

Title: Daisy the Dinosaur

Version: 2.2.0

Publisher: Hopscotch Technologies

Target Audience: Daisy the Dinosaur advertises ages 6+. I would agree with the publisher and could see this app being beneficial for our desired age group. (Kindergarten- 2nd Grade). This app could also be used throughout elementary.

Curriculum: This app would be appropriate for a Math and Science class. Students will learn patterns, sequences and engineering, students will also learn thinking and reasoning, logic, strategy, and thinking critically.

Possible Environment: Daisy the Dinosaur, would be great for either group or individual use. The app offers free play mode or challenge mood. The students that would like a challenge could try alone or with a partner.

Cost: There is no cost this app is free.

Does the software pass: I believe this app does pass.

Daisy the Dinosaur gives kids a basic overview of programming using a cute character and scene. Kids get to choose commands written in plain English and drag them into the program to make Daisy the Dinosaur do what they direct. Once the children have completed the five challenges that cover moving, looping, and conditionals, they can use the free-play mode, wherein they decide what they'll have Daisy do using the available commands.

I believe that Daisy the Dinosaur is best at making programming accessible to kids, even tech-averse kids. It gives them a very brief, uncomplicated introduction to programming using simple commands in everyday language. The downside to this app, is that if kids get joked there's not much to keep them engaged. The challenge mode will take kids only a few mins to work through, and there's not much innovation that can happen with the nine commands available in free-play mode. There is also no way to save programs. Besides the down falls of this app I think it is still a great educational app for children.