Evaluating Apps

<u>Title</u>

Third Grade Learning Games: Drill and Practice

Evaluators

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Questions	Yes	No	Comments/ Notes
 Have you played enough to know every aspect? Did you try things that were wrong and/or unexpected 	X		
Did the software crash?		X	
Was the content appropriate? Did it meet the user's needs?	×		
Were the screens appealing? • Color, items on screen, sounds	X		
Is it easy to navigate?	X		
Is it easy to learn?	X		
Does the user need Supervision to use		X	
If the App required a response, was it appropriate? (right or wrong)	x		It did give us positive feedback everytime we guessed the wrong answer.
Were there bells and whistles? • If so, do they enhance instead of detract? • If not, should there be?	x		There were lots of different games to choose from to practice different subjects.

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Did you like using the App?	x		
What was the cost? • Was there a "lite" version ○ If so, was it enough	X		Yes, it was 3.99 to unlock all of the other games. There were 3 different subjects with 6 different games for each.
Were there in-app purchases? • If so, what were the additional costs?	×		
How does it compare to other apps that do the same?			It is a higher grade and more in-depth level than ABC mouse.
Additional Comments			

Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
Child Development and Learning	_		
 Subject Matter appropriate? 	^		

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 Educational Focus? Provides for Learning New Content? Follows Appropriate Teaching Sequence? 			
IndividualDoes it match individual's abilities?Does it meet individual's needs?	X		
Social/Cultural Bias? Commercialism Comments		×	