ISTE Seal Review Findings Report

Wayground

2025

TABLE OF CONTENTS

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 *Wayground*?

Wayground is a comprehensive assessment tool that goes beyond quizzes, providing support for interactive and engaging classrooms. Teachers can create lessons, conduct assessments, assign homework, and interact with students. The platform offers flexibility in pacing, with instructor-paced lessons for synchronized learning and student-paced lessons for individual progress. It supports a Bring Your Own Device (BYOD) approach, allowing students to access content on their preferred devices. With access to millions of quizzes, educators can import and customize public quizzes using the Quiz + Lesson Editor, which offers various question types and multimedia integration. Wayground provides comprehensive reports for class and student insights, shareable with parents. Customization options include toggling competition and speed. Collaboration is encouraged through quiz sharing and inviting other instructors as collaborators. Wayground's user-friendly interface and valuable insights save educators time, enhancing the teaching workflow.

HOW IS *Wayground* IMPLEMENTED?

Wayground is implemented as a powerful addition to traditional teaching methods, working alongside existing instruction. It allows teachers to create interactive and engaging learning experiences, supplementing lessons and conducting assessments. Students can use Wayground to review lessons, prepare for exams, and practice at their own pace.

By incorporating Wayground, educators provide both synchronous and asynchronous learning opportunities. Students can access Wayground on their devices, progressing at their own speed. This flexible platform supports enhanced instruction and offers personalized learning experiences, reinforcing students' understanding of the material and promoting academic growth. Wayground combines technology and traditional teaching methods to create a comprehensive and dynamic learning environment.

ISTE SEAL REVIEW

Product: Wayground
Product Type: Assessment Tool
Organization: Wayground
Date of Award: June 2023, Updated 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

Wayground 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.

1.1.c Empowered Learner
Use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways.

1.5.b Computational Thinker
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.

1.6.d Creative Communicator
Publish or present content that customizes the message and medium for their intended audiences.

1.7.b Global Collaborator
Use collaborative technologies to work with others, including peers, experts or community members, to examine issues and problems from multiple viewpoints.

FEEDBACK	OUTCOME
- The platform provides multiple features and tools that help learners monitor their progress and set achievable goals. - Comprehensive data gathering and analysis tools enable both students and educators to collect information, with options for students to create surveys for peer collaboration. - Multi-media embedding capabilities allow educators and students to author content by combining platform resources with newly created materials.	✓

• Collaborative tools like the live whiteboard create opportunities for group work, supporting both synchronous and asynchronous artifact creation.	

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 makes it easy to locate starting points, with intuitive buttons that guide educators through processes, complemented by a "Get Help" menu featuring tutorials and step-by-step guides. • The main page design facilitates task completion through clear pathways, product titles that communicate purpose effectively, breadcrumbs at the top of pages, and left navigation menus linking to central platform locations. • Well-organized homepage sections display teacher options clearly, while the platform helps narrow content searches through filtering options by grade level and activity length. • Important link icons remain pinned to the left menu bar, with appropriately sized buttons and fonts creating uncluttered pages that make information easy to locate and read. • Comprehensive interoperability information appears in well-documented web pages, detailing processes and requirements for multiple integrations, including what integrations look like for administrators, educators, and learners.	✓

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
- Reflection and goal-setting features help learners track progress toward learning objectives, with engagement tools that keep students moving forward in their learning journey. - An extensive content library offers questions in multiple formats and lengths, including video, audio recording, and drag-and-drop options, with modification capabilities for educators to adapt content from various sources while aligning to core content standards. - Real-world examples, supported by integrated AI capabilities, enhance learning opportunities and generate authentic, practical tasks for classroom application. - Content customization options range from delivery, student grouping, interaction methods, and skill levels, enabling educators to make accommodations in content presentation and student interaction approaches.	✓

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

• Assessment authoring options support educators in creating tasks that utilize problem-definition learning approaches. • The answer explanation feature can deconstruct problems effectively, providing scaffolding by breaking down complex concepts into manageable components for learners. • Content creation and remixing capabilities enable students to develop their own questions or modify existing library materials.	✓

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
• Content from educators with diverse backgrounds reflects instructional approaches from around the world, enriching the learning experience. • Accessibility features include speed controls, multiple language options, read-aloud functionality, and captions, with additional details provided in the VPAT documentation. • The diverse content library exposes learners to opportunities rich in inclusive practices across various subjects and contexts.	✓

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
- Various question types and assessment formats accommodate different learning preferences and can be customized for specific student needs. - Rubric-based and point-scoring systems allow educators to establish clear success criteria for any assessment. - Varied assessment types provide options for aligning content to specific topics or content. - The analytics dashboard offers clean, easy-to-navigate reporting features, with detailed reports available at both individual student and class levels.	✓

CONCLUSION

Wayground delivers an intuitive and comprehensive assessment experience through clear onboarding instructions, multiple login options, a clean interface design with simple navigation, and extensive support resources. The platform provides a range of tools and features that support learner reflection and progress toward learning goals, maintaining engagement through interactive elements while drawing from a robust content library.

Wayground's versatile creation tools effectively address diverse student needs through extensive customization options that support various question types, formats, and media submissions, making the platform particularly effective for recall and reinforcement activities in educational settings. The platform's extensive content library features contributions from partner organizations and educators worldwide, ensuring comprehensive subject coverage across multiple topics and contexts. These customization features enable educators to tailor content precisely to their requirements, while students benefit from seamless access through multiple pathways.

The platform demonstrates strong alignment with digital pedagogy principles through its support for problem-based learning, scaffolding features, and content creation capabilities that empower students to become active participants in their learning journey. Assessment and data capabilities in Wayground provide educators with actionable insights through clean analytics dashboards and detailed reporting features. The variety of assessment types, combined with flexible success criteria options and alignment tools, ensures that educators can create meaningful formative assessments that guide both instructional decisions and student learning paths. These features collectively position Wayground as an education-ready solution that meets high standards for digital pedagogy, user experience design, accessibility, and assessment.