

# Tynker

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**Publisher:** Tynker

**Seller:** Neuron Fuel, Inc.

**Version:** 4.5.250

## Target Audience

The app states that Tynker was made for ages 6-8 and we truly agree. This is the age where students are learning to count, determining order, processing information, and utilize their critical thinking skills in multiple ways - which is all a part of this coding app. We believe this is a problem-solving software. In the app, problems are presented without answers. The users are only presented with options to choose from and much use their critical thinking skills to determine which options work best to solve the problem.

## Curriculum

Tynker teaches students how to follow a sequence, utilize their counting skills, and solve puzzles which are essential skills not only to life but to academic success. This would be a wonderful game to use during centers when students have "computer time," because it sharpens their skills in a way that is personable and effective. It would be most effective in a single user environment. Playing this game together as an entire class is not as effective and can get hectic.

## Cost

There is a free version which only gives access to a few games. The individual plan options contain a yearly fee of \$10/month, a quarterly fee of \$20/month, and a lifetime fee of \$180 a month. The family plan options contain a yearly fee of \$15/month, a quarterly fee of \$30 a month, and a lifetime fee of \$270. (All lifetime fees were 25% off.) It also listed several in-app gift options. As far as licensure teachers and parents can only make accounts for students.



## Software

This problem-solving app is very diverse. Users are presented with a short video that gives them a scenario and problems. They must solve puzzles, put things in their correct order, and help animals get to their wildlife destinations in a few of the themes on the free version. The answers are not given to them, but the users are simply presented with a problem and are encouraged to solve it. These critical thinking skills help students successfully code in diverse environments.

## Impressions

We love how it displayed different themes to correspond with the games. In "Ocean Odyssey," the objective is to solve puzzles of oceanic creatures to complete the picture. The app gives the user options and they must choose which one they think best fits. In "Robots," the students must choose the order of a robot's makeup. They are given the head, the clothes, and the feet, and they must choose which order best fits. In "Wildlife," users must get an animal across a designated path. Each path has a certain amount of squares between the animal and the destination. The user must determine how many steps the animal must make. We would love to use this in centers, or for all of our students to have iPads and have time to work on this individually during the designated class time. We loved how it prevents students from getting on to other sites by having a security mechanism to make sure that an adult is in charge of the iPad or computer. However, we do feel that there is a downside to how Tynker incorporates this. To get to other sites, users must answer questions such as "4x1=?" We believe that if the students press the buttons long enough, they are likely to find the right answer and get to the site anyway so we would recommend more security.

## Does the software pass?

The software passes because users are presented scenarios and problems in which they are expected to solve without help or obvious answers.

