



ISTE Seal Review Findings Report

Padlet

2025



TABLE OF CONTENTS

ABOUT	3
About ISTE	3
ISTE Seal	3
RESOURCE DESCRIPTION	4
What is Padlet?	4
How is Padlet Implemented?	4
ISTE SEAL REVIEW	5
Review Methodology	5
Scope of Review	5
Review Findings	6
CONCLUSION	11
EXEMPLAR SAMPLES	12



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 *Padlet*?

Padlet is a versatile digital collaboration platform that serves as an interactive virtual bulletin board or whiteboard canvas. Users create "Padlets" or dynamic walls where they can post multimedia content, including notes, images, links, videos, and documents. These posts appear as cards that can be arranged, color-coded, and connected to organize information visually. The platform offers multiple layout options such as grid, timeline, map, and discussion formats, to accommodate various educational needs. Padlet facilitates real-time collaboration among multiple users contributing simultaneously, making it effective in educational settings for brainstorming, discussions, and resource sharing. The platform is accessible across various devices through web browsers and mobile apps, offering both free and premium subscription options.

HOW IS *Padlet* IMPLEMENTED?

Padlet works best in collaborative learning environments where visual organization of ideas enhances learning. Effective implementation begins with the facilitator setting a clear purpose, selecting a thoughtful board layout that aligns with specific learning objectives, and providing explicit guidelines for student participation. Successful implementations include dedicated time for students to contribute content and review peers' contributions, followed by meaningful discussions that connect the activity to broader learning goals. Integrating Padlet consistently into classroom routines provides the best results. To increase student engagement, educators model quality contributions, provide feedback on student posts, and leverage the collaborative space across content areas.



ISTE SEAL REVIEW

Product: Padlet

Product Type: Creativity Tool

Organization: Wallwisher Inc.

Date of Award: April 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

Padlet 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.

Knowledge Constructor 1.3.d

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

Innovative Designer 1.4.a

Students know and use a deliberate design process for generating ideas, testing theories, creating innovative artifacts or solving authentic problems.

Computational Thinker 1.5.c

Students break problems into component parts, extract key information and develop descriptive models to understand complex systems or facilitate problem-solving.

Creative Communicator 1.6.b

Students create original works or responsibly repurpose or remix digital resources into new creations.

Global Collaborator 1.7.b

Students use collaborative technologies to work with others, including peers, experts and community members, to examine issues and problems from multiple viewpoints.


Exemplar Summary

As part of their ISTE Seal submission, Padlet provided exemplar artifacts to demonstrate authentic uses of the tool, aligned with the ISTE Standards for Students. Exemplars included documenting and sharing research, as well as infusing creativity into math lessons. You can view the exemplars [at this link](#).

FEEDBACK


OUTCOME



<ul style="list-style-type: none"> • Students can construct personalized learning networks by utilizing diverse layouts and organizational tools. • Padlet empowers students to actively explore real-world issues by providing a collaborative platform for research, idea generation, testing theories, and constructing innovative artifacts. • The Canvas layout enables students to break down complex problems and visually represent their component parts, allowing them to extract key information. • The platform facilitates seamless collaboration beyond the classroom through its shared digital spaces, enabling students to work with peers, experts, and community members on a wide range of issues. • The samples provided exemplify many of the ISTE Standards for Students and demonstrate how Padlet can foster creativity, communication, and collaboration for users of all ages and abilities. 	
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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 offers multiple onboarding paths, including a "Quick Start Guide" upon first login and a "learn" option on the dashboard with video tutorials. • The interface design features clear multimedia icons on Padlet boards and appropriately sized dashboard buttons with frequently used actions at the top. • Users can customize board layouts beyond simple arrangement, including timelines, grids, and maps. 	



<ul style="list-style-type: none"> • Help resources appear prominently under the "?" icon, leading to clearly labeled chunks of information with a search feature and "contact us" options. • The product presents a clear privacy statement accessible from multiple locations within the platform, including comprehensive GDPR privacy requirements. 	
<p>DIMENSION 2: LEARNING DESIGN</p> <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.</p>	
<p style="text-align: center;">FEEDBACK</p>	<p style="text-align: center;">OUTCOME</p>
<ul style="list-style-type: none"> • The platform offers a multitude of multimedia options for teachers and students to choose from, with the capability to edit text and narration without distracting from their creations. • By utilizing features such as audio recording for narration and screen recording, users can craft engaging and accessible content all on one page, minimizing user frustration and maximizing comprehension. • Teachers and students can access numerous page layouts and formats to create customized learning experiences. • Numerous features within the platform encourage students to reflect on their work, make connections, and explore conclusions. 	<div style="text-align: center;">  </div>
<p>DIMENSION 3: DIGITAL PEDAGOGY</p> <p>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.</p>	




FEEDBACK	OUTCOME
<ul style="list-style-type: none"> Teachers can use the platform to present students with authentic, real-world problems, allowing them to document their original works or solutions using a variety of multimedia options. The platform features templates with step-by-step instructions for complex learning tasks that require students to curate, evaluate, and apply information effectively. Students and teachers can provide feedback in real-time or asynchronously. Padlet is an excellent platform for real-time collaboration and supporting online group work. 	
<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 image library features diverse individuals in various situations, avoiding reliance on stereotypes. Teachers have the ability to create Padlet activities that support the development of social skills such as empathy building and constructive communication. Accessibility features include closed captioning and speed control for videos, as well as contrast adaptability settings. 	



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"> • The gradebook feature displays scores and feedback to individual students alongside their submitted work and the teacher’s original post. • Students can submit responses in multiple formats, including video, audio, text, images, and files. • Teachers can automatically see all student work in various media types as it is posted. • The platform extends beyond providing correct or incorrect feedback by offering educator-directed responses and rubrics, which enable teachers to offer immediate, detailed feedback on assignments. 	

CONCLUSION

Padlet stands out as a versatile digital collaboration platform that transforms how educators create interactive learning environments and how students engage with content. Its intuitive interface enables quick onboarding through accessible tutorials and a well-designed dashboard that places frequently used functions at users' fingertips. The platform's strength lies in its flexibility, offering numerous multimedia options and multiple board layouts, including timelines, grids, and maps that adapt to varied learning objectives.

For educators, Padlet streamlines the creation of authentic learning experiences through customizable templates and organizational tools that support various instructional approaches. Teachers can easily design activities that promote critical thinking, problem-solving, and collaboration while monitoring student progress. The platform's assessment capabilities extend beyond traditional formats by enabling students to demonstrate their understanding through multiple media types, thereby fostering creative expression.


Students benefit from Padlet's collaborative features that enable real-time interaction with peers and teachers, creating opportunities to build networks within and beyond the classroom. Additionally, Padlet's commitment to inclusivity is evident through its diverse representation in the image library and accessibility features, including closed captioning, speed control, and contrast adaptability.

Overall, Padlet offers a dynamic digital environment where students can construct knowledge, design innovative solutions, and communicate creatively while developing critical digital-age skills. Its thoughtful design and pedagogical versatility make it a valuable tool for educators seeking to create engaging, student-centered learning experiences.

Exemplars: ISTE Standards in Action

See the full projects [at this link](#).

Overview



In the following examples, students tackle real-world issues by exploring the various global impacts of Climate Change. They can utilize many collaborative and multimedia formats within Padlet to work on their projects, share and gather feedback and present information.

Team Workspace - Environmental Challenges

Group 1: Human Effects on Climate Change

Group Members

Angela, Ian, Corey, Isaiah

Research Topic & Question

Topic
Human Behavior Impact on Climate Change

Question
What are the biggest human activities contributing to climate change?

Group 3: Pollution & Waste Management

Group Members

Jennifer, Nico, Elle, Naomi

Research Topic & Question

Topic
Pollution & Waste Management

Question
How does plastic waste harm ecosystems, and what are alternatives to plastic use?

Concept Map Whiteboard Draw / Play

In your groups, create a concept map all about your Climate Change issue based on your research including artifacts.

Example →

