



# ISTE Seal Review Findings Report

Typesy

2024



## TABLE OF CONTENTS

<b>ABOUT</b>	<b>3</b>
About ISTE	3
ISTE Seal	3
<b>RESOURCE DESCRIPTION</b>	<b>4</b>
What is Typesy?	4
How is Typesy Implemented?	4
<b>ISTE SEAL REVIEW</b>	<b>5</b>
Review Methodology	5
Scope of Review	5
Review Findings	6
<b>CONCLUSION</b>	<b>10</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 *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 assessments. The program provides a curriculum aligned with educational topics such as typing practice. Suitable for all ages, from children to adults, Typesy is often used in academic settings such as schools and homeschooling environments. Critical features of Typesy include personalized learning plans, real-time progress tracking, video tutorials, and various activities to make learning to type enjoyable and effective. The program also adapts to individual user performance, providing tailored exercises to address specific needs and areas for improvement.

### HOW IS *Typesy* IMPLEMENTED?

Typesy includes multiple comprehensive keyboarding curricula for different age groups and skill levels. It can be integrated into learning management systems or can be accessed anywhere through a login. Typesy also offers thousands of standards-aligned lessons covering digital citizenship and computer skills. Typesy can teach students “almost automatically” using their spare time or be integrated into class plans. It also provides extensive class plans and teacher support.

The platform includes different sections, including typing lessons for younger students, interactive and professional sections for older students, and, an IT and computer section teaching 21st-century skills. Teachers and students have access to thousands of lessons across the curriculum.



## ISTE SEAL REVIEW

**Product:** Typesy

**Product Type:** Curriculum

**Organization:** Ereflect

**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

Typesy 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.

**Digital Citizen 1.2.c**


Students demonstrate an understanding of and respect for the rights and obligations of using and sharing intellectual property.

**Digital Citizen 1.2.d**


Students manage their personal data to maintain digital privacy and security, and are aware of data-collection technology used to track their navigation online.

FEEDBACK	OUTCOME
<ul style="list-style-type: none"> <li>Using feedback from typing exercises and their data dashboard, students can work toward goals and see the impact of their practice.</li> <li>Students can demonstrate learning in many ways, such as making lists, writing poems, completing typing assignments, and contributing artifacts to a portfolio.</li> <li>Through digital citizenship lessons, students learn the concept of digital footprints, how to avoid issues on the Internet related to digital identity, how to create original works, and how to cite references.</li> </ul>	




<ul style="list-style-type: none"> <li>The curriculum includes opportunities for students to learn about malware, scams, online predators, phishing, and guidelines for protecting yourself online. To apply what they know, students can choose whether or not to make their profile page public.</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>	
<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>The user-friendly, well-designed home page allows easy actions and a quick program understanding. The green buttons, sized appropriately and prominently, emphasize essential elements.</li> <li>Teachers can see what students see at any time, and anyone with an admin login can easily toggle between the two views.</li> <li>The main menu on the left side of the screen provides easy access to support, including video tutorials broken into small units, live chat, and email threads.</li> <li>Educators can quickly change views, arrange topics, and set student goals, while students can personalize their interface by adjusting the background and other features.</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>	
<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>• The platform appropriately chunks videos and lesson sections, adapting them to the learner’s level.</li> <li>• Multimedia content, including videos, audio, and animation, focuses on key learning takeaways.</li> <li>• Modular lessons allow teachers to mix and match different lessons to assign to students based on their needs.</li> <li>• Clear illustrations provide concrete examples, such as hand placement when typing.</li> </ul>	
--	---

**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.



<b>FEEDBACK</b>	<b>OUTCOME</b>
<ul style="list-style-type: none"> <li>• Students apply typing skills to authentic learning situations aligned with standards such as Common Core State Standards (CCSS).</li> <li>• In the IT/Computer section, students learn how to use real-world software and create original artifacts utilizing the software.</li> <li>• The Digital Citizenship section teaches students about internet safety and appropriate use.</li> </ul>	

**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
<ul style="list-style-type: none"> <li>• Lessons feature graphics representing diverse communities, including content about many cultures.</li> <li>• The platform provides closed captioning, speed options, and high-contrast settings.</li> <li>• Teachers and students can customize the interface with a variety of accessibility settings.</li> </ul>	
<p><b>DIMENSION 5: ASSESSMENT AND DATA</b></p> <p><b>Definition:</b> 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.</p>	
FEEDBACK	OUTCOME
<ul style="list-style-type: none"> <li>• Throughout the lesson, the platform displays typing test results, including speed, accuracy, rate, and words per minute (WPM) goals, allowing students to compare their scores with their goals to track their progress.</li> <li>• Teachers have many options for assigning different types of assessments, including opportunities to add vocabulary reinforcement and spelling tests.</li> <li>• Students receive immediate feedback on their assignments, and a student dashboard displays data for personalized progress monitoring and goal setting.</li> <li>• A customizable educator dashboard immediately shows students’ data, including typing mastery, a keyboarding knowledge heat map, speed, and accuracy.</li> </ul>	

## CONCLUSION

Typesy offers a user-friendly interface with a well-organized homepage that facilitates easy navigation and quick program understanding. Teachers benefit from features like a preview mode for lesson planning, single sign-on (SSO) login options, and the ability to upload student names from learning management systems for efficient student access. The main menu, located on the left side of the screen, includes clear titles and breadcrumb trails, making it easy to navigate. Teachers can switch to student view to understand what students see and make necessary adjustments. Support options are readily available, including video tutorials, live chat, and email threads. The platform allows for customization of the interface by both teachers and students, with options to change backgrounds and other features, and ensures lessons are modular and appropriately chunked for different learner levels.

Typesy's content includes engaging multimedia elements like videos, audio, and animations, enhancing learning without distraction. The platform integrates quizzes and games to keep learners engaged and provides concrete examples, such as hand placement for typing, with clear illustrations. Teachers can mix and match modular lessons based on student needs. Typesy emphasizes real-world application, offering a digital citizenship curriculum that covers online safety, data privacy, and intellectual property rights. Accessibility options, such as closed captioning and contrast settings, ensure inclusivity while the alignment between learning objectives and assessments is transparent. The platform provides immediate, constructive feedback on typing performance, with detailed criteria and results displayed. Overall, Typesy effectively supports teachers in creating a customized, engaging, and accessible learning environment focused on improving typing skills.