ISTE Seal Review Findings Report

Testing Program

2025

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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 *Testing Program*?

Testing Program is a Spanish-language technology platform designed to streamline teaching-learning, assessment, and certification processes for the use of various technologies: Microsoft Office: Word, Excel, PowerPoint, Access, Project, and Outlook; Adobe Creative Suite: Photoshop and Dreamweaver; Programming: Programming Fundamentals and Object-Oriented Programming; Business Intelligence: Power Query and Power Pivot; and Web Development: Web Page Fundamentals.

HOW IS *Testing Program* IMPLEMENTED?

Testing Program is implemented as a digital platform that enables students to develop professional competencies and skills in various technologies through a structured methodology. This methodology incorporates multiple assessment types, including formative assessments, accreditation, and certification. The platform offers learning resources, including reading comprehension exercises, guided interactive practices, demonstration videos, and individual assessments, all organized and sequenced according to the competency standards for each application. This systematic approach supports the training process by offering educators and students a comprehensive framework for skill development and assessment.

ISTE SEAL REVIEW

Product: Testing Program
Product Type: Platform
Organization: Consultores en Tecnologia Educativa
Date of Award: August 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

Testing Program 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.	
Computational Thinker 1.5.b, 1.5.c & 1.5.d 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. Students break problems into component parts, extract key information and develop descriptive models to understand complex systems or facilitate problem-solving. Students understand how automation works and use algorithmic thinking to develop a sequence of steps to create and test automated solutions.	
Creative Communicator 1.6.a Students choose the appropriate platforms and digital tools for meeting the desired objectives of their creation or communication.	
FEEDBACK	**OUTCOME**
• Learners discover how to effectively interpret feedback to enhance performance on tasks and identify areas for improvement. • The platform enables students to utilize their problem-solving skills through Excel, Power Query, Power Pivot, Access, and Project by collecting and analyzing relevant data sets. • Lessons demonstrate how students can break down complex problems and employ various analytical tools to examine challenges systematically.	

• Coursework challenges students to create step-by-step formulaic sequences that generate effective solutions to problems.	
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 platform provides a clear and guided pathway for navigation, supporting an intuitive onboarding experience through tool tips, offering in-context guidance for first-time users, and helping them understand new features and workflows efficiently. • Interface elements maintain consistent sizing and appropriate placement, ensuring buttons and interactive areas are easy to identify and use throughout the platform. • Technical support options include email, phone, WhatsApp messaging, and live chat. • The platform clearly demonstrates interoperability by providing a comprehensive list of applications it integrates with, along with detailed tables and documentation specifying the types of data that can be exported.	
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**

• Clear connections link topics directly to learning activities, ensuring alignment between content and instructional objectives. • Activities presented in courses are appropriately tailored in length and depth for the age and skill level of the intended student group, with deliberate efforts to avoid excessively lengthy or run-on pages, sections, or videos. • Learners stay on track through structured categories of “Reading”, “Viewing”, and “Practice,” allowing them to complete activities within each objective before progressing to the next. • Students focus on real-world computer literacy skills organized by the subheadings "What is this?" and "What is its purpose?"	
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**
• Course activities connect students to real-world problems requiring solutions, fostering authentic learning experiences. • Course design encourages students to define real-world problems and develop comprehensive plans for solving them. • Lesson exercises enable students to apply computational thinking concepts, including decomposition and abstraction, to solve practical problems using programs like Excel, Word, and other productivity tools.	

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
• High-contrast design features include light and dark mode options, with user controls for adjusting text size to accommodate different visual needs. • Assignment modification capabilities enable teachers to tailor content to meet the needs of students with special needs, thereby supporting differentiated instruction.	

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
• Comprehensive formative and summative assessment tasks align clearly and explicitly with learning objectives, using transparent criteria and rubrics for all assessments. • Assessments include multiple-choice, drag-and-drop, writing exercises, flashcards, open-response questions, and image submissions, all designed to accommodate different learning styles and demonstration methods. • Automatic feedback upon submission provides students with immediate review opportunities to understand their performance.	

• Detailed assessment reports enable instructors to analyze performance, including testing analytics that track time on task, login history, page visits, and time spent per page.	

CONCLUSION

Testing Program offers educators a comprehensive digital learning platform that emphasizes practical computer literacy skills through hands-on application training. The platform's intuitive interface provides clear navigation pathways and guided onboarding experiences, while consistent design elements and multiple technical support options ensure users can efficiently access and utilize all features. Through structured modules organized around reading, viewing, and practice activities, students progress through learning objectives without leaving the platform.

The platform excels in fostering computational thinking skills by challenging students to break down complex problems, analyze data systematically, and create step-by-step solutions using productivity software, including Excel, Word, Power Query, and others. Testing Program's commitment to digital pedagogy is evident in course prompts that connect students to authentic, real-world problems that require innovative solutions. The platform addresses accessibility through high-contrast design options, light and dark modes, and teacher capabilities for modifying assignments to accommodate students with special needs.

Testing Program delivers robust assessment capabilities through comprehensive formative and summative evaluation tools that align explicitly with learning objectives. The platform offers a variety of assessment types, providing automatic feedback for immediate student review. Instructor analytics provide detailed performance reports and track essential metrics, including time on task, login history, and page engagement, empowering educators to make informed, data-driven instructional decisions. By integrating practical skill development with analytical thinking while providing comprehensive support systems and assessment tools, Testing Program creates an effective learning environment that prepares students for digital challenges in both academic and professional contexts.