Educational Software Evaluations

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| Title: | Kids Planet Discovery! |
| Version:  | 3.9.1 |
| Publisher/Producer: | Planet Factory Interactive S.L. |
| Target Audience:  | The producer states that it has content for ages four and older, but that it is specifically designed for the age range of six to eight. We think that is a reasonable target audience because of the graphics and how simple it is. Older children would be bored quickly and would most likely know all of the information.  |
| Types of Software: | Discovery learning: the student choses what they want to learn aboutDrill/Practice: the kids could already know the material Tutorial: the information could be brand new to the kids |
| Curriculum:  | We think that the app could fit in the curriculum as part of a history review for a lesson. The environment this would probably be most effective in would be in single user environments in either the school or at home. This is because it is simple to use, and parents would be able to help their children if they get stuck on something.  |
| Cost:  | The app is free, but there is only one subject that you can play on unless you pay for it. If you only want to buy one subject at a time, they range from $1.99 to $2.99. To unlock all of them, you have to buy the Premium version which is a onetime purchase of $4.99. There are in app purchases, and the only difference between the free and paid versions is how many subjects you can access.  |
| Description:  | When you open the app, there are many different subjects that you can chose to learn about. They are all circling a globe that is placed in the center and are very eye catching. You can learn about the continents without having to buy anything, and you can try the other subjects, but you have to buy them to continue. When you open up the continents, you are shown a map of the world and can chose any of the locations that you wish to study. The characters that give the instructions are crazy looking animals that children will love! When you click on a location, you are given a short game to play such as a puzzle or matching game and then you are directed back to the home screen.  |
| Impressions:  | We did not like that you can really only play one subject without having to buy something. We would also like to see more learning involved instead of just a game that you don’t really get anything out of. If we were able to buy the premium version, then we could see it used in the classroom to review what we have taught in a previous lesson, but the free version wouldn’t be used much in the classroom. |
| Pass APPS? | Yes: premium version, No: free version |