ISTE Seal Review Findings Report

Qubits

2025

TABLE OF CONTENTS

ABOUT 3

About ISTE 3

ISTE Seal 3

RESOURCE DESCRIPTION 5

What is Qubits? 5

How is Qubits Implemented? 5

ISTE SEAL REVIEW 6

Review Methodology 6

Scope of Review 7

Review Findings 7

CONCLUSION 13

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 *Qubits*?

Qubits is a K-12 computer science curriculum platform that treats computer science as a core subject. It combines an AI-driven curriculum with real-world applications, featuring modular units for personalized learning paths. Through project-based learning, Qubits engages students in developing critical thinking and problem-solving skills. The platform integrates advanced learning management capabilities, intuitive coding platforms, and visualizers, supported by comprehensive digital and print materials.

HOW IS *Qubits* IMPLEMENTED?

Schools integrate Qubits into their existing K-12 framework as a comprehensive computer science curriculum that aligns with state and national standards. Before implementation, teachers complete thorough platform training to master features like real-time analytics, auto-grading capabilities, and content customization tools. The platform supports various learning modes, enabling students to engage with interactive coding exercises and project-based challenges during class and at home.

The modular structure allows educators to customize learning paths based on student needs and grade levels. Students begin each unit with introductions followed by guided, step-by-step learning experiences. Teachers can use the platform's analytics and assessment tools to identify learning gaps and adjust instruction accordingly.

ISTE SEAL REVIEW

Product: Qubits CS Curriculum
Product Type: Platform
Organization: Qubits Learning LLC
Date of Award: February 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

Qubits CS Curriculum 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 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. Students safeguard their well-being by being intentional about what they do online and how much time they spend online. Students take action to protect their digital privacy on devices and manage their personal data and security while online.
Computational Thinker 1.5.b Students collect data or identify relevant data sets, use digital tools to analyze them and represent data in various ways to facilitate problem-solving and decision-making.

FEEDBACK	OUTCOME
• The platform provides immediate feedback on coding exercises and projects through automated assessment tools. • Real-world problem-solving activities engage students in learning about their digital identity and often overlooked topics such as passive data collection. • The platform's step-by-step approach helps students break down complex programming concepts into manageable chunks. • Students use data visualization tools to analyze and represent coding patterns and outcomes.	
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**
• The interface design features clear navigation paths and consistent design elements. • Comprehensive onboarding videos appear immediately upon login and remain accessible through the top menu bar.	

• Educators can view the same screen as the students in the teacher dashboard, and there is a button to quickly switch roles by selecting a specific student. • The login page is easy to find with single sign-on (SSO) options.	
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**
• Each module clearly outlines learning objectives and success criteria. • Submission and completion criteria unlock as the students complete the units. • Content includes a variety of media types, such as videos, appropriate for the age/grade level. • Strategic checkpoint quizzes and reflections reinforce learning at key moments.	

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**
• Real-world situations anchor all learning challenges. • The platform offers multiple strategies and tools that guide students through decomposing coding-related problems. • Grade-appropriate design processes guide students through each project. • Dedicated lessons and performance-based assessments help students develop and manage their digital identity.	
Dimension 4: Inclusivity **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**

• Comprehensive closed captioning and detailed alt text support all visual content. • Variable playback speed controls enhance video accessibility. • A high/low contrast toggle in the main menu allows seamless viewing mode changes.	
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**
• Units feature topic-specific assessments through quizzes, predictions, and debugging exercises. • Students can efficiently complete assignments and submit work by uploading files and adding comments directly through the platform. • The intuitive analytics dashboard lets teachers filter and view individual and class-wide progress by engagement levels and scores.	

CONCLUSION

Qubits delivers a comprehensive computer science education platform that effectively combines curriculum content with technological tools to create an engaging learning environment. The platform's modular design and intuitive interface enable teachers to customize instruction while maintaining high computer science education standards. Qubits successfully engages students in developing critical computational thinking skills through its project-based learning approach and real-world applications.

The platform's strength lies in its comprehensive integration of learning tools, assessment features, and progress-tracking capabilities. Teachers benefit from detailed analytics and customizable content delivery options, while students engage with interactive coding environments and immediate feedback systems. The attention to accessibility and inclusion ensures that computer science education effectively reaches diverse learners.

Qubits stands out for its commitment to treating computer science as a core subject and its comprehensive educator dashboard. It provides the depth and rigor necessary for K-12 computer science education while maintaining user-friendly interfaces and engaging learning experiences. The platform's structured learning paths, collaborative tools, and real-time assessment capabilities create a complete educational experience that prepares students for future computer science and technology success.