



# ISTE Seal Review Findings Report

Microsoft  
Learning Zone

2026



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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 *Microsoft Learning Zone*?

Microsoft Learning Zone is a free learning companion app available on all modern Windows devices. Designed to help educators create high-quality, science-backed lessons while saving time and boosting student engagement, it transforms existing content or trusted sources into interactive, personalized learning experiences in minutes. Powered by on-device AI in Copilot+ PCs, it delivers fast performance while keeping data private. Educators can generate, customize, and share lessons, while students receive instant feedback, retry opportunities, and access to a growing library of content from partners like NASA and OpenStax.

### HOW IS *Microsoft Learning Zone* IMPLEMENTED?

Microsoft Learning Zone supports a wide range of teaching and learning moments. Teachers can use it in class to introduce new topics or review prior learning. Or they can use it in flipped classroom models to prepare students in advance, or for self-paced learning at home. It's also ideal for pre-exam knowledge checks, targeted practice after assessments, or warm-up activities to spark curiosity and engagement.



## ISTE SEAL REVIEW

**Product:** Microsoft Learning Zone

**Product Type:** Platform

**Organization:** Microsoft

**Date of Award:** January 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

Microsoft Learning Zone 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.a, 1.1.c**


Students connect their learning needs, strengths and interests to their goals and use technology to help achieve them and reflect on their progress. 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.c**


Students safeguard their well-being by being intentional about what they do online and how much time they spend online.

**Knowledge Constructor 1.3.b, 1.3.d**

Students evaluate the accuracy, validity, bias, origin, and relevance of digital content. Students build knowledge by exploring real-world issues and gain experience in applying their learning in authentic settings.

FEEDBACK	OUTCOME
<ul style="list-style-type: none"> <li>Students can make choices in their learning, such as browsing lessons by subject, topic, skill, or difficulty, and assembling modular lessons in different sequences.</li> <li>Specific, actionable feedback helps students understand the reasoning behind correct and incorrect responses, with follow-up practice opportunities supporting continuous improvement.</li> <li>The product offers a safe environment where students can explore topics that promote curiosity, creativity, and personal growth.</li> </ul>	




<ul style="list-style-type: none"> <li>• Through lessons developed with partner organizations, learners build critical media literacy skills by evaluating the accuracy, bias, origin, relevance, and validity of information.</li> <li>• Many lessons introduce students to meaningful real-world issues such as urban planning and human rights, encouraging them to consider multiple perspectives on global challenges.</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>	
FEEDBACK	OUTCOME
<ul style="list-style-type: none"> <li>• Intuitive design and a smooth onboarding experience enable educators to begin creating lessons with minimal training or effort.</li> <li>• The interface features a clear, organized layout, with main actions easy to locate and consistently placed at the top of each section.</li> <li>• The product makes it easy for teachers to preview the student experience through a built-in toggle between Edit and Play modes.</li> <li>• Technical support is easy to find within the platform, and help documentation is organized into clearly labeled sections, making it simple for teachers to locate guidance.</li> <li>• Dedicated Microsoft support and privacy pages communicate data practices transparently, outlining collection methods, usage policies, and confirmation that student information is shared only with assigning educators and individual students.</li> </ul>	



## 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
<ul style="list-style-type: none"> <li>• Lessons begin with clear learning goals that guide instruction, and progress toward these goals can be tracked through built-in indicators and reports.</li> <li>• Short, manageable lesson sections make content accessible and age-appropriate, including concise slides supported by interactive exercises that reinforce understanding.</li> <li>• When students struggle with an activity, the platform presents an alternative version of the task to reinforce understanding, and students cannot click “next” until they complete the required activities.</li> <li>• Modular lesson and activity structures allow teachers to link to specific content sections and adapt materials to classroom needs and pacing requirements.</li> <li>• Lessons include real-world examples that make abstract concepts practical and relevant for students.</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
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<ul style="list-style-type: none"> <li>• Lessons include examples and images that represent a range of people and cultures, without relying on stereotypical portrayals.</li> <li>• Contrast ratio standards meet accessibility guidelines, supporting readability and visual accessibility throughout platform interfaces.</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>• Lessons include embedded exercises that closely align with the stated learning goals and key concepts, allowing students to check their understanding as they progress through the content.</li> <li>• The product provides immediate feedback after each question, helping students reflect on their performance and understand their mistakes.</li> <li>• Students submit responses and can track completed work within the platform.</li> <li>• Teachers can quickly access performance results for individual students and whole groups at lesson completion.</li> <li>• Filters make it easy to view performance and usage results by different groups or focus areas, helping teachers identify students who may need additional support.</li> </ul>	

## CONCLUSION

Microsoft Learning Zone offers educators an intuitive platform with a smooth onboarding process that requires minimal training. The clear layout maintains consistent navigation throughout, while built-in preview functionality lets teachers toggle between modes to view the student experience before assigning. Technical support and help documentation are easily accessible and organized into clearly labeled sections, and data privacy practices limit information sharing. The platform's modular lesson structures enable teachers to confidently design and deliver learning experiences tailored to diverse classroom needs.

A strength of the platform is its learning design features that incorporate research-based best practices. Clear learning goals guide instruction and track student progress, while short, manageable content sections, supported by interactive exercises, make the material accessible across age groups. When students struggle with activities, the platform automatically presents alternative versions of tasks to reinforce understanding, and its modular design allows teachers to adapt content to specific classroom contexts. Real-world examples and partner content connect abstract concepts to practical applications, enhancing relevance and student comprehension. These features create a safe environment for exploring a variety of topics.

Embedded assessment exercises align with stated learning goals and provide immediate feedback after each question, helping students reflect on performance and understand mistakes. Teachers can access individual and group results as soon as lessons are completed, with clear visualizations showing progress and success levels. Flexible filters enable teachers to view data by different groups or focus areas to identify students needing additional support, while analytics display class performance, time spent, and success rates. This combination of immediate student feedback and accessible teacher data supports continuous progress monitoring and timely instructional adjustments. By combining rapid lesson creation with immediate feedback and comprehensive analytics, Microsoft Learning Zone saves educators valuable time while delivering personalized instruction that addresses individual learning needs.