



# ISTE Seal Review Findings Report

**Pear Practice**

2024



## TABLE OF CONTENTS

<b>ABOUT</b>	<b>3</b>
About ISTE	3
ISTE Seal	3
<b>RESOURCE DESCRIPTION</b>	<b>5</b>
What is Pear Practice?	5
How is Pear Practice Implemented?	5
<b>ISTE SEAL REVIEW</b>	<b>6</b>
Review Methodology	6
Scope of Review	7
Review Findings	7
<b>CONCLUSION</b>	<b>13</b>

## 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 *Pear Practice*?**

Pear Practice, part of Pear Deck Learning, integrates collaboration and differentiation in one platform. It offers collaborative game experiences and personalized learning tracks for solo practice. Teachers can provide differentiated practice opportunities and just-in-time feedback with AI-generated explanations for students' answers. Personalized Practice Sets feature Daily Remixes, resurfacing material at an optimal pace for each student, enhancing individualized learning.

### **HOW IS *Pear Practice* IMPLEMENTED?**

Pear Practice offers collaborative game experiences for classrooms, plus personalized learning tracks for solo practice, giving every student a chance to succeed. Pear Practice provides a library of thousands of pre-made standards-aligned Practice Sets, including over 1,300 Certified sets created by the in-house team of former educators. Through robust reporting features by classroom, practice set, and standard, teachers can see where students struggle and search for additional standards-aligned practice in the library. This gives teachers insight into student mastery and allows them to provide individualized training seamlessly, saving time.

## ISTE SEAL REVIEW

**Product:** Pear Practice

**Product Type:** Assessment Tool

**Organization:** GoGuardian

**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

Pear Practice 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**

Students cultivate and manage their digital identity and reputation, and are aware of the permanence of their actions in the digital world.

### **Creative Communicator 1.6.c**

Students communicate complex ideas clearly and effectively by creating or using a variety of digital objects such as visualizations, models or simulations.

### **Global Collaborator 1.7.c**

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"> <li>• Students can utilize collaborative tools to seek input from peers and generate additional feedback through features like "Explain," which leverages AI to support their understanding and refinement of concepts.</li> <li>• Upon first login, all student users have access to a Digital Citizenship Practice Set, which is highlighted on their homepage and focuses on how students can manage their digital identity and reputation in the digital world.</li> <li>• Students can use item types such as the draw tool item to think critically and communicate complex ideas across subject areas.</li> <li>• Collaborative tools and opportunities encourage students to engage in peer-to-peer and small-group collaboration, whether in the same class or not. Live Practice prioritizes collaboration over competition, motivating students to work together for mutual success.</li> </ul>	
<p><b>DIMENSION 1: USER INTERFACE AND AGENCY</b></p> <p><b>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.</b></p>	
FEEDBACK	OUTCOME



<ul style="list-style-type: none"> <li>• The platform interface is intuitive and user-friendly. The site's colors, positions, and button sizes make it easy to identify and understand how to navigate.</li> <li>• A search bar and filtering options on the main page allow educators to quickly find the content they are looking for and preview lessons before implementing them.</li> <li>• Using the preview button, teachers can see what students see when they create assignments and can quickly edit questions.</li> <li>• Support options include a help center where you can chat with an expert and search topics organized by category.</li> </ul>	
<p><b>DIMENSION 2: LEARNING DESIGN</b></p> <p><b>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.</b></p>	
FEEDBACK	OUTCOME
<ul style="list-style-type: none"> <li>• Each activity begins by clearly labeling objectives, which are tagged to CCSS. Teachers can also tag these objectives to align with their state standards.</li> <li>• The program chunks content according to subtopics and standards, ensuring it is appropriate for age and</li> </ul>	



<p>grade level. Practice sets contain 6–9 questions each, with one interactive question per page.</p> <ul style="list-style-type: none"> <li>• Various media types, such as images, text, and audio, are integrated into gamified activities and support a deeper understanding of concepts.</li> <li>• Before moving on to the next section, students receive Daily Remixes—auto-generated personalized practice sets of previously practiced items based on their knowledge level, past performance, and appropriate challenge level.</li> <li>• The platform is modular, with many options for teachers to customize practice sets, live practice with content from the library, or create their own.</li> </ul>	
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**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"> <li>• The platform includes engaging, real-world scenarios whenever possible and relevant to the associated learning standards.</li> </ul>	



<ul style="list-style-type: none"> <li>• Students can work together to express concepts through the draw function creatively.</li> <li>• Multiple features like Live Practice support teacher-to-student and student-to-student collaboration, including small group work.</li> </ul>	
<p><b>DIMENSION 4: INCLUSIVITY</b></p> <p><b>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.</b></p>	
<p style="text-align: center;"><b>FEEDBACK</b></p>	<p style="text-align: center;"><b>OUTCOME</b></p>
<ul style="list-style-type: none"> <li>• Learning activities and characters reflect diverse people and cultures where appropriate.</li> <li>• The platform offers closed captioning, high-contrast design, and transcripts. Additionally, it includes an accessibility statement with a commitment to continuous improvement.</li> <li>• Users can access additional adaptive assessment tools like text-to-speech, read-aloud, and immersive reader within the tool.</li> </ul>	<div style="text-align: center;">  </div>



**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"> <li>• The platform features six diverse question types, including diagram and classification, each utilized according to the assessment's focus.</li> <li>• Students receive immediate feedback and can request additional questions for self-assessment, while certified practice questions offer comprehensive feedback beyond simple correctness or incorrectness.</li> <li>• After Live Practice, teachers can immediately view student scores, organized by assignment, student, practice set, or standard.</li> <li>• The classroom dashboard provides detailed information on student performance and time on the platform in the given week, with sorting available.</li> </ul>	

## CONCLUSION

Pear Practice is an online application that allows students to learn and demonstrate their learning through an extensive set of interactive, gamified practice experiences. From its user-friendly interface to its emphasis on real-world scenarios and collaboration, the platform stands out for its intuitive design and rich feature set. Teachers can easily navigate and preview lessons, while robust support options ensure assistance is always within reach.

The platform enables teachers to integrate interactive learning and assessment experiences into classroom environments, but it also allows students to pursue learning in an independent, self-paced way. Teachers can access a comprehensive set of tools for creating their practice lessons. Still, the application also offers a rich set of pre-created, standards-aligned lessons contributed by teachers worldwide. The practice sets are designed for grades K-12, are well adapted in both presentation and content to their audiences, and reflect diverse cultures. Clear objectives, well-organized content, and accessibility features enhance the learning experience. Additionally, immediate feedback, formative assessments, and collaborative tools foster student engagement and success. In prioritizing collaboration and feedback, the platform demonstrates a commitment to enhancing the educational journey for both educators and students alike.