

**Title:** Toontastic 3D

**Version:** 1.0.5

**Publisher:** Google, Inc.

**Target Audience:** Toontastic 3D advertises ages 4+. I would agree with the publisher and could see this app being highly beneficial for our desired age group (Kindergarten- 2<sup>nd</sup> Grade). I also believe the app could be used throughout elementary.

**Curriculum:** I believe this app would be most appropriate for Literature or Language Arts subject areas. Students can create their own animated stories and share with the class.

**Possible Environment:** Toontastic 3D would be great for group work in a regular classroom setting because it requires critical thinking skills as well as collaboration.

**Cost:** There is no cost required.

Toontastic 3D is a highly interactive and highly animated app that allows students to create their own animated film. Students may choose their own characters, scenes and move them as they wish. The app is very suggestive in building the film, so students can use their ideas to properly execute an animated film. Students can add music to their films as well. Users can incorporate their voices into the animations by using the microphone on their device. Once students have finished their animated films, they can share throughout the Toontastic online community.

As a future educator, I can see Toontastic being an excellent tool for promoting storytelling skills. Students can build their films around the fundamental basics of a story. (Characters, setting, plot, etc.) The film created is completely up to the students which allows for immense brain storming and collaboration, but the app is helpful throughout the process which will be excellent for younger students. The app is highly visually appealing for students and fun. The only issue I see with this app is that students can share in an online community. I believe the setting can be modified however. Overall, I think this app would be engaging, fun, explorative and effective in classroom use.