

Title: Adventure Academy

Version: 1.26.0

Publisher/ Creator: Age of Learning, Inc./ Doug Dohring

Target Audience: 2nd-5th grade

Types of software: Simulation because it gives the user real life choices to make. They can purchase things for their house if they win rewards by doing good on subjects.

Curriculum: I could see this as more of a free time in class type of app. It is still educational, and has key aspects to multiple subjects. There are times in my units that this would be beneficial for my students.

Cost: Free in app store, \$9.99 a month/ \$79.99 a year/ 30 free day trial

Description: This app allows the user to discover and play a bunch of learning activities in many subjects. That includes math, language, reading, science, social studies, and even critical thinking. It is a real life simulation. When you do good, you get rewards. Then you can buy clothes, furniture, and others for your house! Great for learning on the go.

Impression: I liked this app because it was very colorful and fun. There were many different sections that a child could look for. There is a wide variety that may come in handy, and maybe even cut down on the amount of apps I use in the classroom, since there is so much on this one.

Does the software pass Review? Yes

Does the software pass Evaluation? Yes

IPad or Android? IPad

How it works: It is an interactive learning app. You make a journey through different subjects and when you master a section, you get rewards. Then you can buy things and put it in your house.