



ISTE Seal Review Findings Report

Nearpod

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 *Nearpod*?

Nearpod is an instructional delivery platform that assists teachers in creating and delivering interactive lessons, videos, and activities for students in the classroom, virtually, or in a hybrid environment. Using the lesson builder, teachers can create, edit, and reorder slides and activities, incorporating collaborative tools and formative assessments to engage students in meaningful learning experiences. Nearpod provides a library of 22,000 standards-aligned lessons, videos, and activities, allowing educators to enhance their existing resources or supplement the curriculum. Additionally, teachers can upload their own videos, and use the platform's data analytics to inform their instructional decisions.

HOW IS *Nearpod* IMPLEMENTED?

Nearpod affords flexibility in allowing teachers to upload their materials, start from scratch with the lesson builder, and use or customize one of the thousands of pre-made resources from the content library. Educators can leverage real-time data to make interventions or tailor instruction. Flexibility also comes in the form of instructional delivery, interactive videos, individual activities, launch experiences in a synchronous or asynchronous environment, and distributing these experiences directly to students or through one of many LMS/rostering integrations. Students access a teacher's Live Participation presentation through a code. The teacher controls the lesson, guiding students through the interactive media. In Student-Paced mode, students navigate the lesson at their own pace, making this mode ideal for remote learning, hybrid learning, sub days, homework, or independent work. Nearpod is web-based and works on any device with an internet connection.

ISTE SEAL REVIEW

Product: Nearpod

Product Type: Assessment Tool

Organization: Nearpod LLC

Date of Award: May 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

Nearpod 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.c

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

Digital Citizen 1.2.a, 1.2.c, & 1.2.d

Students cultivate and manage their digital identity and reputation, and are aware of the permanence of their actions in the digital world. Students demonstrate an understanding of and respect for the rights and obligations of using and sharing intellectual property. Students manage their personal data to maintain digital privacy and security, and are aware of data-collection technology used to track their navigation online.

Knowledge Constructor 1.3.d

Students build knowledge by actively exploring real-world issues and problems, developing ideas and theories, and pursuing answers and solutions.



Creative Communicator 1.6.c & 1.6.d

Students communicate complex ideas clearly and effectively by creating or using a variety of digital objects such as visualizations, models or simulations. Students publish or present content that customizes the message and medium for their intended audiences.

FEEDBACK	OUTCOME
<ul style="list-style-type: none"> • The various activity types, including collaborative work boards and student notes, foster collaborative learning between peers and students/teachers. • The 21st-century readiness program provides curricular resources across various digital citizenship domains. It includes Common Sense Education’s award-winning Dig Cit curriculum and additional Nearpod-created materials on media literacy, practical technology applications, and social-emotional learning (SEL) in digital life. • Tools such as PHET Science lab, VR field trips, and 3D objects allow students to explore real-world issues through simulation activities. • Students can create their own lessons with embedded videos (that they have found or made themselves) and interactive components. By encouraging students to present their work and collaborate with others to complete it, they are using technology and tools to communicate their ideas. 	



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 onboarding flow allows teachers to customize their experience and content options, tooltips highlight new features, and the “play with a demo” feature helps educators become confident using the platform immediately. • A central dashboard where users can access their presentations, view reports, and manage their account settings allows them to navigate to their needs quickly. • The interface design has many subtle details that allow for easy scanning of content-heavy pages, clear primary and secondary Call to Action buttons, and clickable elements and buttons that maintain consistent sizing throughout the platform. • Search and filter features, thumbnails, and video markers throughout lessons are easy to use and help users find content quickly. 	

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"> • Lessons are intentionally chunked to break down complex topics into component sections, which increases student engagement in the lesson. • A variety of multimedia features enhance lessons, including video, pictures, text, and fun interactive elements. These visual aids enhance understanding by providing concrete representations of abstract ideas or illustrating real-world applications. • All content is modular, and educators can combine slides from different lessons, add interactive quizzes or polls, and insert multimedia elements to align with specific learning objectives or student interests. • The platform includes a built-in note-taking feature, allowing students to capture important points, ideas, or questions during the interactive lesson. 	

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 Collaborate Board allows students to respond on one collective canvas and comment on each others' responses. • Students can build their own activities and share with others. • The integration of the Common Sense Media curriculum into the platform provides educational materials and lesson plans that cover topics such as password management, internet safety, responsible online behavior, and cyberbullying prevention. 	
<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>	
FEEDBACK	OUTCOME
<ul style="list-style-type: none"> • The resource collection includes numerous activities and lessons spotlighting diverse people and cultures. • Lesson content asks students to reflect on what they have seen from different points of view, and the content library includes over 100 lessons focused on developing empathy. 	



<ul style="list-style-type: none"> • The platform adheres to WCAG guidelines, and its most recent VPAT targets WCAG 2.0 AA. • Through embedded lessons, students can reflect on cultures and how power can impact privilege and oppression. 	
<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>	
<p style="text-align: center;">FEEDBACK</p>	<p style="text-align: center;">OUTCOME</p>
<ul style="list-style-type: none"> • Embedded formative assessments throughout learning episodes provide educators with ample opportunities to check for student understanding, and exit tickets allow for student reflection and immediate data for the educator. • Students experience an intuitive path to submitting work, and various assessment types, such as collaborative boards, allow students to demonstrate their learning in many ways. • Nearpod provides real-time formative assessment data and allows teachers to control whether students receive immediate right/wrong feedback when submitting answers on activities like quizzes. This 	<div style="text-align: center;">  </div>



feature enables educators to utilize the data during the lesson effectively.	
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CONCLUSION

Nearpod offers a user-friendly interface that appeals to teachers and students, facilitating easy navigation through the platform. Seamless integrations with learning management systems streamline the login and lesson-sharing process. Teachers can create interactive lessons enriched with multimedia content such as videos, simulations, quizzes, polls, and collaborative activities, enhancing student engagement and learning experiences.

Lesson design is fully customizable whether teachers begin with an existing lesson from the content library or start from scratch. Teachers can create dynamic lessons tailored to student needs, fostering active learning, differentiation, and collaboration. Real-time assessment capabilities enable educators to gauge student understanding instantly and adapt instruction as necessary. Moreover, Nearpod's diverse lesson types and chunked content design ensure successful student learning outcomes. Students are also encouraged to take ownership of their learning through features like student-created lessons. Overall, Nearpod provides tools and features to empower educators in developing interactive, personalized learning experiences that promote student engagement, facilitate immediate feedback, and support ongoing professional development.