

Title: Homer

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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	✓		
Did the software crash?		✓	App wasn't even slow
Was the content appropriate? Did it meet the user's needs?	✓		Can modify level of understanding.
Were the screens appealing? <ul style="list-style-type: none">• Color, items on the screen, sounds, ect.	✓		Colorful pictures Soft jingles
Is it easy to navigate?	✓		App is made easy to follow
Is it easy to learn?	✓		Didn't take long for me to figure out how to set up a child's account
Did the user need supervision to use it?		✓	
If the app required a response, was it appropriate? (right or wrong)	✓		Congratulated child if they answered something right.
Were there bells and whistles? <ul style="list-style-type: none">• If so, do they enhance instead of detract?• If not, should there be?	✓		Everything in the app enhances learning
Do you like using the app?	✓		
What was the cost? <ul style="list-style-type: none">• Was there a "lite" version?	✓		Credit card info required at sign up

○ If so, was it enough?			\$9.99/month 30 day free trial
Were there in-app purchases? • If so, what were the additional costs.		✓	
How does it compare to the other apps that do the same?			It covers a wide range of subjects
Additional Comments			One of my favorite learning apps

Developmentally Appropriate

<p>Child Development and Learning</p> <ul style="list-style-type: none"> · Subject Matter appropriate? · Educational Focus? · Provides for Learning New Content? · Follows Appropriate Teaching Sequence? 	✓		<p>Focuses on math and reading Common core standards are used to create content New content is unlocked as child completes each activity</p>
<p>Individual</p> <ul style="list-style-type: none"> · Does it match an individual's abilities? · Does it meet an individual's needs? 	✓		<p>Level of learning is selected Parent is able to select child's interests when setting up Interests are used to form activities and games</p>
<p>Social/Cultural</p> <ul style="list-style-type: none"> · Bias? · Commercialism Comments 		✓	<p>No commercials Appropriate for children of all ages, ethnicity, and religion</p>

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Homer is an early learning program for children. It is on version 9.0. It is produced by Homer Learning Inc. I found it fitting that the target audience is children ages 2-8. Homer is \$9.99 a month, and they offer a 30-day free trial. The app isn't designed to be incorporated into curriculum, but it is a learning path specifically designed to the child. If a child is behind, then Homer can be used to catch them up to speed. The app could also be used in a special needs classroom for children who are older but are not on their grade level in reading or math. The app also incorporates social and emotional learning, creativity, and thinking skills.

Homer is a tutorial and drill/practice app. The tutorial aspect of the app is when the child is learning their letters and numbers to be the building blocks of reading and mathematical operations. The drill/practice aspect is used when the child is exposed to the knowledge they have just learned through the games. The app repeats the skills to help the information stick better.

Homer is very easy to set up. It requires iOS 10 or later to be used on Apple products, or you can visit the Homer website and have your child learn online. You

first create a parent profile with an email and password. You then add your credit card information to be billed monthly. After this, the parent adds the age of their child, picks out what interests the child and takes a quiz based on the information they think their child knows. This includes but is not limited to:

- Does your child know the difference in upper and lowercase letters?
- Does your child know the initial sounds of each letter?
- Can your child recognize the letters in their name?
- Can your child match lowercase letters to their corresponding uppercase letters?
- Can your child count from 1-10?
- Can your child recognize the numbers 1-10?

Based on the answers submitted from the quiz, the app will design a learning journey for the child. You can see the level of learning the child has (toddler, preschool, ect) It also gives a list of what the child will practice. Each parent profile can have four children. Each child's profile has a homepage that includes reading, math, games, stories, practice, and songs formulated to their learning journey. All the child has to do is click on reading or math, and the app takes them to what they need to learn. The other icons include several other practices and games.

I really enjoyed playing around with this software. Everything in the app is super colorful. The drawings are adorable. A little music plays in the background of the homepage. The narrator of the app does a great job speaking of everything that is going on. For example, she speaks out the directions needed to complete a task, she says "try again" if something is answered incorrectly, and she gives all kinds of praises when something is done right. The kid-friendly navigation was a great aspect of the app. The child can get on independently to further their learning journey. The only thing I have to say negatively about the app is that a child might stray away from their learning path and spend too much time on the games. Although the child is still practicing on the games, it takes away from learning new skills. I don't see this program being used in a general education classroom due to the fact that only four children can be added under one parent profile. I would find it better be used at home or in literacy/math help classes if a child is struggling.