

## Evaluating Apps

### Title Hopscotch

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Questions	Yes	No	Comments/ Notes
Have you played enough to know every aspect? <ul style="list-style-type: none"><li>• Did you try things that were wrong and/or unexpected</li></ul>	Yes	No	Unable to know every aspect, but we were able to create a teacher account to explore how the app works and what possibilities are available to students. Too many possibilities to explore them all. It did limit us though and wanted us to pay before creating any projects.
Did the software crash?		no	It did not crash but there was an issue with the background changing on its own in the demo/edit area.
Was the content appropriate? Did it meet the user's needs?	Yes		Great for showing what coding is and how it can stimulate creativity in students.
Were the screens appealing? <ul style="list-style-type: none"><li>• Color, items on screen, sounds .....</li></ul>	yes		Very vibrant and appealing screens. The buttons are cute and happy.

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<p>Is it easy to navigate?</p>	<p>yes</p>	<p>If there were aspects unavailable outside of the teacher account it informed us. There were a lot of options and videos to watch so it could be overwhelming at first.</p>
<p>Is it easy to learn?</p>	<p>yes</p>	<p>Great tutorial with screen in screen instructions. Lots of videos.</p>
<p>Does the user need Supervision to use</p>	<p>yes</p>	<p>So many options may require guidance. For students</p>
<p>If the App required a response, was it appropriate? (right or wrong)</p>		<p>N/A</p>
<p>Were there bells and whistles?</p> <ul style="list-style-type: none"> <li>• If so, do they enhance instead of detract?</li> <li>• If not, should there be?</li> </ul>		<p>The user creates the bells and whistles.</p>
<p>Did you like using the App?</p>	<p>Yes</p>	<p>It was fun to use and games others created were fun to play.</p>
<p>What was the cost?</p> <ul style="list-style-type: none"> <li>• Was there a "lite" version             <ul style="list-style-type: none"> <li>○ If so, was it enough</li> </ul> </li> </ul>		<p>There is a teacher version but no lite version. You can connect to iTunes account for 1 week free subscription. Then it charges \$7.99 per month or \$79.99 per year.</p>

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Were there in-app purchases? <ul style="list-style-type: none"> <li>If so, what were the additional costs?</li> </ul>	Yes		Prompts to upgrade
How does it compare to other apps that do the same?			It was better than Kodable because we could see what the app actually did for the student & teacher.
Additional Comments			

### Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
<b>Child Development and Learning</b> <ul style="list-style-type: none"> <li>Subject Matter appropriate?</li> <li>Educational Focus?</li> <li>Provides for Learning New Content?</li> <li>Follows Appropriate Teaching Sequence?</li> </ul>	yes		Educational focus was definitely technology, but could also be used for art or math possibly??
<b>Individual</b> <ul style="list-style-type: none"> <li>Does it match individual's abilities?</li> <li>Does it meet individual's needs?</li> </ul>			We don't know
<b>Social/Cultural</b> <ul style="list-style-type: none"> <li>Bias?</li> <li>Commercialism Comments</li> </ul>		no	