Civilization VI

Version: This is the 6th version of this game. It has also been edited to fit the format of a smart phone application.

Publisher: Aspyr Media

Target Audience: 12+

Type of Software: Simulation, Problem Solving
This app simulates real historic events and the problems that existed during those times. The user makes the decisions that resolve or worsen the scenarios presented in each simulation.

Cost: $19.99 to unlock the full game.

Description: The main game of Civilization begins with a lone settler in the middle of a little-explored region. That settler has the capability to found a city, which, depending on its specific mix of geographical surroundings, can begin harvesting food, and trade. Civilization Revolution is a turn based strategy game, with every "turn" representing the passage of several years within the game, which changes from 100 years in the beginning to two years by the end, reflecting the faster pace of contemporary society made possible by technological advancements.

Integrating this software into the classroom: It is a very good app for learning about how economies work and how societies are supposed to work together. It does feature historical figures and civilizations. It mimics history while giving the user an opportunity to make their own decisions. This app could be used in the classroom to let students see the decisions that settlers of old ahd to make to progress the lives of their communities.

Hologo

Version: Version 2.0.3

Publisher: The AR Library for Education

Target Audience: 4+

Type of Software: Simulation, Tutorial, Drill & Practice, Discovery Learning
This app is made up of a combination of app features. It simulates real events or models for learning. It teaches new information which falls in the Tutorial category. It also can be considered a Discovery Learning app because students/users have the option to explore the topics they want to learn more about. Finally, there is a game/quiz option to assess learning which is considered Drill & Practice.

Cost: $9.99/year for a teacher subscription

Description: Hologo is a constantly growing library of 3D and Augmented Reality based educational experiences. All the experiences come with high levels of engagement and interactivity! Users can access existing holograms or create their own for specific purposes and spin the hologram to any angle and make labels appear and disappear.

Integrating this software into the classroom: Hologo is a great app to use in the classroom to help kids really understand tricky concepts that require a visual aid. It can also act as an excellent attention getter at the beginning of class to really draw interest from children about learning. It was easy to navigate and made me want to explore it continuously even as an adult so I can imagine how much fun a kid would have while using this during class time.

Hopscotch

Version: Version 3.40.01

Publisher: Hopscotch Technologies

Target Audience: 9-11

Type of Software: Drill and Practice, Tutorial, Simulation, Problem Solving
Hopscotch could be considered a variety of different app styles. Drill and Practice applies because the students are learning and doing repetitive work with coding. The app also gives kids a good understanding of how to code and what coding is all about in a tutorial sense. The kids create new games or simulations as they learn and problem solve.

Cost: 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.

Description: Hopscotch is a coding app that was made for kids to learn about coding and to create their own small projects. You have a canvas to create games, turn your drawings into animations, and build anything else you can imagine. When you're done coding, you can publish the game for your friends and family to play. You can then explore projects made by other kids to get inspiration for your next game. This app is truly great for showing what coding is and how it can stimulate creativity in students.

Integrating this software into the classroom: This app is great for teachers who don't know a lot about coding either. Teachers can build competency in computer science by helping students create their own versions of popular App Store games. The app offers a multitude of options for help along the way, and is the best way for kids to learn about coding. Children can work on their own projects and choose when to ask for help on their own. All of the screens are very vibrant and appealing screens. The buttons are cute and happy and appeal to kids.

Brain Pop

Version: Version 3.2.1

Publisher: BrainPOP

Target Audience: 9-11

Type of Software: Discovery Learning, Tool, Tutorial, Drill & Practice
This app offers an array of features. It allows students/users to explore information as one would expect in a Discovery Learning app. It can also be considered a tool when teachers or parents decide which lessons will be watched by students/children and can align with specific goals. It is a tutorial because it offers information that may be new to its users; and the Drill & Practice is found in the quiz that follows the lesson/movie.

Cost: $3.99 per month for Explorer and $9.99 per month for Full Access

Description: Brain Pop is a trusted learning resource, supporting core and supplemental subjects, and reaching millions of learners worldwide. The app offers engaging games, interesting videos, and animated activities all focused on furthering education. Brain Pop has evolved the thinking process involved in answering questions so that students can explain themselves better while learning. The features that this app has makes it possible for teachers to step out of the spotlight and let their students take over.

Integrating this software into the classroom: There are great animations and sounds that engage the user. The cartoon-like characters are something that a kid can relate to and enjoy watching. BrainPOP movies break down topics in a simple form that's fun, informative, and understandable. We feel like their main goal in creating the app was to keep in mind the simplicity required for students to use it and learn effectively. Teachers can easily use this and adapt it to whatever lesson they are currently teaching at the time. There are also options for teachers to use the app for lesson plans, align with state standards, and professional development.

Explain Everything

Version: Version 5.5.12

Publisher: Explain Everything S.P.

Target Audience: 4+

Type of Software: Tools, Simulation, Problem Solving
This app could definitely be considered as a tool because the user can create any kind of whiteboard that he or she desires. The user can use the whiteboard to create content and then problem solve and collaborate with other users from there.

Cost: $6.99/month after a week trial and $69.99/year after a 30-day free trial.

Description: Explain Everything is set up to be a type of "white board" type of app that allows users to teach, present, sketchnote, create videos, and work together on different projects. From sketches, through PDFs, to videos, Explain Everything lets you turn an infinite canvas into a mixed-media playground that captivates and inspires. You can also collaborate with other users and their white boards and work together if desired.

Integrating this software into the classroom: This could be a very useful app for making a presentation when PowerPoint isn't available. Teachers could easily ask their class to create and present different projects, and even have grouping available as an option at some point. There are also helpful videos that show exactly how to use each button before you begin, so teacher instruction doesn't have to be all that deep when explaining the assignment.

National Geographic

Version: Version 3.1.0

Publisher: National Geographic Partners, LLC.

Target Audience: 12+

Type of Software: Tool, Discovery Learning, Tutorial
This software can be considered a tool for teachers as there is valuable information that can be targeted to teach students certain information. It is a tutorial because the information is new to the user. It is also considered discovery learning because it is formatted to have users search and explore the app and the information it offers.

Cost: You can subscribe to the magazines as they come out and it's $1.99/month or $19.99/year.

Description: The National Geographic app is much like the magazine but in a more digital sense. Students using the app can explore and search different topics that Nat Geo has covered thus far, and if you subscribe you can even access all of the magazine articles that relate to a specific topic. The app also doubles as a great source for digitally accessing all of the different magazines they have published throughout the years. There are a variety of topics covering social studies, science, economics, animal science, the environment, and more.

Integrating this software into the classroom: The app allows the user to look at a plethora of articles ranging through topics across every content area. The app also offers diverse and current magazine articles for children of all ages to discover new information. There are great animations and sounds added to engage the user and even some videos. The app included lots of interesting pictures to hook the viewer. Teachers can adapt the app to use articles related to the topic they are attempting to teach or for students to safely explore personal subjects of interest.

Padlet

Version: Version 111.0

Publisher: Wallwisher Inc.

Target Audience: 4+

Type of Software: Tool, Tutorial
Padlet is a good tool to use for collaborating and creating projects with others. The app shows the user new features and how to present their content differently so that their work can reach new audiences.

Cost: $8.33 a month with unlimited padlets.

Description: Padlet is an online bulletin board, where students and teachers can collaborate, reflect, and share links and pictures. This app is also a great place for gathering ideas, sharing them and modifying them later. If the user pays correctly, this app can probably offer a lot of options on creating projects.

Integrating this software into the classroom: It could be valuable to use in specific lesson plans where students are expected to create their own graphic organizers. It is age appropriate for 4- up which falls into the middle school age range. Although the app is nice, we feel like most other apps are more user-friendly and users are able to explore a bit more before purchasing.

Kodable

Version: Version 11.3.10

Publisher: Surfscore Inc.

Target Audience: 6-8

Type of Software: Tool, Drill and Practice
Kodable allows the user to repetitively practice their coding skills in a fun and new way. It is a tool that can be used to introduce coding, and also share with others what you have created on your own.

Cost: $6.99/month or $69.99/year

Description: This is an educational coding app that offers a kid-friendly beginner guide to programming concepts and problem solving. The app is based on playing and creating games that you or other users have created. We couldn't explore too much of the app but it seemed like it would be fun and intriguing to a younger coding student.

Integrating:
This app could be great to get kids to work together to learn a topic within the coding world. The collaboration aspect of the app is a game changer.

QR Reader

Version: Version 4.6

Publisher: TapMedia Ltd

Target Audience: 12+

Type of Software: Tool
This app is a tool used to develop QR codes for users to scan and be directed to specific information or links on the internet.

Cost: $1.99/month

Description: QR Reader is an app designed for users to scan or create a QR code. The app has a very simple layout, but some guidance would be useful for new users. There are not a lot of extra features, but it serves its purpose for development and use.

Integrating: This app can be a valuable tool for teachers if it is used intentionally and correctly. Outside of a technology class, it can be used in scavenger hunts or to direct students to specific information about particular subjects.

Total Recall

Version: N/A

Publisher: Indrani Ghatare

Target Audience: 17+

Type of Software: Drill & Practice, Tool
It can be considered a tool because the user is able to create the content to fit their own needs. It has aspects of Drill & Practice because it allows the user to practice and study the information added.

Cost: Free

Description: Total Recall is an app used for strengthening vocabulary memory and comprehension. The app links to Google to define words, then any descriptions or definitions are used to construct various amounts of information related to that specific word to develop a deeper understanding and memory of that word. The app uses story writing, deconstruction of the word, and personal connections to enhance memory.

Integrating: Total Recall is a vocabulary learning tool. This app, though labeled for 17 years and older, can help upper mid level and secondary education students construct deeper understandings of words used in specific content areas. It would be an app that most history or science teachers could utilize for words that need deferientiation for the students' retention. This could also be used for quiz bowls or other academic competitions.

Playgrounds

Version: Version 3.2

Publisher: Apple

Target Audience: Ages 4+

Type of Software: Tool, Tutorial, Simulation
We feel this is a simulation app because it simulates the process of coding that is a real-life situation in the world of technology that we live in. It is a tutorial because it teaches the user how to code, and it is a tool because the user can decide how to design and manipulate the activities or codes.

Cost: Free

Description: This app is a tool for learning how to code computer games or programs. It is a very simple sequential process, however it is in need of more explanation for the user to understand why they are doing what they're doing and how to correctly choose the appropriate coding options. It is a very slow learning process and the simulation/game starts over with every mistake. With it being one of many coding options available, for a beginner it may need to have more engagement outside of nice graphics to truly teach the user.

Integrating: This app could be used in technology classes to teach the process of coding, or possibly in science or math class to demonstrate the importance of following steps to reach the desired end goal. Though this is targeted for four years old and up, it seems more appropriate for the younger students who require slow progression, however there is so much reading it would be hard for elementary students to successfully follow the steps.

<u>Splice</u>

Version: Version 4.2.4

Publisher: Bending Spoons Apps IVS

Target Audience: Age 4+

Type of Software: Tool
This app is considered a tool because its content is completely dependent on how it is used.

Cost: $2.99/week

Description: This app allows a simple solution for making customized movies or slides. The user can upload videos and pictures and then edit them to make videos. There are sounds, graphics, backgrounds, ect. Available to enhance the video or personalize it.The user can also trim, crop, slow down, or sped up videos to accomplish a desired effect.

Integrating: This app could be used in any content area for a culminating project that displays what students have learned from a unit/lesson. It also allows students to visually display academic discoveries for an individual project in a way that is not overly complicated. It also enables students to personalize any information presented.

Kahoot!

Version: Version 3.7.7

Publisher: Kahoot AS

Target Audience: Age 4+

Type of Software: Tool, Drill & Practice
This app is set up to be a Drill & Practice app as its function is to provide various quizzes and reports on the answers given by the user. It is also a tool because teachers or others can build their own quizzes to use for the specific needs of the creator.

Cost: Free

Description: This app is specifically designed to be used for quizzes and trivia. There are premade quizzes available for the user, or the user can make their own quizzes and share them or learn from them. The quiz itself feels more like a game than learning, and there are graphics and sounds that add to the experience. There is somewhat of a competitive feature that helps encourage the user to continue getting correct answers and rise on the leaderboard. This app certainly makes learning fun and changes the standard quiz into something enjoyable and less intimidating. This app can be used in an educational setting or as a game with fun trivia for any age level.

Integrating: This app would be an easy integration into the classroom for teachers. Not only are teachers able to individualize their quizzes to be geared toward specific material, but it also allows for seamless modifications for students requiring modifications or accomodations. It also is a time saver when considering grading because it grades the quizzes for you and even graphs the results. It is a great tool for group formative assessment during class if the teacher displays the quiz on a projector/screen and students respond individually via their computers. It allows the teacher to quickly assess the students' comprehension as a whole without singling any one student out.

Solar Walk Lite

Version: Version 2.7.2

Publisher: Vito Technology Inc.

Target Audience: Age 4+

Type of Software: Simulation, Discovery Learning, Tutorial
This app can be categorized as a Simulation app because it offers a real-life look at the solar system. Users can use this app to freely explore the various aspects of space. It provides information or tutorials on the screen about the planets or objects made available to the user.

Cost: Free with optional upgrade to Space Explorer for $2.99

Description: This app brings space to life for the user by making them feel like they are looking at various planets, asteroids, moons, satellites, etc. The user is able to explore a variety of objects in space at their discretion and can zoom in or out to get the angle they wish to see. The app is easy to navigate and connects known information with the unknown.

Integrating: Obviously, this is a great app a teacher could use to integrate with science lessons centered around the solar system or space science. It allows the students to explore various parts of the galaxy, as well as offers information about the areas they are exploring. The teacher could also use this app on an apple tv to introduce or present different topics about space to the class as a whole group.

Timeline Eons

Version: Version 1.5.10

Publisher: Jarir Maani

Target Audience: 12+

Type of Software: Tool, Discovery Learning
This app would be considered a tool because the content can be altered or filtered to fit the needs of the user. It can also be Discovery Learning if it is utilized to simply explore various timelines of information that is preselected and linked to the internet.

Cost: Free

Description: This app is designed to offer a pre-filled but editable timeline of history from the beginning of time through millions of years past present time. The information is linked to the internet and pulls information to fill in the dates and events in history. There is also a feature that can isolate or create specific categories of information such as: books, music, wars, etc. and do a targeted timeline for that specific content. The app has a nice concept, but it is difficult to navigate, and there is a learning curve using trial and error to get the most from this app.

Integrating: Teachers could integrate this app into their classroom for any content area. Obviously, history is the first subject that comes to mind, but science and different eras/ages of the earth could also be shown on this timeline. For example, the various climate changes over the past millions of years, the current situation as the creator sees it, along with any predictions for the future could be used within this timeline. It can be specific to content, but because it has an edit and create feature it could also be used to create a timeline of that particular class for students to see what they have done, what they are doing, and what is coming up.