100+ Ways to Meet ISTE Standards with

Empowering Schools to Meet ISTE Standards

ISTE standards provide a blueprint for effective use of technology in the classroom, laying out the kind of learners and educators we want to cultivate in our digital age – from Knowledge Constructors and Creative Communicators to Leaders and Analysts.

But for many time-strapped educators, the million-dollar question remains: How do you bring these standards into the classroom?

To that we say, read on! This guide is packed with practical and engaging strategies for fulfilling ISTE standards, both for students and educators. And breathe easy, school admins – you don't need a whole arsenal of edtech tools to put these ideas to work. All you need is **WeVideo**.

ISTE standard by ISTE standard, here's how WeVideo (and our interactive platform, PlayPosit!) can help you drive learning and empower more effective instruction through technology.

ISTE Standards for Students

1.1 Empowered Learner

Students leverage technology to take an active role in choosing, achieving, and demonstrating competency in their learning goals, informed by the learning sciences.

WeVideo is a powerful communication tool that enables students to articulate learning goals, document and reflect on their learning process, and choose how to demonstrate competency in their learning goals.

1.1.a Students articulate and set personal learning goals, develop strategies leveraging technology to achieve them and reflect on the learning process itself to improve learning outcomes.

How students can use WeVideo in alignment with this standard:

- **Record video reflections**, from unscripted webcam recordings to full documentaries weaving together photos, videos, and audio from key moments in their learning process
- **Evaluate the steps taken to meet learning goals by answering prompts like**, "What worked? Why did things unfold as they did? What will you do differently in the future?"
- **Curate video playlists** of content they have chosen to learn, using the note-taking feature to track key learnings
- **Use video as a medium** to achieve their unique learning goals, such as creating a PSA on a social or environmental issue

1.1.b Students build networks and customize their learning environments in ways that support the learning process.

How students can use WeVideo in alignment with this standard:

- **Collaborate with learners and experts** (directly in WeVideo!) across global time zones where real-time communication isn't practical
- **Publish videos** to a vlog, YouTube channel, digital portfolio, website, and/or other approved, age-appropriate social media sites to build connections
- **Customize the video editor** to suit their needs, like choosing between light and dark mode, for example

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

How students can use WeVideo in alignment with this standard:

- **Give and receive peer feedback** via recorded videos and real-time project collaboration
- **Demonstrate their learning** in many ways: video, audio, GIF & more!
- **Transform pen-and-paper** assignments into more creative products, such as turning a personal narrative into a podcast or a research paper into a documentary film

Video is not only a practical medium for feedback – it also unlocks tons of benefits! Learners understand feedback better through emotion, tone, and facial expressions, and they're often able to more fully articulate their thinking when speaking aloud. And because students can rewatch videos on demand, they're able to reflect and develop their own constructive feedback skills.

1.1.d Students 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.

How students can use WeVideo in alignment with this standard:

- **Develop independent troubleshooting skills** by researching solutions on the WeVideo blog, Academy, and help desk
- **Collaborate with fellow learners** to discuss challenges and identify solutions throughout the video creation process
- **Leverage their troubleshooting skills** toward future technologies beyond video production

Every multimedia project involves troubleshooting to some degree, and WeVideo gives students a safe and supported environment in which they can practice working through technology challenges.

1.2 Digital Citizen

Students recognize the rights, responsibilities and opportunities of living, learning and working in an interconnected digital world, and they act and model in ways that are safe, legal and ethical.

WeVideo offers authentic opportunities for students to practice digital citizenship, demonstrate their understanding of what it means to be a digital citizen, and promote digital citizenship by educating others.

2.1.a Students cultivate and manage their digital identity and reputation and are aware of the permanence of their actions in the digital world.

How students can use WeVideo in alignment with this standard:

- **Create professional-looking videos** that showcase their skills, talents, and interests
- **Share their work** on social media and other digital platforms to build a positive online presence
- **Publish videos** promoting digital citizenship and responsible online behavior

Pro tip: Educators can pair these activities with Common Sense Media lessons on Digital Footprint!

2.1.b Students engage in positive, safe, legal and ethical behavior when using technology, including social interactions online or when using networked devices.

How students can use WeVideo in alignment with this standard:

- **Create videos** that promote respectful online behavior, covering topics like cyberbullying and responsible social media use

2.1.c Students demonstrate an understanding of and respect for the rights and obligations of using and sharing intellectual property.

How students can use WeVideo in alignment with this standard:

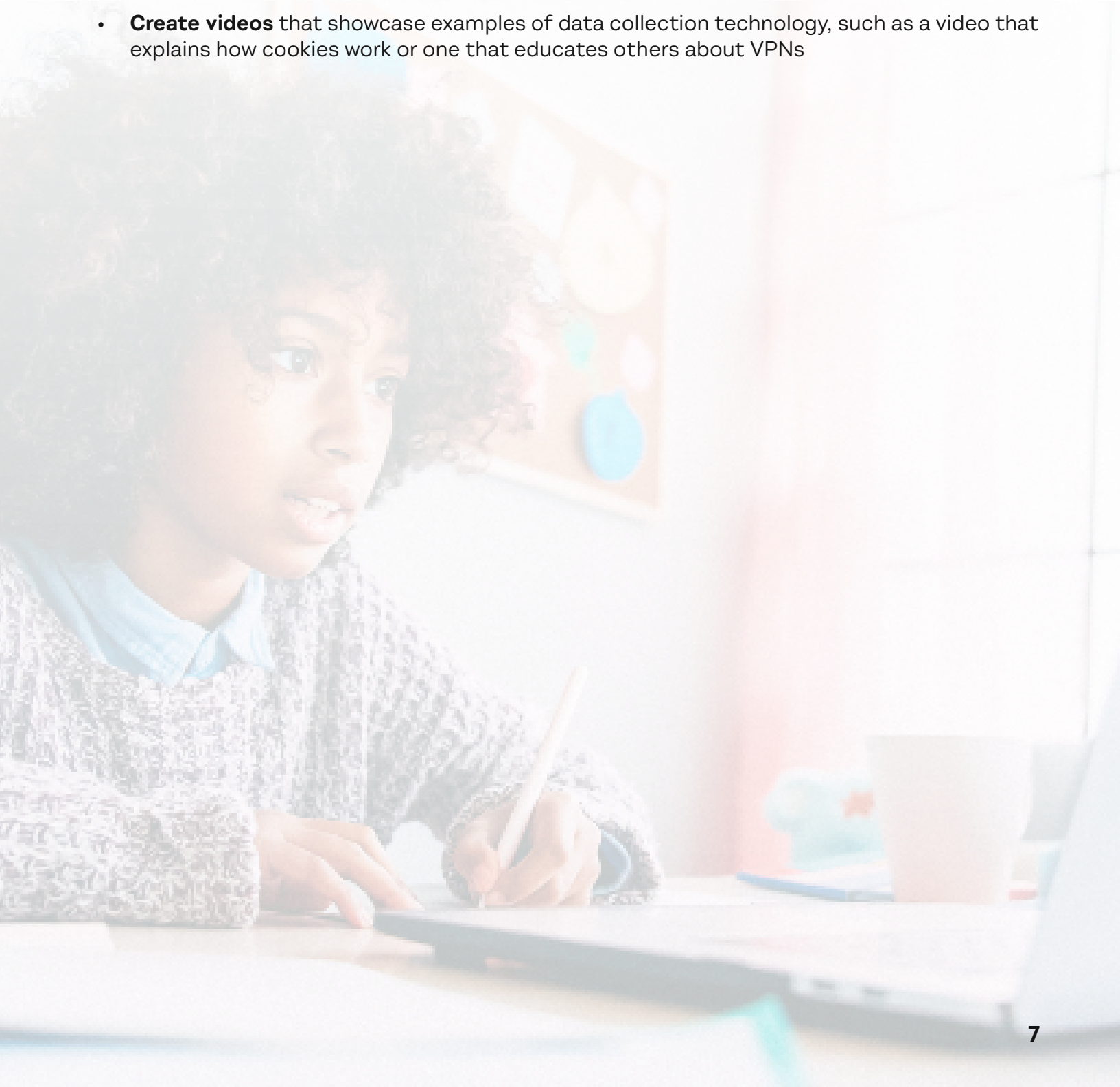
- **Properly cite sources** for the photos, videos, audio, ideas, and information in their videos
- **Create educational videos** around intellectual property rights, such as a video that explains the importance of citing sources or one that showcases examples of copyright infringement

Pro tip: Educators can pair these activities with Common Sense Media's 7th grade lesson on Fair Use!

2.1.d Students manage their personal data to maintain digital privacy and security and are aware of data-collection technology used to track their navigation online.

How students can use WeVideo in alignment with this standard:

- **Consider the implications** of how they publish and with whom they share their final products
- **Create videos** to demonstrate their understanding of digital privacy and security, such as a PSA explaining the importance of strong passwords or one that educates others about how to protect their personal data online
- **Create videos** that showcase examples of data collection technology, such as a video that explains how cookies work or one that educates others about VPNs



1.3 Knowledge Constructor

Students critically curate a variety of resources using digital tools to construct knowledge, produce creative artifacts and make meaningful learning experiences for themselves and others.

With WeVideo, students learn and apply information and media literacy skills in authentic contexts, using video to document research, create media, and/or curate playlists about real-world issues.

1.3.a Students plan and employ effective research strategies to locate information and other resources for their intellectual or creative pursuits.

How students can use WeVideo in alignment with this standard:

- **Screen record** to document and narrate the different stages of research: searching for sources, evaluating credibility, and taking notes
- **Record videos to reflect** on their research process, soliciting peer feedback on strategies to refine their research approach
- **Create videos** to teach younger students about effective research strategies or to share their research findings with a broader audience

1.3.b Students evaluate the accuracy, perspective, credibility and relevance of information, media, data or other resources.

How students can use WeVideo in alignment with this standard:

- **Use the voice recorder** to articulate their rationale as they evaluate sources for accuracy, bias, perspective, and credibility
- **Create videos** to compare and contrast multiple sources of information – *Try a TikTok-style side-by-side video that presents two different perspectives on a current event!*
- **Demonstrate lateral reading strategies** through WeVideo's screen recording and annotation tools
- **Develop media and information literacy skills** by producing a research-based documentary or podcast

1.3.c Students curate information from digital resources using a variety of tools and methods to create collections of artifacts that demonstrate meaningful connections or conclusions.

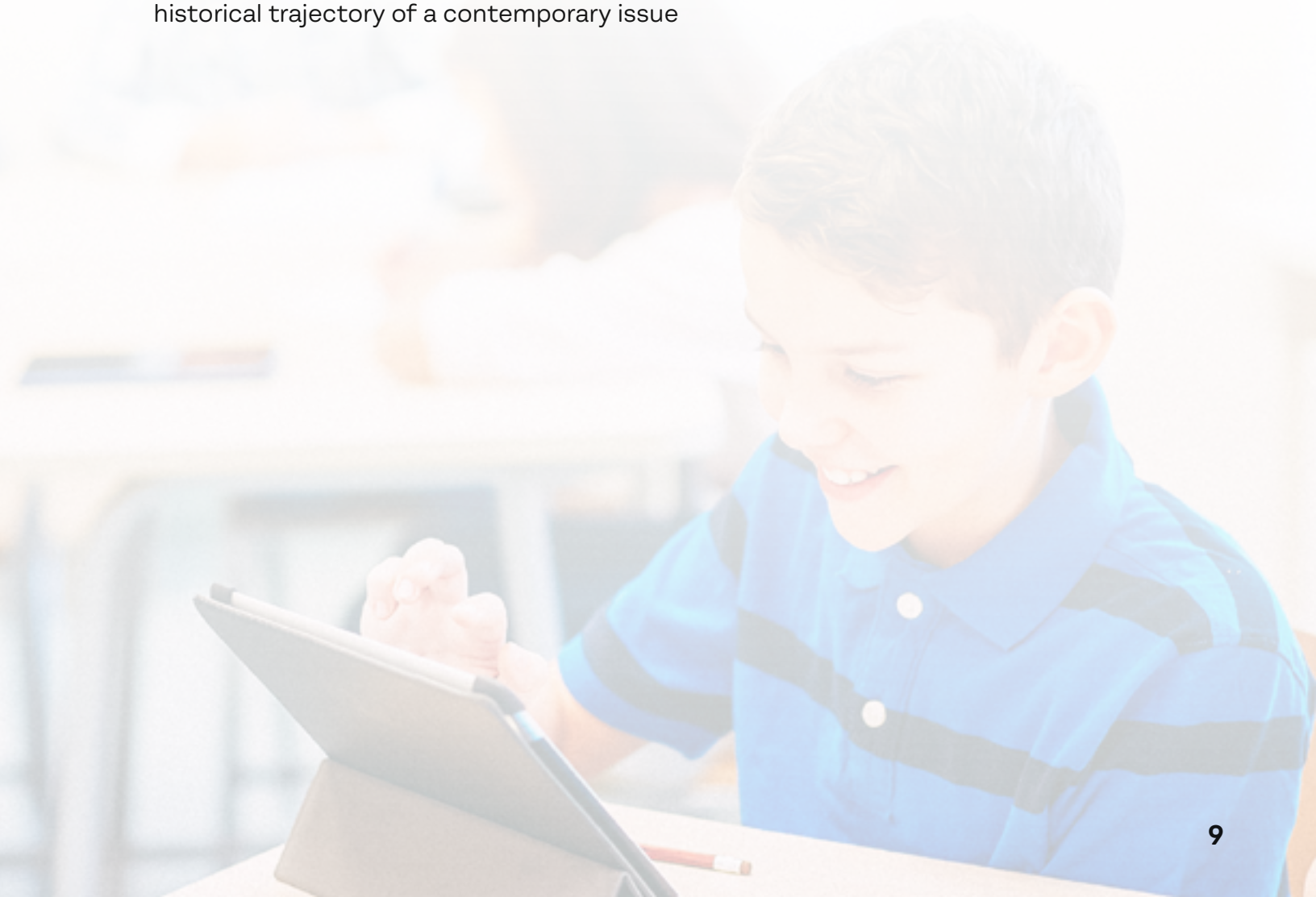
How students can use WeVideo in alignment with this standard:

- **Collaboratively build playlists** to make connections between different experiences, perspectives, or subtopics of a particular theme
- **Screen record** to curate documentary footage on a historical theme, such as key moments in the civil rights movement
- **Use visual and audio cues** to highlight connections between articles, videos, audio recordings, and other sources

1.3.d Students build knowledge by actively exploring real-world issues and problems, developing ideas and theories and pursuing answers and solutions.

How students can use WeVideo in alignment with this standard:

- **Synthesize research** on a social or environmental issue impacting their community into a creative documentary or podcast meant to inform or persuade others
- **Create playlists with embedded questions** that explore real-world issues and problems; key moments, figures, or perspectives surrounding a historical event or theme; or the historical trajectory of a contemporary issue



1.4 Innovative Designer

Students use a variety of technologies within a design process to identify and solve problems by creating new, useful or imaginative solutions.

WeVideo supports every stage of a design process from gathering, curating, and synthesizing research to documenting and reflecting, designing and building prototypes, and communicating findings and solutions.

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

How students can use WeVideo in alignment with this standard:

- **Record** interviews, fishbowls, and other discovery activities
- **Edit footage** to share condensed responses that led to key insights
- **Screen record** to capture the brainstorming and idea testing processes
- **Use video to document** the process of prototyping, explaining how the prototype solves a problem as well as its challenges and successes

1.4.b Students select and use digital tools to plan and manage a design process that considers design constraints and calculated risks.

How students can use WeVideo in alignment with this standard:

- **Create videos** that outline the various technical and logistical challenges they will face when designing a new product
- **Use video to document** their progress through the design process, including how they worked through challenges and managed risks

1.4.c Students develop, test and refine prototypes as part of a cyclical design process.

How students can use WeVideo in alignment with this standard:

- **Record** users as they test prototypes
- **Create videos** to showcase product iterations and explain the rationale behind each refinement
- **Publish videos** to share a prototype resulting from a design process, articulating how the prototype solves the identified problem
- **Create video simulations** and demonstrations of their design solution at work

1.4.d Students exhibit a tolerance for ambiguity, perseverance and the capacity to work with open-ended problems.

How students can use WeVideo in alignment with this standard:

- **Document the design process** through video, so they can more easily see progress and identify areas for improvement
- **Receive and incorporate feedback** from authentic audiences
- **Use video to reflect** on their process and identify strategies for getting unstuck in the future

No matter the topic or subject area, multimedia creation is often an open-ended problem! WeVideo can help students develop a growth mindset and understand that mistakes are an integral part of the learning process.

1.5 Computational Thinker

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

Students use WeVideo to document their process and explain their thinking as they develop and test solutions and share strategies employed for understanding and solving problems.

1.5.a Students formulate problem definitions suited for technology-assisted methods such as data analysis, abstract models and algorithmic thinking in exploring and finding solutions.

How students can use WeVideo in alignment with this standard:

- **Use video** to explain their problem definition
- **Communicate through video** with project teams or experts in the field working towards solving an identified problem
- **Collaborate with peers** (in the video editor, in real time!) to explore problems from multiple perspectives

1.5.b Students 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.

How students can use WeVideo in alignment with this standard:

- **Create a video-based assessment** that includes questions about the problem they are trying to solve and then use the assessment data to guide their next steps
- **Create videos** that showcase effective data analysis in multiple ways, such as charts and graphs
- **Use the voice recorder** to explain their interpretation of data

1.5.c Students break problems into component parts, extract key information, and develop descriptive models to understand complex systems or facilitate problem-solving.

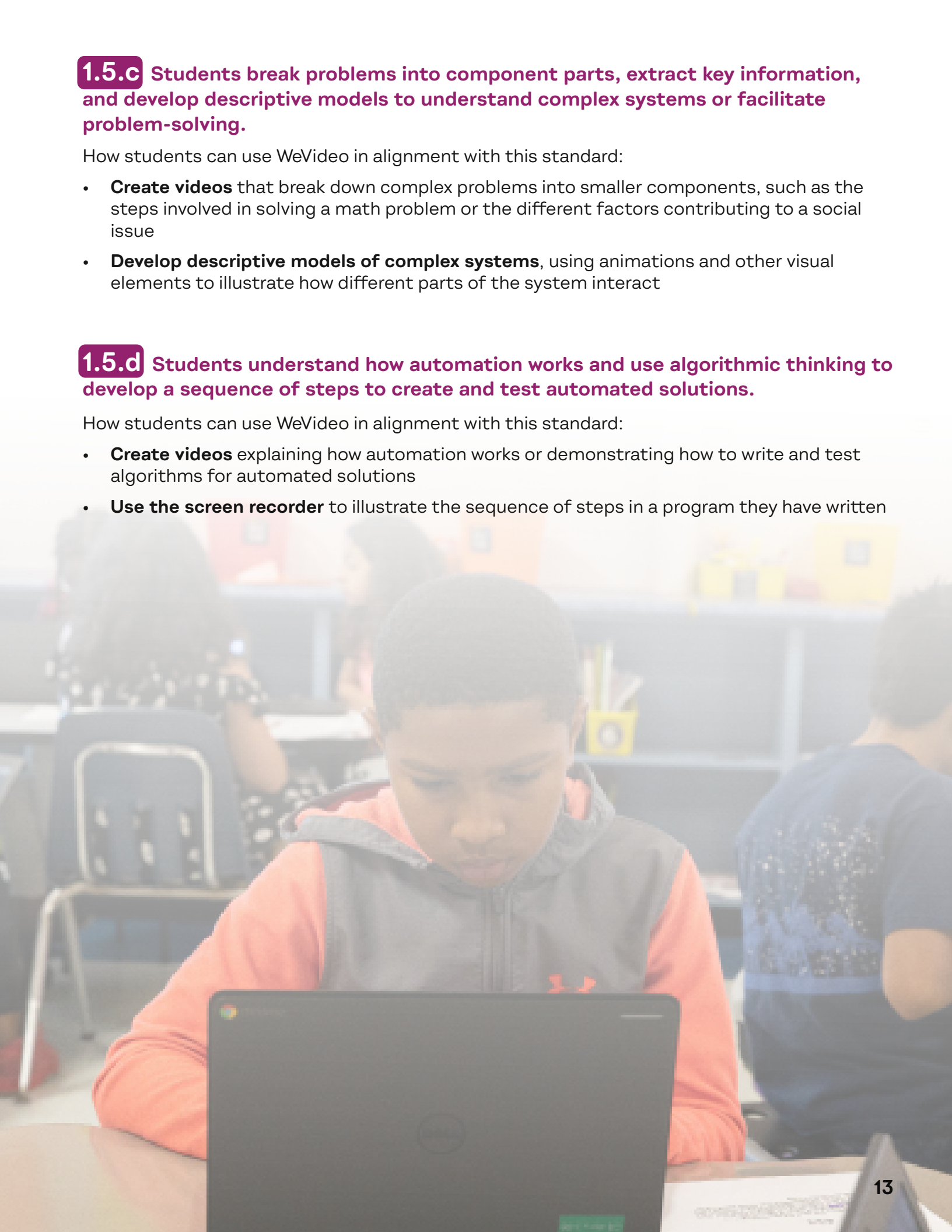
How students can use WeVideo in alignment with this standard:

- **Create videos** that break down complex problems into smaller components, such as the steps involved in solving a math problem or the different factors contributing to a social issue
- **Develop descriptive models of complex systems**, using animations and other visual elements to illustrate how different parts of the system interact

1.5.d Students understand how automation works and use algorithmic thinking to develop a sequence of steps to create and test automated solutions.

How students can use WeVideo in alignment with this standard:

- **Create videos** explaining how automation works or demonstrating how to write and test algorithms for automated solutions
- **Use the screen recorder** to illustrate the sequence of steps in a program they have written



1.6 Creative Communicator

Students communicate clearly and express themselves creatively for a variety of purposes using the platforms, tools, styles, formats and digital media appropriate to their goals.

WeVideo is a perfect tool to foster creative communication. By using WeVideo for screencasting, digital storytelling, and media content creation, students have the opportunity to share their unique voices in countless ways: to solve math problems, to explain complex science concepts, to publish book reports, and to bring us into their lived experiences through storytelling to document their lived experiences through digital storytelling.

1.6.a Students choose the appropriate platforms and tools for meeting the desired objectives of their creation or communication.

How students can use WeVideo in alignment with this standard:

- **Create original videos** (such as PSAs or documentaries) to communicate complex ideas in a variety of ways

1.6.b Students create original works or responsibly repurpose or remix digital resources into new creations.

How students can use WeVideo in alignment with this standard:

- **Incorporate digital objects** such as visuals, models, and charts to gain valuable presentation and publishing skills
- **Curate video playlists with interactive elements** to remix, repurpose, and build upon the work of others

1.6.c Students communicate complex ideas clearly and effectively by creating or using a variety of digital objects such as visualizations, models or simulations.

How students can use WeVideo in alignment with this standard:

- **Use the screencast feature** to communicate their thought processes while working through a problem
- **Flip the classroom** by having students film instructional videos and lead knowledge distribution

1.6.d Students publish or present content that customizes the message and medium for their intended audiences.

How students can use WeVideo in alignment with this standard:

- **Tell a story digitally**, customizing their narrative to reach a particular audience

1.7 Global Collaborator

Students use digital tools to broaden their perspectives and enrich their learning by collaborating with others and working effectively in teams locally and globally.

Students can use WeVideo and PlayPosit's collaboration and communication tools to broaden their perspectives, collaborate with others, and work effectively in teams locally and globally.

1.7.a Students use digital tools to connect with learners from a variety of backgrounds and cultures, engaging with them in ways that broaden mutual

How students can use WeVideo in alignment with this standard:

- **Communicate with fellow learners** asynchronously across the globe
- **Submit questions to one another** and respond through video – showing rather than telling!
- **Create videos and podcasts** that explore identity, culture, and daily life, such as a personal narrative or "Where I'm From" documentary
- **Collaborate with diverse peers** to create a single film (e.g. **filmbuilding**)

1.7.b Students use collaborative technologies to work with others, including peers, experts or community members, to examine issues and problems from

How students can use WeVideo in alignment with this standard:

- **Use WeVideo's collaborative video editor**, with each student adding their own perspective, footage, and ideas to the final product
- **Work with local community members** to document their lived experiences and differing viewpoints
- **Build a collaborative video playlist** reflecting diverse experiences around a single topic or theme
- **Host group discussions and debates**, synchronously or asynchronously, through our interactive video platform

1.7.c Students contribute constructively to project teams, assuming various roles and responsibilities to work effectively toward a common goal.

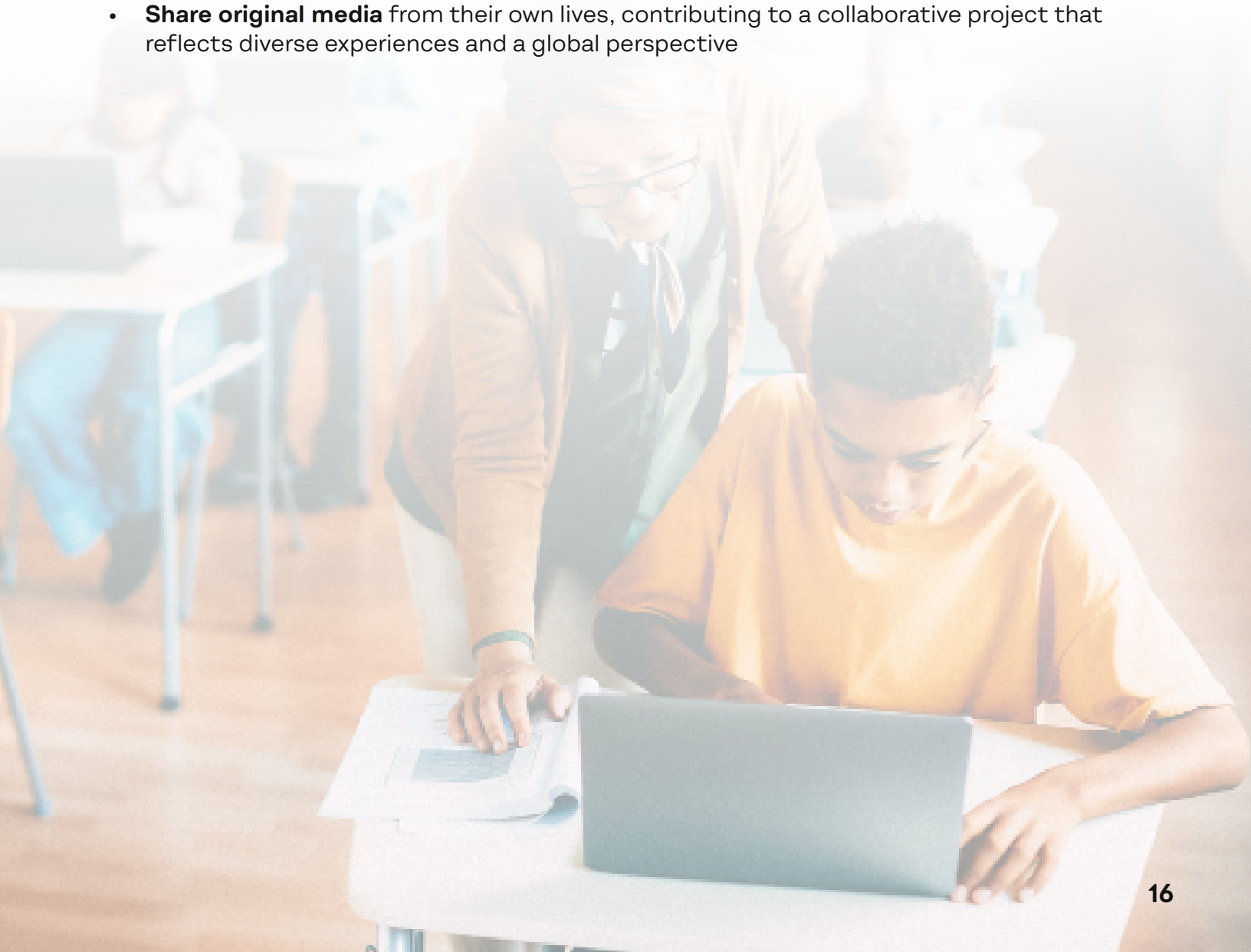
How students can use WeVideo in alignment with this standard:

- **Work in teams** to create videos, podcasts, and other multimedia projects
- **Gain hands-on experience** with different creative roles, such as scriptwriter, director, or editor
- **Develop collaboration** and communication skills through team-based video projects

1.7.d Students explore local and global issues and use collaborative technologies to work with others to investigate solutions.

How students can use WeVideo in alignment with this standard:

- **Create videos** that raise awareness and propose solutions for global issues, such as climate change or human rights
- **Collaborate with peers** from different regions and cultures to understand the complexity of issues
- **Share original media** from their own lives, contributing to a collaborative project that reflects diverse experiences and a global perspective



ISTE Standards for Educators

2.1 Learner

Educators continually improve their practice by learning from and with others and exploring proven and promising practices that leverage technology to improve student learning.

With WeVideo, educator collaboration is built in! From collaboration tools, like Assignment Idea sharing, to real-time editing and group projects, educators can learn from and work with others to create engaging original content and transform the student learning experience.

2.1.a Set professional learning goals to explore and apply pedagogical approaches made possible by technology and reflect on their effectiveness.

WeVideo's Assignment idea library closely aligns with the ISTE standards for students and were developed with an understanding of the TPACK model. The WeVideo platform can be used in conjunction with the understanding of pedagogical approaches that explore how our students learn in addition to content knowledge.

Student project ideas in alignment with this standard:

- **Create a monthly, weekly, or daily book talk** prior to your read-aloud. Share it with students and parents to generate interest and excitement!
- **Give students menu boards** with presentation options to allow them to take control of their learning, promoting engagement and motivation.

Check out more student project ideas here!

2.1.b Pursue professional interests by creating and actively participating in local and global learning networks.

WeVideo offers many ways for educators to actively participate in a global community of learners. Educators can:

- **Take asynchronous training** and earn certifications as part of our Ambassador program
- **Share instructional strategies** and multimedia project ideas with educators around the world
- **Join our webinars** and participate in our professional development programs

2.1.c Stay current with research that supports improved student learning outcomes, including findings from the learning sciences.

WeVideo hosts regular webinars with educators, administrators, and researchers to share best practices and instructional strategies based on the learning science research. Discover educator spotlights and learn how video promotes student discourse, helps stop learning loss, and more.

2.2 Leader

Educators seek out opportunities for leadership to support student empowerment and success and to improve teaching and learning.

Many WeVideo educators become leaders within our community, inspiring fellow educators by sharing the power of multimedia creation in the classroom. WeVideo leadership opportunities include professional development sessions, customizable training materials, webinars, edtech conferences, and more!

2.2.a Shape, advance and accelerate a shared vision for empowered learning with technology by engaging with education stakeholders.

2.2.b Advocate for equitable access to educational technology, digital content and learning opportunities to meet the diverse needs of all students.

2.2.c Model for colleagues the identification, exploration, evaluation, curation and adoption of new digital resources and tools for learning.

Check out the presentations below to see how WeVideo educators are leading the way:

- **Implementing Multimedia in K12 Classrooms:** Explore how multimodal activities help amplify student voice, cultivate identity, foster agency, and create deeper learning opportunities for all.
- **Teach Better and Work Less with Eduprotocols + WeVideo:** John Corippo shares easy-to-adopt, high-impact lesson frames that teachers can use for ANY grade level.
- **Cultivate Compassion Through Creativity:** We're in a time where SEL, relationships, and mindfulness are more important than anything else we teach. Explore these topics and more.
- **Why Stories Matter and How to Create Them with Your Students:** Georgia Terlaje and Jessica Pack explain the impact of storytelling and how to get started with moviemaking in your classroom.

2.3 Citizen

Inspire students to positively contribute to and responsibly participate in the digital world.

Through multimodal project creation in the classroom, WeVideo helps educators teach, encourage, and model appropriate examples of positive digital citizenship. By collaborating with peers and sharing their work, students develop healthy and socially responsible behaviors when communicating online.

2.1.c Stay current with research that supports improved student learning outcomes, including findings from the learning sciences.

Student project ideas in alignment with this standard:

- **Bring awareness** to a topic and spur actionthrough PSA videos.
- **Share your passion** and motivate others by creating mini TedTalks.
- **Share your authentic self** and learn how to value diversity by telling your own story.
- **Build empathy** by stepping into someone else's shoes in an "I Am" poem.

These projects require students to think critically about issues in the community and share a part of themselves with others. After viewing, educators should encourage open discussion and help students formulate thoughtful feedback.

2.1.b Pursue professional interests by creating and actively participating in local and global learning

WeVideo isn't just a multimedia creation platform; we're a network of engaged educators who are transforming teaching and learning. Educators can contribute to our global network through training, webinars, professional development, and our Ambassador program.

2.1.c Stay current with research that supports improved student learning outcomes, including findings from the learning sciences.

Educators have a go-to hub for all things education through **WeVideo webinars!** Stay current with EdTech resources, instructional strategies, and lesson plan ideas that improve student learning.

2.4 Collaborator

Educators dedicate time to collaborate with both colleagues and students to improve practice, discover and share resources and ideas, and solve problems.

The WeVideo platform encourages collaboration between both students and teachers for co-learning experiences and shared content creation. Educators can learn from one another through the WeVideo community, and students and teachers can work together in real time for an authentic and supportive learning experience.

2.4.a Dedicate planning time to collaborate with colleagues to create authentic learning experiences that leverage technology.

WeVideo makes it easy for educators to collaborate with colleagues and identify best practices for multimedia and technology in the classroom:

- **Visit the** Assignment idea library and select a lesson developed by a fellow educator that aligns with your curriculum and content needs.
- **Check out our monthly webinars**, subscribe to our newsletter, and become a collaborative partner in our community.

2.4.b Collaborate and co-learn with students to discover and use new digital resources and diagnose and troubleshoot technology issues.

2.4.c Use collaborative tools to expand students' authentic, real-world learning experiences by engaging virtually with experts, teams, and students, locally and globally.

Student projects in alignment with these standards:

- Have students practice interviewing to deepen their understanding of a real person, a fictional character, their community, or a problem or issue in their life.
- Divide students into teams to investigate and report on phenomena, ideas, people, or another exciting topic.

2.5 Designer

Educators design authentic, learner-driven activities and environments that recognize and accommodate learner variability.

Students today are natural-born storytellers and digital natives, and video allows them to share ideas authentically in a way that is familiar and comfortable. WeVideo helps educators design learner-driven assignments that give diverse groups of learners the opportunity to showcase understanding in an alternative and engaging format.

2.5.a Use technology to create, adapt and personalize learning experiences that foster independent learning and accommodate learner differences and needs.

Student project ideas in alignment with this standard:

- **Have students practice creatively communicating ideas** and making their expertise visible through video, fostering student agency and voice.
- **Empower students to create** a digital story in multiple modes (video, text, sound, and images) to show their view of their world.

2.5.b Design authentic learning activities that align with content area standards and use digital tools and resources to maximize active, deep learning.

2.5.c Explore and apply instructional design principles to create innovative digital learning environments that engage and support learning.

With WeVideo and PlayPosit's interactive features, teachers can record original content and overlay multiple interactions to create an innovative and active learning experience for students. Teachers have the ability to monitor student progress and evaluate how learners are engaging with the content.

See how WeVideo + PlayPosit work together to maximize active learning!

2.6 Facilitator

Educators facilitate learning with technology to support student achievement of the ISTE Standards for Students.

With WeVideo, educators have an end-to-end platform to facilitate deeper learning through technology. With built-in tools for learner collaboration, educator feedback, and interactive assessment, our platform helps educators support students as they take ownership of their own learning experience.

2.6.a Foster a culture where students take ownership of their learning goals and outcomes in both independent and group settings.

2.6.b Manage the use of technology and student learning strategies in digital platforms, virtual environments, hands-on Makerspaces, or in the field.

2.6.c Create learning opportunities that challenge students to use a design process and computational thinking to innovate and solve problems.

2.6.d Model and nurture creativity and creative expression to communicate ideas, knowledge, or connections.

WeVideo helps educators become empowered facilitators in every sense of the word! Here are just a few ways that educators can leverage our platform to facilitate standards-aligned learning:

- **Choose teacher-created lesson plans** aligned with ISTE standards from the WeVideo Assignment Library
- **Assign individual or collaborative** video creation projects
- **Have students share research**, animate their understanding, or model processes through video
- **Upload, discover, or create** your own media to share with your students
- **Use the rich text editor** to link information, upload rubrics, and add details to assignments
- **Provide feedback** (in real-time!) to create a supportive classroom environment

Watch these webinars for more on standards-aligned learning:

- Meeting the Standards with WeVideo: Get specific project ideas and examples showing how WeVideo can help meet NGSS standards.
- Teach Better and Work Less with WeVideo + Eduprotocols: Discover easy-to-adopt, high-impact lesson frames that teachers can use for ANY grade level.

2.7 Analyst

Educators understand and use data to drive instruction and support students in achieving their learning goals.

With WeVideo, educators have immediate access to the data they need to improve instruction. From embedded assessments to student-created videos, our platform gives educators multiple ways of evaluating, remediating, and supporting student progress.

2.7.a Provide alternative ways for students to demonstrate competency and reflect on their learning using technology.

2.7.b Use technology to design and implement a variety of formative and summative assessments that accommodate learner needs, provide timely feedback to students and inform instruction.

Teachers can assign multimedia projects as low-stakes **formative assessments** to evaluate student understanding, recognize strengths and weaknesses, and know when to provide remediation.

Formative assessment ideas in alignment with this standard:

- **Students record their screens** to share insights into math problems, highlight passages of a poem, create a story, diagram concepts, and assess reading fluency.
- **Students highlight key takeaways** from weekly lessons including quick overviews, lingering questions, and ideas they are confident or curious about.
- **Projects like video exit tickets**, quick vocabulary diagrams/GIFs, animated concept maps, and recorded reflections can provide insight into the next steps for instruction.

Teachers can also use video projects as **summative assessments**, requiring students to think critically about presenting information in a new format.

Summative assessment ideas in alignment with this standard:

- **Students use whiteboard animation** to synthesize information and make thinking visible.
- **Students create an informative script**, develop a timeline, conduct interviews, and collaborate with peers to present information to a large audience.
- **Culminate a unit** by having students share a semester vlog, explain science experiments, or provide a comprehensive overview of content information.

2.7.c Use assessment data to guide progress and communicate with students, parents, and education stakeholders to build student self-direction.

With PlayPosit by WeVideo, educators can monitor learning data and take a deep dive into student analytics. They can view a question-by-question breakdown of learner performance as well as average score and completion status. Data can be exported to share student progress and needs with additional stakeholders.

Meet **ISTE Standards** with WeVideo + PlayPosit

There you have it. ISTE standards were made for interactive multimedia.

Or perhaps it's better said the other way around: WeVideo was made for standards-aligned teaching and learning!

From in-editor student collaboration to interactive assessments to ready-to-customize lesson plans, every feature of our multimedia creation platform has been designed to foster student-centered learning and data-driven instruction.

Your students already love creating videos, and with WeVideo, you'll know that you're leveraging their favorite technology in an effective, standards-aligned way.

One tool, countless ways to transform teaching and learning.

Schedule a demo