

Evaluating Apps

Title: Class DoJo

Evaluators: Alexis McKnight

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 	✓		I really enjoyed the app.
Did the software crash?		✓	
Was the content appropriate? Did it meet the user's needs?	✓		Very classroom friendly.
Were the screens appealing? <ul style="list-style-type: none"> • Color, items on screen, sounds 	✓		
Is it easy to navigate?	✓		
Is it easy to learn?	✓		
Does the user need Supervision to use	✓		At first yes but after students get used to the software then no.
If the App required a response, was it appropriate? (right or wrong)		✓	
Were there bells and whistles? <ul style="list-style-type: none"> • If so, do they enhance instead of detract? • If not, should there be? 		✓	
Did you like using the App?	✓		
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 	✓		There is no lite version, you have to pay for the subscription.
Were there in-app purchases? <ul style="list-style-type: none"> • If so, what were the additional costs? 		✓	Just the subscription.
How does it compare to other apps that do the same?			Comparable to any app that is for

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			everyone in the classroom
Additional Comments			

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? 	✓		
Individual <ul style="list-style-type: none"> • Does it match individual's abilities? • Does it meet individual's needs? 	✓		
Social/Cultural <ul style="list-style-type: none"> • Bias? • Commercialism Comments 		✓	

I choose Class DoJo for my tools section of this project because I think it gives teachers easy access to create an amazing classroom community. Class DoJo is a safe and simple communication app for teachers, parents, and students. This app helps encourage students to collaborate with their fellow peers. It is rated #28 on the education platform of the app store with a rating of 4.8. It is owned and operated by ClassDoJo, Inc. and it works on any device that is iOS 12.0 or later. It is compatible with iPhone, iPod, and iPad. I have also seen it been used on a computer. There are multiple in-app purchases like annual passes, 6-month passes, parent passes, and school passes.

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Exploring the app, you get to choose if you are a teacher, parent, student, or a school leader. When I clicked on the teacher option it took me to all the schools in my area. For safety reasons, I choose that I was not currently teaching in a school. It then gave me different options where I could learn from home, manage behavior, collaborate with students, communicate with families, and helpful classroom tools. Each student gets to create a avatar that looks like a little monster. You get to control attendance, group work, different tables, etc.

I really enjoyed Class DoJo. It was very simple and easy to use. I definitely think that it is completely worth the money. Navigation was so easy, and I think this would be a great resource to keep your classroom organized. It is a one-stop-shop where you can communicate, interact, and control your classroom. I could see myself using Class DoJo in my future classroom.