



ISTE Seal Review Findings Report

iSchool

2026



TABLE OF CONTENTS

ABOUT	3
About ISTE	3
ISTE Seal	3
RESOURCE DESCRIPTION	5
What is iSchool?	5
How is iSchool Implemented?	5
ISTE SEAL REVIEW	6
Review Methodology	6
Scope of Review	7
Review Findings	7
CONCLUSION	13



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 *iSchool*?

iSchool is an education technology platform that equips K–12 students with future-ready skills in AI, programming, and digital literacy. Through live, interactive, and project-based learning, it develops computational thinking, creativity, and problem-solving. iSchool operates across schools and online environments, supporting scalable, accessible, and high-quality digital education for diverse learners.

HOW IS *iSchool* IMPLEMENTED?

iSchool is designed to be implemented as a blended and hybrid learning experience that integrates structured curriculum pathways with project-based learning and continuous assessment. In a typical implementation, students engage in guided learning sessions such as programming, artificial intelligence, or data science through interactive content, hands-on activities, and real-world projects. Learning is scaffolded to progressively develop computational thinking, problem-solving, and digital creation skills. Educators play a facilitative role, using the platform to help students through the sessions, monitor student progress through assessments, and provide personalized feedback.



ISTE SEAL REVIEW

Product: iSchool

Product Type: Curriculum

Organization: iSchool

Date of Award: July 2026

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

iSchool 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.d

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.

Knowledge Constructor 1.3.d

Students build knowledge by exploring real-world issues and gain experience in applying their learning in authentic settings.

Innovative Designer 1.4.a

Students know and use a deliberate design process for generating ideas, testing theories, creating innovative artifacts or solving authentic problems.

Computational Thinker 1.5.a- 1.5.d

Students develop and employ strategies for understanding and solving problems in ways that leverage the power of technological methods to develop and test solutions.



FEEDBACK	OUTCOME
• Introductory lessons build foundational technology and digital literacy skills before students apply current tools in project-based learning experiences. • Applied projects connect students to real-world challenges in fields such as healthcare and agriculture, encouraging exploration of authentic, industry-relevant problems. • Students work with authentic datasets and digital tools to support data-driven problem-solving and decision-making. • Students practice computational thinking by clearly defining problems, working with authentic datasets, breaking complex tasks into manageable components, and building and testing step-by-step automated solutions.	
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 product offers an approachable onboarding experience through a clean interface, organized navigation, and structured workflows that help users begin using core functionality with minimal effort. • Persistent, clearly labeled navigation menus and visible breadcrumb trails help users track their location within the platform at all times. • Clear menu structures, card-based layouts, descriptive course titles, thumbnails, and visible progress indicators help educators and students efficiently browse and preview available learning content. • Instructors have access to a student view and can easily view the impact of their changes on an individual student's account. • The platform provides support features directly within the interface, including a persistent support button and embedded support workflows.	
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



• The platform presents learning outcomes alongside lesson titles, progress indicators, and instructional materials, helping learners understand the purpose and expectations of each activity. • Lengthy topics are divided into smaller, sequential modules that keep content manageable and appropriately paced for learners. • The platform intentionally uses multiple content formats (recap videos, readings, quizzes, and feedback activities) to reinforce key lesson concepts in ways that are appropriate for the intended student audience. • The lessons regularly incorporate embedded learning checks, including quizzes and feedback activities, to help students assess and reinforce their understanding before progressing further in the content.	
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
• Learners engage with authentic, real-world problems and are tasked with developing original solutions.	



• Structured activities guide students through problem definition, decomposition, and design thinking as they work toward solutions. • Project-based activities require students to locate external datasets and evaluate their relevance and credibility before applying them to authentic problems. • A scaffolded, leveled sequence of challenges walks students through the process of developing, testing, and refining their own solutions step by step. • The Community feature enables students to engage with peers through threaded discussions, replies, reactions, and shared project discussions. The platform also supports real-time online group interaction through dedicated communication channels and direct messaging spaces.	
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
• Lesson content includes a wide range of examples of diversity without relying on stereotypes.	



• Closed captioning, adjustable playback speed, and high-contrast interface elements support accessible viewing for a range of learners.	
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
• Formative assessments are embedded directly within lesson flows, keeping learning objectives and assessment activities clearly aligned. • Students can submit learning artifacts in multiple formats through a structured portfolio workflow, then review, manage, and share their work. • The platform includes performance metrics that highlight areas such as creativity, communication, problem solving, and engagement, giving learners a more comprehensive view of their progress over time. • Detailed, filterable analytics dashboards give educators clear, immediate insight into individual and group performance to support instructional decision-making.	



CONCLUSION

iSchool's interface is easy to navigate, with clear menus, persistent navigation, and built-in support tools that help students and educators move through the platform with confidence. Learning experiences are thoughtfully designed, breaking content into manageable, well-paced modules that combine multiple formats with regular checks for understanding.

Digital pedagogy stands out as a particular strength: students tackle authentic, real-world problems through structured design and problem-solving processes, evaluate outside information for credibility, and collaborate with peers through dedicated community and messaging tools. Diverse examples and accessible design elements, including closed captioning and adjustable playback speed, extend these learning experiences to a wide range of students. Assessment practices are equally strong, with formative assessments woven into lesson flows, multi-format portfolio submissions, and feedback that goes beyond correct-or-incorrect responses to highlight broader performance areas. Students also build foundational technology and computational thinking skills throughout the platform, applying real-world data and step-by-step problem-solving strategies.

iSchool equips students with a strong, well-rounded foundation in computational thinking, real-world problem-solving, and digital literacy, delivered through a usable interface and assessment practices that support meaningful learning for every student.