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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 Compartir?

Santillana Compartir is a Spanish-language online learning management system (LMS). It provides an educational solution that creates an integrated digital ecosystem (EDI) that positively influences students' academic development and elevates the learning processes. Compartir aligns curriculum to different learning activities in four main areas: Science, Math, Social Studies, and Language Arts. Students and teachers can also monitor their learning process by using the learning dashboard and the evaluation platform, PLENO. Compartir and PLENO function as one whole unit for educators to generate opportunities to design learning experiences, individually assess student performance, and analyze progress within a lesson, unit, or assessment.

## **HOW IS Compartir IMPLEMENTED?**

Compartir can be implemented in a variety of classrooms as a learning management system. Within the online platform, teachers have the ability to create classes, set up a calendar with assignments, correspond with students, monitor student progress, and access an extensive library of curriculum units and applicable online resources. Students have access to quality materials in different areas, as agreed with every school. Every school in the Compartir project receives an assigned academic coach who accompanies the school through the implementation process and helps adapt and successfully use the ecosystem.



# **ISTE SEAL REVIEW**

Product: Compartir
Product Type: Platform
Organization: Santillana

Date of Award: September 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**

Compartir 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 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.a**

Students plan and employ effective research strategies to locate information and other resources for their intellectual or creative pursuits.

#### **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.

### **Innovative Designer 1.4.d**

Students exhibit a tolerance for ambiguity, perseverance and the capacity to work with open-ended problems.

FEEDBACK	OUTCOME
Through forums, students can build networks and connect with peers to collaborate on projects, tasks, or activities. Various tools (images, text, audio, etc.) allow students to customize their learning environment.	
Students learn how to conduct research within the platform resources, including step-by-step guided projects.	
Students explore real-world issues and develop ideas to pursue solutions through maker projects in each course.	

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 Maker projects allow students to work in groups through a series of tasks designed to address open-ended questions and propose various prototypes.

## 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> <li>Users can easily navigate through the platform using menu buttons, clear project titles, back buttons, and visible breadcrumb trails.</li> </ul>	
<ul> <li>The interface design is simple, with important elements in the applications, such as the main menus, prominent and easy to interpret.</li> </ul>	
<ul> <li>Both teachers and students can locate and filter course content easily by using a search bar that is visible and always available.</li> </ul>	
<ul> <li>Support videos are easily accessible, clearly labeled, and chunked into sub-topics.</li> </ul>	

## 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



- The "Learning Planner" clearly defines objectives, while the "Now I Know" section allows students to track progress and set personal learning goals.
- Students reflect on their learning through a can-do statement checklist at the end of each lesson.
- Content is organized into appropriately sized pieces, using various media types (text, images, infographics, videos) to present information effectively across all grade levels.
- The platform offers a variety of formative activities and customizable interactive assignments, enabling teachers to create diverse learning experiences.



#### **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
Maker Projects present authentic problems aligned with the UN Sustainable Development Goals, encouraging students to apply their learning to real-world situations.	
<ul> <li>Content includes real-world examples and current events through reading passages and interpretive materials, enhancing student engagement and reflection.</li> </ul>	
The forum tool enables real-time collaboration and promotes teamwork, allowing educators to request feedback and students to interact collaboratively with peers.	



# 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
The platform includes diverse representation from Latin America, showcasing various socioeconomic and cultural backgrounds in its content.	
<ul> <li>Activities encourage empathy and perspective-taking that prompt students to reflect on different viewpoints and experiences.</li> </ul>	
<ul> <li>Accessibility features include speed control for audio and video, closed captioning, and options to adjust text size and contrast.</li> </ul>	

## 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
Formative assessments are integrated throughout the learning episodes. The alignment between assessments and learning objectives is clear and explicit.	
<ul> <li>The platform provides immediate, actionable feedback on assessments, including auto-scoring and the option for educators to add comments.</li> </ul>	
Multiple assessment types are available within the platform, and it is easy for students to submit work in various formats.	



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# **CONCLUSION**

Santillana Compartir offers educators a comprehensive learning management platform that provides an intuitive experience with clear navigation and guided tutorials. Its "Learning Planner" and "Now I Know" sections empower students to set and track personal learning goals, while diverse media types and interactive assignments cater to various learning styles. Compartir's Maker Projects encourage real-world problem-solving and application of knowledge. The platform's commitment to inclusivity is evident in its diverse representation of Latin American cultures and opportunities for students to make cultural connections and develop empathy through perspective-taking.

In addition, Compartir delivers comprehensive performance insights through its versatile assessment system and data analytics tools. The platform offers varied assessment types and ways for students to demonstrate learning, allowing for thorough student progress monitoring. Its assessment dashboard presents results in various formats, enabling teachers to analyze both individual and group performance across academic subjects. Immediate, actionable feedback mechanisms, including auto-scoring, help address knowledge gaps effectively. Compartir's customizable lesson features and collaborative tools, such as forums and multiple artifact submission options, foster an engaging learning environment. By integrating multimedia content alongside questions and providing tools for teachers to tailor activities to diverse learner needs, Compartir ensures a dynamic and inclusive educational experience that prepares students for success in an increasingly digital world.