# ISTE Seal Review Findings Report

## MagiCore Academy

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 *MagiCore Academy*?

MagiCore Academy is an interactive online learning platform for PreK–5 students that brings reading, math, science, social studies, and Social and Emotional Learning (SEL) to life. With lessons, games, escape rooms, virtual field trips, and self-checking activities, students learn through exploration while teachers and families save time and feel confident their learning is meaningful, standards-aligned, and fun.

### HOW IS *MagiCore Academy* IMPLEMENTED?

MagiCore Academy is designed to be a flexible, supplemental digital learning platform that provides additional instruction and practice in core reading and math skills, along with science, social studies, and SEL, for PreK–5 students. Through video-based lessons, interactive activities, self-checking practice, and guided experiences, MagiCore Academy reinforces core instruction, supports skill development, and helps students build confidence and independence—without replacing a school's primary curriculum.

# ISTE SEAL REVIEW

**Product:** MagiCore Academy
**Product Type:** Curriculum
**Organization:** MagiCore
**Date of Award:** October 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

MagiCore Academy 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.** | |
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| **Digital Citizen 1.2.a, 1.2.c**<br>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.<br>Students safeguard their well-being by being intentional about what they do online and how much time they spend online. | |
| **Knowledge Constructor 1.3.b, 1.3.d**<br>Students evaluate the accuracy, validity, bias, origin, and relevance of digital content.<br>Students build knowledge by exploring real-world issues and gain experience in applying their learning in authentic settings. | |
| **FEEDBACK** | **OUTCOME** |

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| • A Digital Life Skills topic includes a lesson on what to share online, copyright, and digital citizenship behaviors, which helps students understand the impact of their online presence.<br>• Lessons on screen time management and well-being encourage students to reflect on their own online practices.<br>• Lesson content focuses on skills for researching and evaluating information.<br>• Real-world issues anchor many activities, and students build knowledge from the provided resources before applying it to problem solving. | |
| **DIMENSION 1: USER INTERFACE AND AGENCY**<br>**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 login button is easy to find, and users can sign in with Clever or QR codes.<br>• A pinned left menu, consistent buttons, and visible pathways to main activity areas make navigation simple. | |

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| • Large visual tiles and uncluttered activity pages give teachers helpful context without overwhelming them.<br>• A search bar with suggested results and grade and topic filters helps teachers locate resources quickly.<br>• A preview option shows each lesson from the student perspective, and teachers can easily unassign content.<br>• Chunked user guides, a well-organized FAQ, and several contact options provide practical support for teachers. | |
| **DIMENSION 2: LEARNING DESIGN**<br>**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 objectives appear at the beginning of most lessons and on teacher resource pages.<br>• Video, images, and text are used intentionally, and a read-aloud option supports students who need it.<br>• Narration, visuals, and text sit close together, and the interactive controls work smoothly.<br>• Recall checks reinforce key information, and students must view content before moving ahead. | |

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| • Concrete examples help students connect lesson content to the instructional goal.<br>• Reflection questions in mini lessons invite students to elaborate on their thinking. | |
| **Dimension 3: Digital Pedagogy**<br>**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** |
| • Lessons draw on real-world topics such as environmental protection and Black History Month, and some assignments ask students to develop action plans. | |
| **Dimension 4: Inclusivity**<br>**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** |

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| • Virtual field trips include prompts that invite students to connect with people and places beyond their own experience.<br>• Embedded media controls, including speed adjustment, support a range of learner needs.<br>• Activities address social issues and the experiences of marginalized groups, which builds inclusive awareness. | |
| **DIMENSION 5: ASSESSMENT AND DATA**<br>**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** |
| • Each activity includes multiple assessments aligned to the lesson content.<br>• Self-correcting assessments give students immediate results, and short-answer items show a sample response after submission.<br>• Students receive immediate feedback with correct answers or sample responses.<br>• Teachers can view results immediately by class or by individual student, and the data is easy to interpret. | |

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## CONCLUSION

MagiCore Academy gives teachers and students a learning environment that is organized and approachable. The platform is straightforward from the first login. Clever and QR code sign-in, a pinned menu, consistent buttons, and large visual tiles make it simple to move between activities, while search and filtering help teachers locate the right resources quickly. Chunked user guides, a well-organized FAQ, and several ways to reach support add to an experience that respects teachers' time.

The learning design in MagiCore Academy is equally purposeful. Lessons open with clear objectives, and multimedia is used with intention. Recall checks reinforce key ideas, concrete examples connect content to the instructional goal, and reflection questions in mini lessons invite students to elaborate on their thinking. Virtual field trips and activities that explore social issues help students connect with people and perspectives beyond their own, while embedded media controls, including speed adjustment, support a range of learner needs.

Assessment is woven throughout. Each activity includes multiple assessments aligned to the lesson content, and students receive immediate feedback along with correct answers or sample responses. Teachers can view results right away by class or by individual student, and the data is easy to interpret.

Reviewers concluded that MagiCore offers a well-designed, user-friendly experience that supports teachers, engages students, and meets the criteria for the ISTE Seal.