

## Evaluating Apps

**Title:** Move the Turtle

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Questions	Yes	No	Comments/ Notes
Have you played enough to know every aspect? <ul style="list-style-type: none"><li>Did you try things that were wrong and/or unexpected</li></ul>	x		Yes, the app consists of different moves you have to code for the turtle to get to the gem. If you code the wrong things the turtle will run into himself or other obstacles.
Did the software crash?		x	no the software never crashed when i played the game.
Was the content appropriate? Did it meet the user's needs?	x		Yes the content was appropriate and it consisted of coding which was the app needed for this evaluation.
Were the screens appealing? <ul style="list-style-type: none"><li>Color, items on screen, sounds .....</li></ul>	x		Yes the turtle was colorful and nice looking, the background was a grassland and it looked very simple but interactive for students.
Is it easy to navigate?	x		Yes but only if you read the instructions and understand what

## Evaluating Apps

			the turtle needs to do in order to get the gem. At some point in the game the coding gets a little difficult with the 'repeat' code and it can be confusing.
Is it easy to learn?		x	Important to read the instructions, but still requires critical thinking skills
Does the user need Supervision to use		x	No this app is very friendly and students should not need supervision
If the App required a response, was it appropriate? (right or wrong)	x		Yes, it required the user to follow directions to give the turtle.
Were there bells and whistles? <ul style="list-style-type: none"> <li>• If so, do they enhance instead of detract?</li> <li>• If not, should there be?</li> </ul>		x	No bells and whistles App ran smoothly
Did you like using the App?	x		Yes the app was fun and interactive while also making you think about how to code correctly.
What was the cost? <ul style="list-style-type: none"> <li>• Was there a "lite" version <ul style="list-style-type: none"> <li>○ If so, was it enough</li> </ul> </li> </ul>		x	It was the "lite" version so it was free. We do believe it

## Evaluating Apps

			was enough to allow students to get the idea of coding and to practice inputting information.
Were there in-app purchases? • If so, what were the additional costs?		x	No there were no in-app purchases which we found to be nice.
How does it compare to other apps that do the same?	x		similar to Swift Playground and Code Karts
Additional Comments		x	We liked this app because it could possibly challenge students to think and read instructions thoroughly.

### Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
Child Development and Learning <ul style="list-style-type: none"> <li>• Subject Matter appropriate?</li> <li>• Educational Focus?</li> <li>• Provides for Learning New Content?</li> <li>• Follows Appropriate Teaching Sequence?</li> </ul>	x		It teaches the importance of patience and following directions.
Individual <ul style="list-style-type: none"> <li>• Does it match individual's abilities?</li> <li>• Does it meet individual's needs?</li> </ul>	x		<ul style="list-style-type: none"> <li>• We do believe that this app would meet and enhance students ability to code at the 3rd grade level.</li> <li>• This app would meet the needs</li> </ul>

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			of a hands on learner, visual learners. But we feel it may not reach auditory learners because there is no talking for instructions.
Social/Cultural <ul style="list-style-type: none"> <li>• Bias?</li> <li>• Commercialism Comments</li> </ul>		x	None