

On iPhone

Title: First Grade Learning Games

Version: 5.0

Publisher or Producer: RosiMosi LLC

Target Audience: 4+, Made for Ages 6-8

This software is a Drill and Practice type of software. The games that I am able to play are over patterns and words, a student would need to have already learned this information previously and would use this app to review.

It could fit with many different subjects that we go over, if you want to buy the in-app purchases. The three subjects it has are math, language, and science. The two games I am able to play seem to be easy enough for a first grader to work on them. I am not sure about the others though, but there are many games that would benefit children if they practiced after we learned about it. Such as animals, add and subtract, spelling, and ordering. Those are just a few of the unavailable games that I could see my class using after a lesson to get them more familiar with the concepts.

It is free to get, but there are In-App Purchases. \$3.99 to unlock 21 games, progress reports, lesson builder, multiple users, and dozens of avatars. \$1.67 a month for 200+ games and unlocks everything.

There are three rows of subjects math, language, and science. There are seven columns of different games that pertain to different lessons. For math the games are (left to right) patterns, ordering, compare numbers, add and subtract, skip counting, fractions, and timed facts. For the language games (left to right) there is word bingo, compound words,

contractions, spelling, verbs nouns and adjectives, and sight words. For science (left to right) there is body parts, dinosaurs and fossils, geography, animals, photosynthesis, 5 senses, and cause and effect. The only two games open to me are patterns (math) and word bingo (language), the others have a little padlock on them since I did not purchase them. The game is brightly colored and to use settings in the top right corner you have to hold down on it and it says GROWN UPS ONLY HOLD FOR 3 SECONDS. There is a little owl in the top right corner as well for students to choose their avatar, there are many to choose from but you have to purchase them.

The software is easy to navigate. The words are in a font and size that is easy to read. It is brightly colored and has a child-like look since it is for young children. For the systems that parents need to use there is either a time limit to hold down on it or a password for them to enter so the children cannot accidentally purchase something. The games were easy to play and gives the children choices such as different cars to play as, and for the bingo there are different playing cards you can choose. When playing the games there is someone telling you what to do, for the bingo she tells you the words to pick and once you pick the correct one there a ding and she says "Great Job!". The sound effects are not distracting and the graphics are rewarding, such as fireworks or confetti once you match the pattern correctly or get a bingo.