**Title**: Swift Playgrounds

**Evaluators**: Georgia Brewer, Brynn Bowlin

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| **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 |  |  |
| Were the screens appealing?   * Color, items on screen, sounds …… | X |  |  |
| Is it easy to navigate? | X |  |  |
| Is it easy to learn? | X |  |  |
| Does the user need Supervision to use |  | X | Not required but could be beneficial |
| If the App required a response, was it appropriate? (right or wrong) | X |  |  |
| Were there bells and whistles?   * If so, do they enhance instead of detract? * If not, should there be? |  | X |  |
| Did you like using the App? | X |  |  |
| What was the cost?   * Was there a “lite” version   + If so, was it enough |  |  | Free, it was enough |
| Were there in-app purchases?   * If so, what were the additional costs? |  | X |  |
| How does it compare to other apps that do the same? |  |  | A lot more entertaining than other coding apps because of the animations and story telling |
| Additional Comments |  |  |  |

**Developmentally Appropriate**

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| **Questions** | **Yes** | **No** | **Comments/ Notes** |
| Child Development and Learning   * Subject Matter appropriate? * Educational Focus? * Provides for Learning New Content? * Follows Appropriate Teaching Sequence? | X |  | It is most appropriate for older students who are focused on learning how to code. It does provide learning new content and somewhat follows a learning sequence. |
| Individual   * Does it match individual’s abilities? * Does it meet individual’s needs? |  | X | It is not really individualized based on the user’s needs or abilities, kind of a one size fits all app |
| Social/Cultural   * Bias? * Commercialism Comments |  | X |  |