

Evaluating Apps

Title: The Oregon Trail

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Questions	Yes	No	Comments/ Notes
Have you played enough to know every aspect? <ul style="list-style-type: none">Did you try things that were wrong and/or unexpected	x		The app was easy to follow because the tutorial was so lengthy. It showed you where you could find everything and how to properly use the items that were available to you.
Did the software crash?		x	The software never crashed when we used the app.
Was the content appropriate? Did it meet the user's needs?	x		The content within the app was appropriate and helpful. It meet the needs for third graders and could be helpful when going over a history lesson about the "Wild Wild West" or how our settlers lived and started towns.
Were the screens appealing? <ul style="list-style-type: none">Color, items on screen, sounds	x		The screen was very appealing and it was life-like. You got to choose whether you were a male or female at

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			the beginning and then the game started with the tutorial and you and to follow directions and read what they said in order to continue the game.
Is it easy to navigate?	x		Yes this app was easy to navigate because it was so well informed as to what needs to be done next to continue the game.
Is it easy to learn?	x		the app was very easy to follow and learn and would be a great way for third graders to have fun learning about history.
Does the user need Supervision to use		x	No supervision is needed for this app.
If the App required a response, was it appropriate? (right or wrong)	x		the app had you respond by making your character do what was instructed to continue the game during the tutorial. But as you continue the game you are on your own and you have to keep your town up and running.
Were there bells and whistles?		x	No the app did not

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<ul style="list-style-type: none"> • If so, do they enhance instead of detract? • If not, should there be? 			have any glitches or problems when we played it. It was very consistent.
Did you like using the App?	x		We enjoyed this app and found it to be useful for students in a number of ways.
What was the cost? <ul style="list-style-type: none"> • Was there a "lite" version <ul style="list-style-type: none"> ○ If so, was it enough 		x	The app itself was free to download and play BUT it did have in app purchases.
Were there in-app purchases? <ul style="list-style-type: none"> • If so, what were the additional costs? 	x		When we downloaded the app it came to a screen that asked your age and that informed us of the in-app purchases that would be found throughout the game. There was a setting that allowed you to turn off the in-app purchases which we found very nice considering children do not pay attention to what they may or may not be buying on an app.
How does it compare to other apps that do the same?	x		Yes this app was similar to other problem solving apps because it had

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			real life problems that students can solve. And it would be a simulation app because it is so life like.
Additional Comments	x		We loved this app and how it was so life-like. We feel like students will love this app and how they can create their very own town.

Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
Child Development and Learning <ul style="list-style-type: none"> • Subject Matter appropriate? • Educational Focus? • Provides for Learning New Content? • Follows Appropriate Teaching Sequence? 	x		<ul style="list-style-type: none"> • Yes the app was supportive and appropriate in subject matter and would be easy to use for educational focuses on history lessons. • The app provided new learning content for the students to follow determining the level you achieve. • The students will have to follow sequences throughout the app to achieve levels and gain more knowledge.
Individual <ul style="list-style-type: none"> • Does it match individual's abilities? 	x		<ul style="list-style-type: none"> • The app does match individual abilities and it meets individual

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<ul style="list-style-type: none"> Does it meet individual's needs? 			needs as to using the app and achieving goals and levels.
Social/Cultural <ul style="list-style-type: none"> Bias? Commercialism Comments 		x	The app does not contain bias or commercialism comments.