ISTE Seal Review Findings Report

edclub

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 *edclub*?

edclub is an online curriculum platform designed to teach essential digital skills to Pre-K-12 students across four core areas: Typing, Digital Citizenship, Vocabulary & Spelling, and Social-Emotional Learning (SEL). The platform delivers instruction through hundreds of bite-sized lessons including instructional videos, interactive typing practice, informational articles, decision-making games, vocabulary assessments, sorting activities, and various other multimedia components. edclub's curriculum builds foundational digital literacy skills while fostering responsible online behavior and emotional intelligence.

HOW IS *edclub* IMPLEMENTED?

edclub streamlines classroom integration through its ready-to-use, standards-aligned course structure that allows teachers to assign complete learning sequences to students with minimal preparation time. The platform's approach enables educators to implement digital skills instruction within their existing curriculum. Teachers can extend the online learning experience using edclub's supplementary teacher guides, which provide practical classroom implementation strategies, including printable handouts, structured group discussion topics, and hands-on activities

ISTE SEAL REVIEW

Product: edclub
Product Type: Curriculum
Organization: edclub
Date of Award: May 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

edclub 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 Sᴛᴀɴᴅᴀʀᴅs: **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.b, 1.1.c & 1.1.d
Students build networks and customize their learning environments in ways that support the learning process. Students use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways. Students understand fundamental concepts of how technology works, demonstrate the ability to choose and use current technologies effectively, and are adept at thoughtfully exploring emerging technologies.

Digital Citizen 1.2.a, 1.2.c & 1.2.d
Students manage their digital identity and understand the lasting impact of their online behaviors on themselves and others and make safe, legal and ethical decisions in the digital world. Students safeguard their well-being by being intentional about what they do online and how much time they spend online. Students take action to protect their digital privacy on devices and manage their personal data and security while online.

FEEDBACK	OUTCOME
• Students can fully customize their interface, including keyboard keys, language, and background. • The platform provides options for students to personalize their learning experience and opportunities to troubleshoot while engaging in lessons. • In the digital citizenship lessons, students learn about intellectual property concepts and proper citation using materials from other sources. • Lessons provide explicit instruction on creating strong passwords and protecting personal data through secure online practices.	✓

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 walk-through onboarding experience familiarizes first-time users with basic functions while the search bar allows quick content location.	✓

• The navigation menu appears clearly on the left side of the screen with icons that describe key functions effectively.	
• Teachers can switch to a student view using the "log in as..." function to see the student experience at any time.	
• Users can find answers to their questions through help center resources and create a support ticket or send a message to the support team within the platform.	

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
• Each lesson includes content chunked into smaller topics or skills appropriate to the age level of the students. • Mini-quiz activities help students monitor their learning and see how they are improving over time. • When designing a lesson, teachers can choose from a pool of modular activities to mix and match. • Lessons address real-life issues like cyberbullying and digital footprint with examples that illustrate key concepts.	✓

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
• The platform presents students with questions based on real-world scenarios and provides immediate feedback, while prompts encourage students to reflect and write solutions. • Teachers' Guides include extension activities that ask the students to find solutions and create original work. • Authentic scenarios allow students to apply skills through activities like identifying phishing emails and writing appropriate communication for different audiences.	✓

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

• Characters in articles and videos reflect diversity while content incorporates contexts representing various backgrounds and experiences. • The Social Emotional Learning (SEL) courses provide opportunities for students to explore empathy. • Teachers and students can set multiple accessibility options, including closed captions and video speed control.	✓

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
• Typing progress displays immediately with target speed goals, and students can repeat incorrectly answered questions. • Multiple assessment types within weekly lessons allow students to practice and demonstrate mastery of target content. • Students receive immediate feedback when completing the typing practice, and content that	✓

students struggle with most is included in the dynamic lessons, giving students opportunities for extra practice. • Teachers can access typing speed progress and activity completion data at both student and class levels through activity logs and detailed reports.	

CONCLUSION

edclub offers educators a comprehensive digital literacy platform that addresses four essential skill areas through standards-aligned, ready-to-use courses requiring minimal teacher preparation time. The platform's strength lies in its extensive customization options, allowing students to personalize their learning environment while navigating diverse lesson types that build foundational digital skills. edclub's authentic, real-world scenarios effectively engage students in practical applications such as identifying phishing emails, creating strong passwords, and developing appropriate digital communication strategies.

The platform excels in providing immediate, actionable feedback, with typing progress displayed in real-time and dynamic lessons automatically generated based on individual student needs. Teachers benefit from comprehensive data tracking capabilities that monitor both individual and class-wide progress, while the platform's diverse representation and accessibility features ensure inclusive learning experiences for students from various backgrounds and abilities. edclub's integration of multimedia content, assessment variety, and extensive teacher resources creates a robust digital literacy foundation that prepares students for future technology success.