

Evaluating Apps

Title DreamBox Learning Math (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		
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	
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 			The app was free, but it does require a subscription.
Were there in-app purchases? <ul style="list-style-type: none"> • If so, what were the additional costs? 	X		The app requires a subscription after a 14-day trial.
How does it compare to other apps that do the same?			This app has a teacher feature that allows monitoring of student progress as an assessment tool.
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		The app allows students to gain an understanding of new content and progresses with the student's skill level.
Individual <ul style="list-style-type: none"> • Does it match individual's abilities? • Does it meet individual's needs? 	X		The math topics were pretty consistent with my son's current math assignments, he was able to understand the content easily when set to his grade level.
Social/Cultural <ul style="list-style-type: none"> • Bias? • Commercialism Comments 		X	There is a fee to continue the use of the app, but it is one of the more affordable apps on the market.

Version: 9.0.0

Publisher: DreamBox Learning, Inc.

Target Audience: Ages 4+, Pre-K-8th grade

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Type: DreamBox is a combination of tutorial, as it provides new information as the student progresses, but it is also drill and practice because it makes sure the student masters the content before progressing.

Curriculum: This app is a great addition to regular math instruction. It would be good to use in a technology center for extra math practice.

Cost: The individual plan is 12.95 per month, 59.95 per 6 months, 99.95 per year, or 150 for a lifetime subscription, which is defined by the developer as a 10-year non renewing subscription. The family plan is 19.95 per month, 99.95 per 6 months, 149.95 per year, or 225 for the lifetime subscription. I was unable to locate the cost for schools on the developer's website. When I googled, I found an article that stated that it costs \$20 per student or cover an unlimited amount for \$7,000 per year.

https://ies.ed.gov/ncee/wwc/Docs/InterventionReports/wwc_dreambox_121013.pdf

When you first login into the app, your student is prompted to select an avatar, and a password. They can then explore the neighborhood, visiting different areas to solve math problems to help the neighborhood solve their problems. You earn coins throughout that you can spend in the arcade on a variety of math games. The game tracks your progress and increases in difficulty as the student progresses. There is also an area in the neighborhood that allows students to customize their avatar.

This app was appealing with engaging graphics and audio that suck the student in. They can visit all kinds of areas with many different options for math activities. The rewards are great because they allow for free play but are still math based. Lots of learning is going on in this one.