



ISTE SEAL OF ALIGNMENT REVIEW FINDINGS REPORT

Ereflect Pty Ltd.

Typesy

November 2021

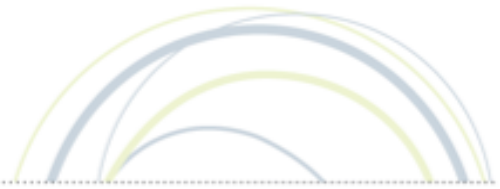
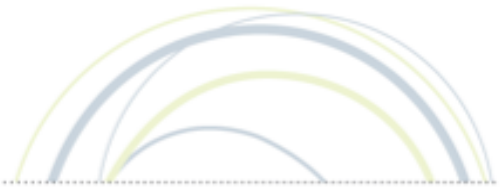


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ABOUT

ABOUT ISTE

The International Society for Technology in Education (ISTE) is the premier nonprofit membership organization serving educators and education leaders. ISTE is committed to empowering connected learners in a connected world and serves more than 100,000 education stakeholders throughout the world.

As the creator and steward of the definitive education technology standards, our mission is to empower learners to flourish in a connected world by cultivating a passionate professional learning community, linking educators and partners, leveraging knowledge and expertise, advocating for strategic policies, and continually improving learning and teaching.

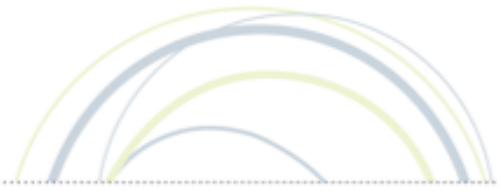
ISTE SEAL OF ALIGNMENT

Resources and products designed with the ISTE Standards in mind are choosing to demonstrate their commitment to support critical digital age learning skills and knowledge. Regardless of a solution's intended grade level, purpose or content area, by addressing the ISTE Standards and earning a Seal of Alignment, a solution is shown to consciously, purposefully and meaningfully support best practices for digital age teaching and learning.

ISTE considers a solution aligned to the ISTE Standards only after an extensive review conducted by trained ISTE Seal of Alignment reviewers, and it has been determined to meet all critical elements of a particular standard indicator in accordance with specific review criteria.

By earning a Seal of Alignment, ISTE verifies that this product:

- Promotes critical technology skills
- Supports the use of technology in appropriate ways
- Contributes to the pedagogically robust use of technology for teaching and learning
- Aligns to the ISTE Standards in specific ways as described in the review finding report



RESOURCE DESCRIPTION

WHAT IS TYPESY?

Typesy is an interactive web-based curriculum containing courses that teach keyboarding, improve typing speed and accuracy, and teach digital software applications using videos, activities, games and assessment. The program provides curriculum aligned with educational topics as typing practice for grades 2 and above with materials aligning with either Common Core or Texas Standards. Modules are also included on Digital Citizenship, IT and Computers, and Careers and Success including Computer Basics for K-2.

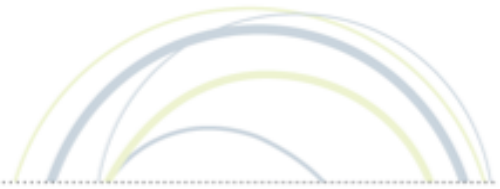
Throughout the curriculum, students access lessons through a web portal and advance by completing sections which must be assigned by the teacher. Typing tests and quizzes are used to measure progress and students are asked to set goals and monitor their own progress. There are a total of more than 8000 typing lessons and activities that work on Mac and other platforms but are best used on Windows machines.

HOW IS TYPESY IMPLEMENTED?

Typesy is broken up into five sections including *Typesy 2.0* for younger students, Interactive and Professional sections for older students learning the keyboard, Common Core and TEKS sections for building speed through typing standards-based content for grades 2-9, the IT and Computer section which teaches 21st century skills related to basic technology, digital citizenship and applications, and the Career and Success section which focuses on productivity and brain training sections.

Lesson plans are provided for the *Typesy* and Interactive sections. The number of hours for each section varies depending on course and grade level. For instance: Kids 2.0 includes 83 courses in 5 sections covering 16 hours of learning time. The Digital Citizenship module, which is part of the IT and Computers section for Ages 7-10, contains 11 courses, 6 sections and 24 lessons which takes 24 hours of learning time to complete. The Professional Typing Program is for professionals age 15+ and contains 48 courses divided into 9 sections for 506 lessons in 42 learning hours. Overall, there are 1400 lessons with 200 hours of curriculum.

Teachers can link the program into online platforms such as Google Classroom or Class Link or use independent of these portals. It provides grading, test creation and reporting as well as settings to customize what is offered to students. The IT and Computers and Career and Success sections are made up of videos, quizzes and the opportunity to learn an application and then apply learning to create artifacts.



ISTE SEAL OF ALIGNMENT REVIEW

Product: Typesy

Organization: Ereflect Pty Ltd.

Date of Award: November 2021

REVIEW METHODOLOGY

ISTE Seal of Alignment reviews are conducted by a panel of education and instructional experts. Reviewers use data collected both separately and collectively to determine how a solution addresses specific elements described in each of the indicators of the ISTE Standards.

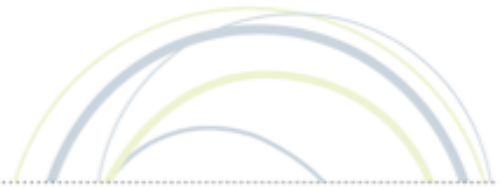
Special instruments are used by reviewers to collect data on potential alignment across all resource materials. Alignment is determined based on the extent to which all or some of specific elements are addressed within the materials. Reviewers conduct regular calibrations to assure the validity and reliability of the results and final review findings are combined for an overall score for alignment on each individual indicator.

During the review process for Typesy, reviewers:

- Collected data on when and how each activity addressed specific skills and knowledge described in the ISTE Standards for Standards at either a foundational or applied level
- Compiled findings to determine overall alignment across all ISTE Student standards and indicators.
- Used aggregate findings to form the basis of the overall alignment results.

SCOPE OF REVIEW

Typesy was reviewed for alignment against the ISTE Standards for Students. ISTE reviewers examined all material sections and content including lesson plans, activities, quizzes and implementation guides. The TEKS section was not included in the scope of review.



REVIEW FINDINGS

The ISTE Standards can be aligned at the following levels:

- **Foundational** - Resources and activities aligned at the *foundational* level primarily focus on skills and knowledge that facilitate skill acquisition to eventually meet ISTE Standard indicators.
- **Applied** – Resources and activities aligned at the *applied* level primarily focus on practical, real-world, and/or relevant opportunities to practice the skills and knowledge learned in the curriculum.

Typesy was found to align to the ISTE Standards for Students in the following areas:

ISTE STANDARDS FOR STUDENTS

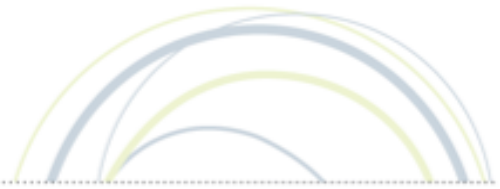
	Standard 1 Empowered Learner	Standard 2 Digital Citizen	Standard 3 Knowledge Constructor	Standard 4 Collaborator	Standard 5 Innovative Designer	Standard 6 Computational Thinker	Standard 7 Creative Communicator
Indicator A							
Indicator B							
Indicator C							
Indicator D							



Foundational resources and activities focus primarily on knowledge that facilitates skills acquisition to eventually meet ISTE Standards indicators.

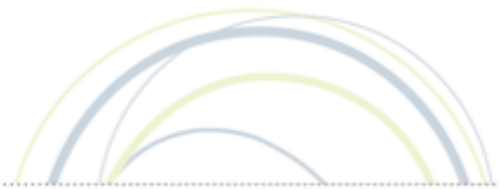


Applied resources and activities focus primarily on practical, real-world and/or relevant opportunities to practice the skills and knowledge learned in the curriculum.

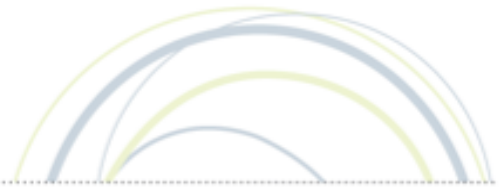


Typesy was found to address the ISTE Standards for Students in the following ways:

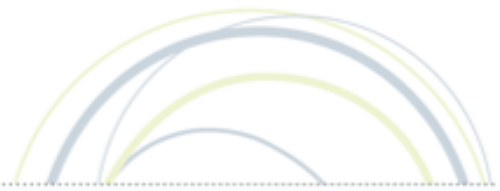
ISTE STANDARD	FOUNDATIONAL FINDING STATEMENT
1. Empowered Learner. Students leverage technology to take an active role in choosing, achieving and demonstrating competency in their learning goals, informed by the learning sciences.	
1.a. Articulate and set personal learning goals, develop strategies leveraging technology to achieve them and reflect on the learning process itself to improve learning outcomes.	Learning goals related to typing are set by students in the Typesy keyboarding lessons and guidance on setting appropriate typing goals is provided (Kids 2.0 and Interactive Lesson Plans). Students can view their home page or stats page to see their progress in order to set reasonable goals. Under the Productivity unit in Career Success, goal setting is also discussed.
1.b. Build networks and customize their learning environments in ways that support the learning process.	In the IT/Computer units, students learn ways to customize digital tools while creating presentations, Web Pages and communicating and collaborating with others. In some courses, students post their ideas and provide feedback to others within the online portal.
1.c. Use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways.	Students log into the Typesy online portal and complete typing activities and tests and the results are accessible to the instructor who can create reports and additional assessments. In the IT/Computer course for Digital Citizenship, students also take quizzes that are reported to the instructor within the portal system. In the Career/Success modules, students are prompted to ask questions and post in the online environment both for the teacher and for other students in the course.
1.d. Understand the fundamental concepts of technology operations, demonstrate the ability to choose, use and troubleshoot current technologies and are able to transfer their knowledge to explore emerging technologies.	Throughout the <i>Typesy</i> courses, students log into a portal and complete activities with results reported to their instructor. Students must navigate the system portal and troubleshoot any problems they encounter within the modules assigned. In the IT/Computer section, students learn about parts of the computer and mouse skills under K-2 Computer Basics. They learn about a variety of software applications, accessories, troubleshooting and basic concepts and actions through videos starting at K-2 level and transitioning into middle and high school levels for learning about a variety of software.



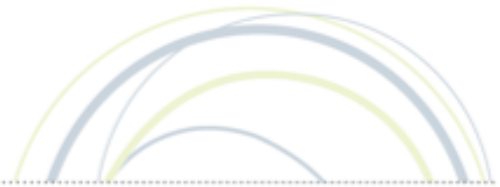
2. Digital Citizen. Students recognize the rights, responsibilities and opportunities of living, learning and working in an interconnected digital world, and they act and model in ways that are safe, legal and ethical.	
<p>2.a. Cultivate and manage their digital identity and reputation and are aware of the permanence of their actions in the digital world.</p>	<p>Students learn the concept of digital footprints and how to avoid issues on the Internet related to digital identity in the Digital Citizenship section through videos and quizzes. Discussion includes information explaining how text, photos and videos posted online by someone builds their online reputation.</p>
<p>2.b. Engage in positive, safe, legal and ethical behavior when using technology, including social interactions online or when using networked devices.</p>	<p>Students learn how to interact and engage with others online in the Digital Citizenship lessons. Lesson 1 in the Interactive section includes an activity and discussion on the importance of keeping passwords private. Legal guidelines the importance for giving credit for intellectual property of others are topics included in video lessons under the IT/Computer section as well as safe practices.</p>
<p>2.c. Demonstrate an understanding of and respect for the rights and obligations of using and sharing intellectual property.</p>	<p>Video lessons within the Digital Citizenship section discuss legal rights, Creative Commons and intellectual property. Rules for legally safe uploading are included and consequences presented such as someone reporting abuse to police or others. Quizzes check for understanding of material presented in videos. Numerous videos under the IT/Computer section discuss guidelines for use of intellectual property such as images on the Internet.</p>
<p>2.d. Manage their personal data to maintain digital privacy and security and are aware of data-collection technology used to track their navigation online.</p>	<p>The Digital Citizenship section discusses malware, scams, online predators, and phishing. A “Dangers of the Internet” video discusses security and privacy and how “bad guys” are out there trying to access your personal data or trick you. Guidelines for “protecting yourself” are included.</p>
3. Knowledge Constructor. Students critically curate a variety of resources using digital tools to construct knowledge, produce creative artifacts and make meaningful learning experiences for themselves and others.	
<p>3.a. Plan and employ effective research strategies to locate information and other resources for their</p>	<p>Within Digital Citizenship courses, effective practices for searching and confirming information is discussed and quizzes check for understanding.</p>



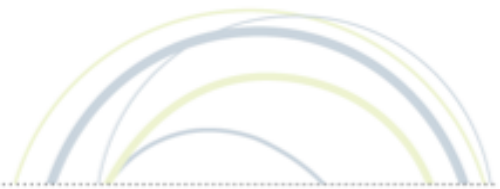
intellectual or creative pursuits.	
3.b. Evaluate the accuracy, perspective, credibility and relevance of information, media, data or other resources.	
3.c. Curate information from digital resources using a variety of tools and methods to create collections of artifacts that demonstrate meaningful connections or conclusions.	
3.d. Build knowledge by actively exploring real-world issues and problems, developing ideas and theories and pursuing answers and solutions.	
4. Innovative Designer. Students use a variety of technologies within a design process to identify and solve problems by creating new, useful or imaginative solutions.	
4.a. Know and use a deliberate design process for generating ideas, testing theories, creating innovative artifacts or solving authentic problems.	Within the IT/Computer section, units focus on designing web pages, creating presentations, and making videos through specific steps or design processes referencing a variety of tools that can be used. There are “try it” sections and assigned tasks to be completed
4.b. Select and use digital tools to plan and manage a design process that considers design constraints and calculated risks.	
4.c. Develop, test and refine prototypes as part of a cyclical design process.	



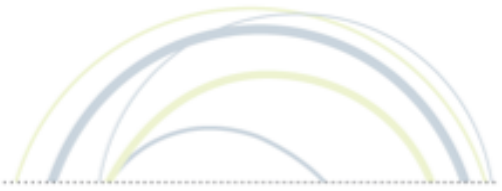
<p>4.d. Exhibit a tolerance for ambiguity, perseverance and the capacity to work with open-ended problems.</p>	
<p>5. Computational Thinker. Students develop and employ strategies for understanding and solving problems in ways that leverage the power of technological methods to develop and test solutions.</p>	
<p>5.a. Formulate problem definitions suited for technology-assisted methods such as data analysis, abstract models and algorithmic thinking in exploring and finding solutions.</p>	
<p>5.b. 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.</p>	
<p>5.c. Break problems into component parts, extract key information, and develop descriptive models to understand complex systems or facilitate problem-solving.</p>	
<p>5.d. Understand how automation works and use algorithmic thinking to develop a sequence of steps to create and test automated solutions.</p>	
<p>6. Creative Communicator. Students communicate clearly and express themselves creatively for a variety of purposes using the platforms, tools, styles, formats and digital media appropriate to their goals.</p>	



<p>6.a. Choose the appropriate platforms and tools for meeting the desired objectives of their creation or communication.</p>	<p>In the IT/Computer unit on Web Skills, there are videos that present different platforms for posting content such as web pages. Students learn how to effectively utilize features and tools with Communication software platforms and resources such as Microsoft 360 and/or GoogleSlides are some applications included.</p>
<p>6.b. Create original works or responsibly repurpose or remix digital resources into new creations.</p>	<p>In the Kids 2.0 Lesson Plans students in grades 2-3 share stories, they remember and type the words related to the parts of the keyboard they know. In the Interactive section Lesson Plans, teachers ask students in higher grades to share types of genres and also type words from stories they have written. After learning the entire keyboard, students are then asked to write stories using their keyboarding skills in the Interactive lessons. Students write original stories such as narratives, opinions, persuasive and/or informative stories using the open/blank Typesy interface. In the IT/Computer section, videos present ways to effectively communicate using digital resources and applications presented in the various courses. In the Web Skills course on HTML, students are asked to take existing code and revise it.</p>
<p>6.c. Communicate complex ideas clearly and effectively by creating or using a variety of digital objects such as visualizations, models or simulations.</p>	
<p>6.d. Publish or present content that customizes the message and medium for their intended audiences.</p>	<p>In the IT/Computer section, students learn applications such as Powerpoint, Web and video software and how to create custom presentations that tell a story appropriate for their audience. The courses teach students step by step, how to set up a Web page or make a presentation to convey their information or ideas.</p>
<p>7. Global Collaborator. Students use digital tools to broaden their perspectives and enrich their learning by collaborating with others and working effectively in teams locally and globally.</p>	
<p>7.a. Use digital tools to connect with learners from a variety of backgrounds and cultures, engaging with them</p>	



in ways that broaden mutual understanding and learning.	
7.b. Use collaborative technologies to work with others, including peers, experts or community members, to examine issues and problems from multiple viewpoints.	
7.c. Contribute constructively to project teams, assuming various roles and responsibilities to work effectively toward a common goal.	
7.d. Explore local and global issues and use collaborative technologies to work with others to investigate solutions.	



CONCLUSION

Typesy provides the opportunity for students to learn typing skills through brief lessons and regular practice. Students increase their accuracy and speed through typing content aligned with curriculum standards across all subject areas. The typing lessons guide students in setting reasonable goals and monitoring their progress as they learn keyboarding and improve speed and accuracy. Teachers can monitor student progress and provide guidance and support in their development of typing skills. The IT/Computer sections provide the opportunity for students to learn 21st century skills related to computer components, vocabulary, and digital citizenship. There are also courses that teach a variety of applications and platforms for creating, sharing, and communicating content and creating original works.

The Digital Citizenship course is based on ISTE and CSTA standards. It provides videos, discussion opportunities and projects that teach all areas of digital citizenship with short quizzes to check for understanding. The Typesy courses provide appropriate content and tasks for all ages beginning at grade K-2 through adults. The courses are easy to navigate and provide strong and sequential content. The ability for teachers to link Typesy to their school online portals (such as Google Classroom or Class Link) provides flexibility and convenience for teachers. The grading and management component allows teachers to monitor student progress and provide feedback.

Typesy provides the opportunity for schools and districts to integrate keyboarding, 21st century skills and technology applications throughout their programs. Teacher support is provided and a course for Teachers/Parents Using Typesy is provided to prepare them for using the Admin interface. Typesy provides opportunities for teachers to know and increase use of technology in education.