Title: Swift Playgrounds

Evaluators: Britney Hunt & Amber Whitaker

Questions	Yes	No	Comments/ Notes
Have you played enough to know every aspect? • Did you try things that were wrong and/or unexpected	x		
Did the software crash?		x	
Was the content appropriate? Did it meet the user's needs?	x		Content addressed coding basics. No prior coding knowledge would be necessary. Great for elementary students.
Were the screens appealing? • Color, items on screen, sounds ……	x		3-D appealing. Sound effects and great graphic appeal.
Is it easy to navigate?	x		
Is it easy to learn?	x		
Does the user need Supervision to use		x	Students will not need direct supervision, but it may be helpful to be present in case students need assistance.

If the App required a response, was it appropriate? (right or wrong)	✗		Students must complete each interactive puzzle before progressing.
Were there bells and whistles? • If so, do they enhance instead of detract? • If not, should there be?	✗		Very interactive. I believe it attracts student's attention and makes the app "fun".
Did you like using the App?	✗		The app almost seems like a game.
What was the cost? • Was there a "lite" version o If so, was it enough		✗	
Were there in-app purchases? • If so, what were the additional costs?		✗	
How does it compare to other apps that do the same?			Seems to be very effective for younger ages. Since there is not any prior knowledge required, teachers could introduce students to coding.
Additional Comments			

Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
Child Development and Learning • Subject Matter appropriate? • Educational Focus? • Provides for Learning New Content? • Follows Appropriate Teaching Sequence?	✕		Subject matter focuses on coding basics. Each puzzle is more challenging for students.
Individual • Does it match individual's abilities? • Does it meet individual's needs?	✕		
Social/Cultural • Bias? • Commercialism Comments		✕	