



ISTE SEAL OF ALIGNMENT REVIEW FINDINGS REPORT

Roblox Education

FEBRUARY 2020

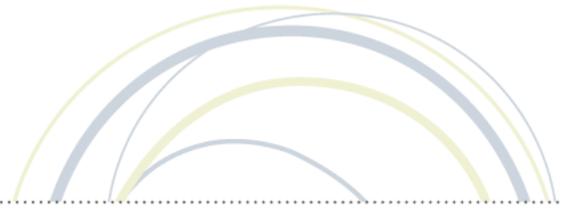
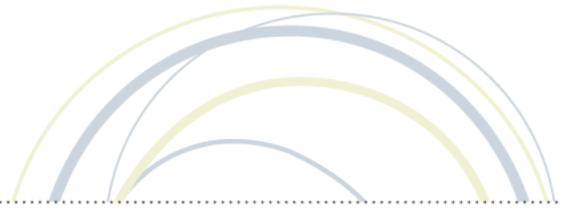


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ABOUT

ABOUT ISTE

The International Society for Technology in Education (ISTE) is the premier nonprofit membership organization serving educators and education leaders. ISTE is committed to empowering connected learners in a connected world and serves more than 100,000 education stakeholders throughout the world.

As the creator and steward of the definitive education technology standards, our mission is to empower learners to flourish in a connected world by cultivating a passionate professional learning community, linking educators and partners, leveraging knowledge and expertise, advocating for strategic policies, and continually improving learning and teaching.

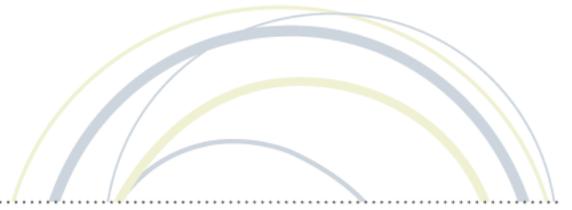
ISTE SEAL OF ALIGNMENT

Resources and products designed with the ISTE Standards in mind are choosing to demonstrate their commitment to support critical digital age learning skills and knowledge. Regardless of a solution's intended grade level, purpose or content area, by addressing the ISTE Standards and earning a Seal of Alignment, a solution is shown to consciously, purposefully and meaningfully support best practices for digital age teaching and learning.

ISTE considers a solution aligned to the ISTE Standards only after an extensive review conducted by trained ISTE Seal of Alignment reviewers, and it has been determined to meet all critical elements of a particular standard indicator in accordance with specific review criteria.

By earning a Seal of Alignment, ISTE verifies that this product:

- Promotes critical technology skills
- Supports the use of technology in appropriate ways
- Contributes to the pedagogically robust use of technology for teaching and learning
- Aligns to the ISTE Standards in specific ways as described in the review finding report



RESOURCE DESCRIPTION

WHAT IS ROBLOX EDUCATION?

Roblox Education offers free online learning resources designed to help educators and students utilize Roblox's free creation tools. With over 100 hours of step-by-step tutorials and lesson plans Roblox Education has been enhanced for middle/high school students. The tools and resources provided allow students design and create 3D worlds, code/script games and collaborate with others. The lessons and resources provide the tools for students to tap into their creativity and imagination, then apply computer science concepts, coding, and design elements in creating new games and interactive artifacts. Teachers are able to incorporate digital citizenship in a real-world context, 21st Century skills, and introduce elements of entrepreneurship in the digital industry.

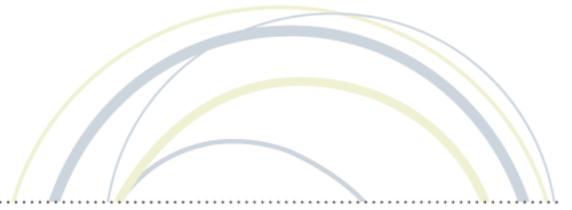
HOW IS ROBLOX EDUCATION IMPLEMENTED?

Roblox offers lessons and tutorials that are appropriate for middle and high school students. The 5 lesson plans/units of varying lengths and skill-levels provide learning objectives and course outlines for 2-hour workshops, to semester long learning programs.

Six projects in the Tutorial Series, guide students in how to code, design new worlds, and learn entrepreneurial skills using the Roblox platform. Materials are also available for educators to download and modify to fit their learning needs.

Roblox lessons are very flexible in both their sequence and learning environment. lessons/activities may be delivered synchronously in a classroom lab setting, or asynchronously as part of an online or independent study, outside a school setting.

Roblox activities guide students through the game development process, providing experiences in all aspects of the design process. Activities include the coding of game options and controls, but also include the design of the game environment/world, avatars, and the goals of the game.



ISTE SEAL OF ALIGNMENT REVIEW

Product: Roblox Education

Organization: Roblox

Date of Award: February 2020

REVIEW METHODOLOGY

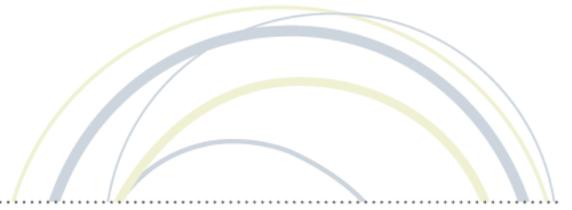
ISTE Seal of Alignment reviews are conducted by a panel of education and instructional experts. Reviewers use data collected both separately and collectively to determine how a solution addresses specific elements described in each of the indicators of the ISTE Standards. Special instruments are used by reviewers to collect data on potential alignment across all resource materials. Alignment is determined based on the extent to which all or some of specific elements are addressed within the materials. Reviewers conduct regular calibrations to assure the validity and reliability of the results and final review findings are combined for an overall score for alignment on each individual indicator.

During the review process for Roblox Education, reviewers:

- collected data on when and how each activity addressed specific skills and knowledge described in the ISTE Standards for Students at either a foundational or applied level
- compiled findings to determine overall alignment across all ISTE Student standards and indicators.
- used aggregate findings to form the basis of the overall alignment results.

SCOPE OF REVIEW

Roblox Education was reviewed for alignment against the ISTE Standards for Students. ISTE reviewers examined the tutorials, lesson plans, and support documents provided for teachers and students.



REVIEW FINDINGS

Roblox Education was found to address the ISTE Standards for Students in the following ways:

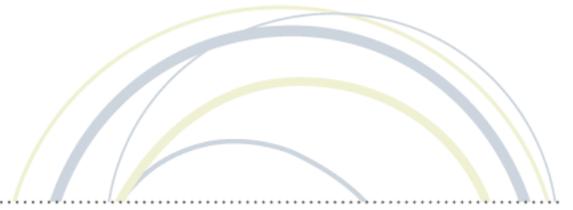
- Foundational - Resources and activities aligned at the *foundational* level primarily focus on skills and knowledge that facilitate skill acquisition to eventually meet ISTE Standard indicators.
- Applied – Resources and activities aligned at the *applied* level primarily focus on practical, real-world, and/or relevant opportunities to practice the skills and knowledge learned in the curriculum.

Roblox Education was found to address the following standards and indicators of the ISTE Standards for Students at the *Foundational* Level:

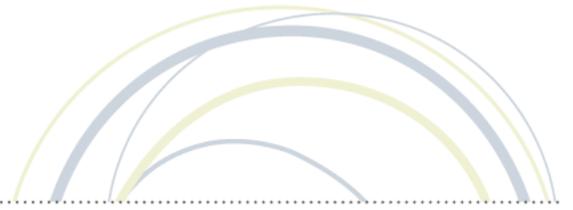
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| • 1.b. | • 5.a. |
| • 1.c. | • 5.c. |
| • 1.d. | • 5.d. |
| • 2.a. | • 6.a. |
| • 2.b. | • 6.b. |
| • 3.c. | • 6.d. |
| • 3.d. | • 7.a. |
| • 4.a. | • 7.b. |
| • 4.b. | • 7.c. |

Roblox Education was found to address the following standards and indicators of the ISTE Standards for Students at the *Applied* Level:

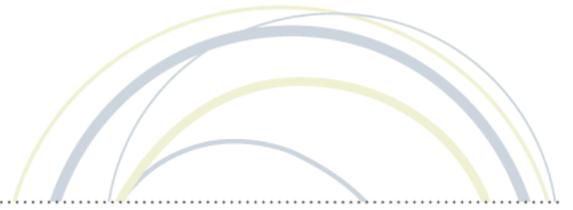
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| • 5.a. | • 7.c. |



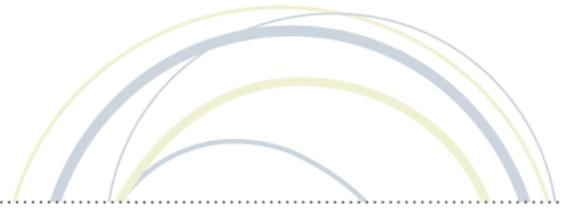
ISTE Standard	Foundational Finding Statement	Applied Finding Statement
1. Empowered Learner		
1.a. Articulate and set personal learning goals, develop strategies leveraging technology to achieve them and reflect on the learning process itself to improve learning outcomes.		Students may design and create a game that entails developing a vision for their game and creating a plan to realize it.
1.b. Build networks and customize their learning environments in ways that support the learning process.	Students may interact with others through the local platform. The platform itself is not specifically set up for greater networking until students are working in the 'non-student' community.	
1.c. Use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways.	Students are encouraged to provide feedback to peers. Guidance is given to teachers for how to incorporate feedback.	
1.d. Understand the fundamental concepts of technology operations, demonstrate the ability to choose, use and troubleshoot current technologies and are able to transfer their knowledge to explore emerging technologies.	Guided lessons provide students with practice in debugging code. As students progress through the game development process they must continually troubleshoot the options and controls of their game.	
2. Digital Citizen		
2.a. Cultivate and manage their digital identity and reputation and are aware of the permanence of their actions in the digital world.	Specific activities and lesson plans are available for teachers to provide foundational awareness of the issues of online identity when working and creating in a gaming environment.	



2.b. Engage in positive, safe, legal and ethical behavior when using technology, including social interactions online or when using networked devices.	Specific activities and lesson plans are available for teachers to provide foundational awareness of the issues of interacting online in a gaming environment.	
3. Knowledge Constructor		
3.c. Curate information from digital resources using a variety of tools and methods to create collections of artifacts that demonstrate meaningful connections or conclusions.	As part of the game design process, students may research historical events, locations, and structures. Support web pages and design construction tools are used to connect and create a harmonious world.	
3.d. Build knowledge by actively exploring real-world issues and problems, developing ideas and theories and pursuing answers and solutions.	While not explicitly part of the activity instructions, presenting world that model historical events and locations is used as a guided experience. The idea may be expanded upon to create real-world simulations using the gaming environment.	
4. Innovative Designer		
4.a. Know and use a deliberate design process for generating ideas, testing theories, creating innovative artifacts or solving authentic problems.	The game design process is broken down into a detailed series of tasks that scaffolds and builds on previous elements.	
4.b. Select and use digital tools to plan and manage a design process that considers design constraints and calculated risks.	Students are guided in the design process to make the choices and plan for a variety of variables in their games.	
4.c. Develop, test and refine prototypes as part of a cyclical design process.		Students gather feedback from their peers and then refine or revise their game based on feedback.
4.d. Exhibit a tolerance for ambiguity, perseverance and the		Students design their own game then work through the



capacity to work with open-ended problems.		process to bring it to completion. The gaming options are open-ended, and relies solely on the student's ideas.
5. Computational Thinker		
5.a. Formulate problem definitions suited for technology-assisted methods such as data analysis, abstract models and algorithmic thinking in exploring and finding solutions.	Students explore scripting to allow users to interact within the world they create.	
5.c. Break problems into component parts, extract key information, and develop descriptive models to understand complex systems or facilitate problem-solving.	The game design process requires breaking down problems into the various components and options/controls users will have to achieve the goal.	
5.d. Understand how automation works and use algorithmic thinking to develop a sequence of steps to create and test automated solutions.	Students are guided in how to create/code controls and gaming options (such as powerups) that reflect principles of automation, sequencing)	
6. Creative Communicator		
6.a. Choose the appropriate platforms and tools for meeting the desired objectives of their creation or communication.	Students learn to use a variety of authoring tools to present the game narrative and options for users.	
6.b. Create original works or responsibly repurpose or remix digital resources into new creations.	After guided activities, students are able to create their own, unique environment and game objectives.	
6.c. Communicate complex ideas clearly and effectively by creating or using a variety of digital objects such as visualizations, models or simulations.		To create a functional and successful game, students must include instructions and information to give users a positive gaming experience.



6.d. Publish or present content that customizes the message and medium for their intended audiences.	Game creation environment uses a variety of authoring tools in the process of creating a finished game. Students need to explore how to communicate instructions and information, goals, tools, etc. to their users.	
7. Global Collaborator		
7.a. Use digital tools to connect with learners from a variety of backgrounds and cultures, engaging with them in ways that broaden mutual understanding and learning.	Teachers may use email and internal messaging to gather feedback or form collaborative groups.	
7.b. Use collaborative technologies to work with others, including peers, experts or community members, to examine issues and problems from multiple viewpoints.	Students can be organized into collaborative groups.	
7.c. Contribute constructively to project teams, assuming various roles and responsibilities to work effectively toward a common goal.	Specific tutorial lessons include the use of collaboration and communication tools when designing in a team. Students need to explore how to communicate instructions and information, goals, tools, etc. to their users.	

CONCLUSION

Roblox offers students a platform that guides young gamers through the game design process with guided lessons that build coding skills and strategies empower students to use their creativity to design their own worlds and challenges. To work on building a virtual world from their own imagination, students stay focused and motivated to troubleshoot, gather feedback, and revise the game experience in an authentic programming platform. The tutorials and lessons provided for students facilitate learning the authoring and design tools with instructional support that scaffolds the learning process from guided to independent practice. The platform is easy and engaging for students and teachers and shows promise to be an effective way to give budding programmers an authentic learning experience.