Hooked on Phonics

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Developer & Publisher: Hooked on Phonics & SANDVIKS HOP, INC.

Version: 5.0.25

Target Audience

The age rating of the app is 4+ but it also says that it is made for ages 0 to 5. We believe that this app would work with the age rating of 4+, but we are not sure if the app would be good for children younger than that. We do not think that they would understand the information. This app can be used as a tutorial. We think this because it goes step by step through the different letters and their phonemes. It teaches the children phonics all by itself.

Curriculum

This could fit into a curriculum by the teacher using it as a review to a lesson, the teacher could even use this app as the lesson to teach the kids content, or the app could be used during center/station time. This app is a single user app as well as one computer classroom. The teacher could project this app onto the big screen and the children could watch the videos together and take turns answering the questions. The students could use this app during center/station time or during regular lesson time.

Cost

There is a free/lite version of the app; however, the only thing the user can complete on this is the first step. There is a paid version which costs either $7.99 per month, $39.99 per year, or $49.99 for a lifetime subscription. The paid version allows the user access to all 24 steps and all of 'The Big Reading Show' content. There are in-app purchases of unlocking each step which is $4.99 and ebooks which are 99 cents each. This app only offers a single user license. We believe that the paid version of this app would be more beneficial in a classroom setting.

Software

This app is a tutorial app because it allows children to learn the basics of phonics as well as helps them learn to read and spell. When the user first opens the app, an in-app purchase pops up that asks the user if they want a subscription to reading materials. There are music videos that go along with every letter of the alphabet (phoneme). There are also about 2 games that go along with each lesson. There are 3 lessons in one step. Examples of the games include, the student either pushing a letter to match it up with the end sound of the word and the app sounds the newly made word out or them clicking on the word that the app says. The books at the end of each lesson are only made out of sounds/words that the children have learned in a previous lesson and that one.

Impressions

We think that this app could be used in the classroom during lessons, during center/station time, or during whole group activities such as projecting it on the big screen. We liked that the app included all ethnicities in its videos and games. We also liked the sounds that came from the app. We also liked that the game gave the student an incentive to do well (i.e., the noise of the chiming bell). We liked that the app did not make a bad noise when the student got something wrong; it simply tells the student to try again. The app is easy to navigate and to learn. The colors and screen design on the app were great as well. We did not have any negative comments about this app.

Does the software pass?

This app passes our evaluation because there were no issues that we found with it. It also passes because it seems like a wonderful tool to use in the general classroom curriculum.