

**Title:** Move the Turtle: Learn to Code

**Version:** 1.5.1

**Publisher:** Next is Great

**Target Audience:** Move the Turtle: Learn to Code is age rated for 4+. I found that to be an appropriate age level. I would suggest use for student use up to grade 3.

**Curriculum:** App is geared for introduction to geometry. Could also be utilized in basic geometry focuses.

**Possible Environments:** Move the Turtle would be effective for individual use in the regular classroom setting. Students could also use the app at home if they wish. I would not suggest for group work.

**Cost:** The cost to purchase Move the Turtle: Learn to Code is \$3.99. There is not a free version available. Once the app is purchased, there are no further in-app purchases.

Move the Turtle: Learn to Code is an educational app that introduces coding basic to young students. The app is a game style learning process that moves in a progressive manner. The app is highly engaging, colorful and easy to navigate. Students will complete coding challenges in order to move forward. The learning game is organized into chapters by skill level. There are over 20 projects for students to complete. Students will read instructions, and complete the task. The app will prompt additional support if students are struggling to complete the challenge. Teachers can create individual user accounts in order to track each students progress throughout the app.

As a future educator, I believe Move the Turtle: Learn to Code would be a great addition to the classroom. The only downside to this app is the purchase cost. If teachers can maneuver around that, it would be a great tool for introduction to coding and also a great addition to geometry and shapes. Since the app is formatted to be like a game, I believe younger students would be highly engaged and ready to play. I like that teachers can track students' progress as well. There is not an option to share the progress, so teachers would have to individually check each students account. Still, it could be utilized as a method of evaluation. Overall, the layout of the app is simple and kid friendly.