

Evaluating Apps

Title Think & Learn Code-a-pillar (iPad)

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Questions	Yes	No	Comments/ Notes
Have you played enough to know every aspect? <ul style="list-style-type: none"> • 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? <ul style="list-style-type: none"> • 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	
If the App required a response, was it appropriate? (right or wrong)	x		The characters responses were great, and even funny. When you would feed him, he would burp and then excuse himself. My kid thought it was hilarious.
Were there bells and whistles? <ul style="list-style-type: none"> • If so, do they enhance instead of detract? • If not, should there be? 	x		One thing included that I thought was exceptional was on the main menu, they had a whole section dedicated to using technology safety. It was a simple addition, but it was a great one!
Did you like using the App?	x		

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What was the cost? <ul style="list-style-type: none"> • Was there a "lite" version <ul style="list-style-type: none"> ○ If so, was it enough 		x	
Were there in-app purchases? <ul style="list-style-type: none"> • If so, what were the additional costs? 		x	
How does it compare to other apps that do the same?			I enjoyed this app way more than Swift Playgrounds. It was easier to understand, but it didn't give me the advanced knowledge of coding like Playgrounds did.
Additional Comments			

Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
Child Development and Learning <ul style="list-style-type: none"> • Subject Matter appropriate? • Educational Focus? • Provides for Learning New Content? • Follows Appropriate Teaching Sequence? 	x		It is secretly teaching the students how to code in a way that is enjoyable for them.
Individual <ul style="list-style-type: none"> • Does it match individual's abilities? • Does it meet individual's needs? 	x		The app is easy to use by the ages designated, and is enjoyed by those ages as well.
Social/Cultural <ul style="list-style-type: none"> • Bias? • Commercialism Comments 		x	

Version: 1.5.0

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Publisher: Fisher Price

Target Audience: 4+, 0-5 years

Type: I would designate this app as problem solving, even though there is some tutorial happening, it does not explicitly say "Hi kids, I'm going to teach you how to code!" so they don't really know what content they are learning. It reminds me of the snake game from old cell phones but with updated graphics and some math thrown in.

Curriculum: This game would be great for technology centers, but since there is no way to create different users, there is no way to save individual students progress.

Cost: Free, no in app purchases.

When you first open the app, there is no prompt to create an account, so there can only be one user per app. The progress is saved within the app for the one user, but you can back up to previous levels. By selecting level 1, you begin learning some basic coding commands. Once that skill is mastered, you begin a mini math lesson over cardinality. Once you complete that lesson, the next level unlocks. Each level increases in difficulty, allowing the user to gain a general, and very basic understanding of coding.

This app is so appealing for kids. The colors are appealing and kid friendly, the activities are engaging, and the character is friendly and funny. The app is completely free, so it allows for basic coding skills to be learned at no cost. Even though the app is free, that does not mean that it lacks in quality. It is user friendly and easy to navigate.