

App Evaluation

Title	Move the Turtle
Version (if there is one or if it is one of a series)	1.5.1
Publisher	Next is Great
Target Audience (if your opinion differ from the publisher, state that) Type(s) of software with your justification (can be more than one and when justifying, you have to convince me not just re-iterate my words)	Ages 9-11 (Age appropriate)
Curriculum(s) - How does it (or can it) fit into the curriculum	It can fit into any curriculum that requires students to learn and practice coding.
Possible environment(s) and Why:	This software can be used in schools because teacher may be teaching coding to students, it can also be used at home because it is easy for students to operate on their own and it could be played just for fun.
Cost: If there is a free version and a paid version, I want to know both: Are their costs for different licenses available and if so, what are they? In-app purchases	There is not a free version, just a full version that costs \$3.99.
Write a paragraph or two describing the software: Assume I know nothing about the software. There needs to be enough description so that I can visualize this software	Move The Turtle Coding software is used for teaching and practicing coding. The game gives you objectives to complete and you must enter the codes. However, it is good for learning because if you can't figure it out it gives you hints to completing the code. There are several different commands such as move forward, turn, pen, color and many more. The app also allows you to create your own codes and allows you to create and share projects like moving in a circle, square, triangles.

Write a paragraph or two on your impressions of the software and possibly how you see the software being used in your class: Include good and bad aspects of the program and/or things that were well done. For example, navigation was easy, screen design was good, sound effects were used effectively, and feedback was effective and immediate... o If you disagree on anything (from publisher or any review you see....) tell me	We enjoyed the software somewhat, but it was very frustrating on our first several tries at the objectives. We couldn't figure it out at first. We just had to think more simply and add more tasks. Overall, the app was easy to navigate and appealing to the eye. It could be incorporated into any coding lesson but students would think of it as a game and enjoy learning!
Does the software pass?	Yes!