



ISTE Seal Review Findings Report

Microsoft Teams
for Education

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 *Microsoft Teams*?

Microsoft Teams for Education is a hub for learning and collaboration that brings conversations, content, assignments, and apps together in one platform. Schools use Teams as a learning management system (LMS) to build collaborative classrooms, create and distribute assignments, foster professional learning communities (PLCs), and connect with colleagues from a secure Office 365 Education experience. Teams empowers educators with enterprise-grade services and equips students with the collaboration tools necessary as they enter the global job market.

HOW IS *Microsoft Teams* IMPLEMENTED?

Microsoft Teams supports inclusivity and allows users to collaborate seamlessly and communicate securely. When used as a learning management system, it is a fully loaded platform that coordinates with schools' or districts' existing infrastructure. The platform allows schools to set up virtual classrooms, organize assignments, and collaborate on Word, Excel, and PowerPoint files in real time. Educators can supplement in-classroom activities with personalized tools designed to accommodate the diverse learning styles of every student, from K-12 to higher education. The Insights feature allows educators to monitor student progress, and students, staff, parents, and guardians can all communicate in a secure digital environment—including video conferencing and supervised messaging for students.



ISTE SEAL REVIEW

Product: Microsoft Teams for Education

Product Type: Platform

Organization: Microsoft

Date of Award: June 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

Microsoft Teams for Education 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

Students build networks and customize their learning environments in ways that support the learning process.

Empowered Learner 1.1.c


Students use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways.

Creative Communicator 1.6.a


Students choose the appropriate platforms and tools for meeting the desired objectives of their creation or communication.

Global Collaborator 1.7.a & 1.7.c

Students use digital tools to connect with learners from a variety of backgrounds and cultures, engaging with them in ways that broaden mutual understanding and learning. 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 can build connections with their peers, teachers, or any other expert using tools such as video conferences or conversations through channels and customize their online learning space. • Learning Accelerator Tools enable students to use technology to build foundational skills, receive targeted coaching, seek feedback, and monitor their progress. • Students can communicate their ideas or objectives using the platform's tools, such as PowerPoint, Word, whiteboard, and video. 	



<ul style="list-style-type: none"> • Students can use Teams tools (video conferencing, communication channels, chat, and others) to communicate, connect, and work in collaborative groups and projects. These communication tools enable them to enrich their learning, develop multicultural understanding, and broaden their perspectives. 	
<p>DIMENSION 1: USER INTERFACE AND AGENCY</p> <p>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.</p>	
<p style="text-align: center;">FEEDBACK</p>	<p style="text-align: center;">OUTCOME</p>
<ul style="list-style-type: none"> • The buttons in the main navigation bar and the content window of a virtual classroom are consistent in size and easy to find. • The Command box includes a search feature that allows users to quickly find any content on the platform, whether it's a file, part of a conversation, a person's name, a task, and more. The search functionality is further divided into categories, enabling users to refine their search better. • Through the Student View button, the platform allows teachers to see what students will view once a task is assigned to them, allowing them to make any necessary changes. • Through the main settings menu, teachers can modify the view of the windows, choose how they want to navigate between teams, decide whether they want to show message previews in their chat list (comfy or compact) and rearrange the tiles or blocks in their preferred order. 	
<p>DIMENSION 2: LEARNING DESIGN</p>	




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 platform offers options for students to set and reflect on personal learning goals, including a dedicated space in their OneNote digital notebook. Teachers can creatively use Flip and Reflect apps to track student goals, while the Reading Progress app enables students to assess and improve their reading performance. • Educators can integrate content (text, images, video, audio, quizzes) and tools (Whiteboard, Forms) into their OneNote Class Notebook, posts, or files to reinforce critical lesson information and help students reach their learning goals. • The Assignments tool allows educators to customize and differentiate assessment activities or content for the entire class, a group of students, or a single student. • The Class Notebook encourages student reflection, accessible at any time, with pages exportable in PDF format. In OneNote, teachers can insert reflection questions, prompting students to contemplate assignments, goals, or personalized prompts. 	

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"> • The platform provides various tools and features that enable educators to design authentic learning experiences, including video conferences with experts in specialized areas and simultaneous real-time collaboration. 	



<ul style="list-style-type: none"> • By installing the Coach Search app in a Team, the educator can design activities requiring students to curate, evaluate, and analyze results for reliability. • Through private or group channels, students can provide feedback to their peers on various topics, collaborate in real time on a project, or share other documents or products. 	
<p>DIMENSION 4: INCLUSIVITY</p> <p>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.</p>	
<p style="text-align: center;">FEEDBACK</p>	<p style="text-align: center;">OUTCOME</p>
<ul style="list-style-type: none"> • Embedded within the platform, helpful cues and questions under "Reflect" encourage students to engage in self-reflection, express their emotions, practice empathy, and share their feelings, enabling teachers to understand their students' emotions and develop activities that foster empathy and diverse perspectives. • Through the navigation settings, the user can manage the product's accessibility aspects, such as light, dark, classic, or high-contrast themes. • The platform offers additional accessibility tools, such as an immersive reader, dictation, and translator, to help students with diverse learning needs. 	
<p>DIMENSION 5: ASSESSMENT AND DATA</p> <p>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.</p>	



FEEDBACK	OUTCOME
<ul style="list-style-type: none"> Using rubrics, teachers can review a student's assignment and provide feedback. Once the students receive the graded work, they can view the detailed description of each criterion and the score obtained. The platform offers tools and assessment options, such as Microsoft Forms, Stream, PowerPoint, Excel, Word, and OneNote. These enable essential knowledge measurement and provide opportunities for students to articulate their thinking, foster creativity, verbalize reasoning, and demonstrate understanding. Students can submit their work and demonstrate their knowledge in various formats, including quizzes, written essays, and presentations. The Insights feature provides easily interpretable, actionable data about students. It allows teachers to view engagement levels, assess workload, track grades and progress, and filter information by student or group. 	

CONCLUSION

Microsoft Teams, a comprehensive platform fostering engagement, collaboration, and connectivity, provides added value to educators by enhancing pedagogical strategies and streamlining administrative tasks. It offers a variety of tools that enrich the learning process and empower students to collaborate and communicate effectively. With a user-friendly interface, fully customizable channels, and integration with Microsoft 365 apps, Teams facilitates seamless communication, file sharing, and collaboration between educators and students. Moreover, its integration with video conferencing tools streamlines virtual interactions, enabling users to schedule meetings, join calls, and share screens within the platform.

Microsoft Teams also offers options for students to set personal learning goals, reflect on their progress, and receive detailed feedback on assignments. The platform's variety of accessibility settings allows users to manage themes and personalize their learning experience to meet their needs. Rubrics and the Insights feature provide insight into students' engagement and performance. Furthermore, Teams provides fully customizable virtual classroom environments conducive to blended learning. Microsoft Teams is a useful platform due to its ease of use, connectivity, and collaborative features, making it a valuable tool for educators seeking to enhance their teaching practices and improve student outcomes.