

Evaluating Apps

Title: Move the Turtle

Evaluators: Andrea Oldman

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 played with the coding and found out I'm not good at it.
Did the software crash?		•	
Was the content appropriate? Did it meet the user's needs?	•		
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		•	
If the App required a response, was it appropriate? (right or wrong)			n/a
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 	•		\$3.99

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<ul style="list-style-type: none"> ○ If so, was it enough 			
<p>Were there in-app purchases?</p> <ul style="list-style-type: none"> ● If so, what were the additional costs? 		•	
<p>How does it compare to other apps that do the same?</p>	•		It compares to other coding apps.
<p>Additional Comments</p>		•	

Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
<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>Individual</p> <ul style="list-style-type: none"> ● Does it match individual's abilities? ● Does it meet individual's needs? 	•		
<p>Social/Cultural</p> <ul style="list-style-type: none"> ● Bias? ● Commercialism Comments 		•	

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