lifelong Learning Competencies provides a structured and engaging approach to developing essential lifelong learning competencies in learners of all ages. By integrating multiple competency frameworks, the program fosters key skills such as creativity, problem-solving, financial literacy, digital competence, sustainability awareness, and self-directed learning.

HOW IS *Lifelong Learning Competencies* IMPLEMENTED?

Educational institutions implement Lifelong Learning Competencies as a curriculum solution that supports both instruction and assessment. Educators utilize the platform's resources, including e-books, video tutorials, interactive stories, and gamified learning experiences, to create engaging classroom experiences that promote deep learning and skill development. The program's Entrepreneurial Challenges, Financial Education Modules, and Sustainability Activities provide students with real-world scenarios to apply their knowledge. Additionally, the "Partial Test" and "ExamTaker" simulator support students in preparing for international certification exams, strengthening their competencies in business, technology, and self-regulated learning.



ISTE SEAL REVIEW

Product: Lifelong Learning Competencies

Product Type: Curriculum

Organization: IBEC LATAM

Date of Award: October 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

Lifelong Learning Competencies 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

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.c & 1.2.d

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.d

Students build knowledge by exploring real-world issues and gain experience in applying their learning in authentic settings.



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.


FEEDBACK	OUTCOME
<ul style="list-style-type: none"> • Hands-on activities incorporate digital tools that enable learners to apply technology effectively in planning, managing, and executing projects, and multiple courses focus on emerging technologies such as artificial intelligence, encouraging students to explore new digital solutions in entrepreneurial contexts. • Various learning modules demonstrate effective approaches to teaching digital wellness and intentional online behavior management. • Real-world scenarios motivate learners to engage with authentic problem-solving challenges that promote entrepreneurial thinking and practical application. • Programming tutorials for building simple digital games introduce algorithmic thinking through structured, step-by-step processes that support understanding of automation principles and demonstrate how structured code creates effective digital solutions. 	

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"> • The platform features a primarily horizontal navigation structure, making it easy for users to move through different sections and quickly understand their location within the product. • A reliable and efficient content discovery process allows users to locate materials by entering keywords and applying filters in the clearly visible, responsive in-course search bar. • The “TeamViewer” button allows teachers to view what students see at any time and also enables teachers to select and control the students’ computers, providing direct support when needed. • A dedicated Support Center, linked in the footer of every page, includes a ticketing system that allows users to attach files for faster issue resolution. • The product website provides a transparent and detailed view of its interoperability with other educational technologies, including concrete examples of integrations in practice. 	

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"> • The product effectively aligns learning outcomes with instructional standards, content, and activities, and it offers students structured opportunities to set and refine personal learning goals while aligning them with course outcomes. • Well-structured, sequential content chunks, appropriate in length and depth for intended learners, enhance comprehension and retention. • The product incorporates a wide range of multimedia content in each lesson, including ebooks, videos, podcasts, tutorials, and assessments, which support and deepen understanding of key concepts without distracting from the learning goals. • Lessons across courses include activities that encourage students to reflect, make connections between new knowledge and their prior understanding or beliefs, and explore the conclusions and/or implications of the knowledge learned. 	

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"> • Authentic, real-world problems presented through entrepreneurial case studies and decision-making exercises encourage learners to apply knowledge in meaningful ways. • Structured problem definition and deconstruction opportunities guide students through step-by-step activities where they document methodology, justify decisions, and use reflection prompts and evaluation criteria to refine solutions and connect strategies to design thinking practices. • Students engage in information curation through research tasks that ask learners to search for information from multiple sources, analyze its perspective, and evaluate the credibility and relevance of the information before applying it in their projects and assessments. • Real-time collaboration support through integrated chat functionality facilitates the exchange of comments and file sharing between teachers and students. 	



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"> • Imagery and cultural references throughout the content reflect a range of backgrounds, identities, and real-world contexts. • The curriculum provides students with meaningful opportunities to develop empathy and perspective-taking skills through case studies, encouraging learners to reflect on barriers and resilience across diverse cultural and social contexts. • Accessibility features include closed captioning, on-screen annotations, playback speed control, and high-contrast mode to accommodate different learning preferences and needs. • Lesson content explicitly integrates issues of privilege, power, and equity through inclusive narratives and reflection prompts. 	

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"> • Clear scoring criteria and feedback presented alongside assessment results offer transparency and guide learners toward specific areas for improvement. • The product offers a variety of assessment types that balance practical and reflective engagement opportunities and allow learners to demonstrate understanding through multiple formats and approaches. • A streamlined assignment submission process includes clear teacher instructions specifying accepted file formats for efficient workflow management. • The product provides live, online, and customizable reports that allow teachers to track student progress and export data for in-depth analysis. 	

CONCLUSION

Lifelong Learning Competencies delivers a comprehensive educational solution that effectively integrates technology to support both teaching efficiency and student learning outcomes. The platform streamlines instructional workflows through automated assessment processes, detailed reporting tools, and interactive resources, including e-books, video tutorials, and simulation exercises. Educators benefit from data-driven insights that inform instructional decisions while reducing preparation time through ready-to-use materials and integrated assessments.

The curriculum successfully develops essential 21st-century competencies through authentic learning experiences that engage students in real-world problem-solving, financial literacy development, and sustainability awareness. Entrepreneurial challenges and business planning activities provide practical applications that connect classroom learning to professional skills, while the integrated “ExamTaker” simulator prepares students for international certification requirements. The platform’s focus on creativity, critical thinking, and self-directed learning aligns with ISTE Standards.

Technical features support inclusive learning environments through comprehensive accessibility options, diverse cultural representation, and multiple pathways for collaboration and feedback. The intuitive interface design, reliable navigation structure, and robust support systems ensure effective implementation across diverse educational settings. By combining research foundations with practical applications, interactive multimedia



content with structured assessment opportunities, and individual learning paths with collaborative experiences, Lifelong Learning Competencies provides educators with a powerful tool for developing the lifelong learning competencies that students need for success in an increasingly digital and interconnected world.