

On iPhone

Title: Prodigy: Kids Math Game

Version: 3.4.1

Publisher or Producer: SMARTeacher Inc.

Target Audience: Ages 9+

The type of software used would be a simulation.

You could use this game to give the students a break from the boring paper-pencil learning. This game goes over a lot of different subject matter that the students could play with and practice.

Totally free to play, you may purchase a membership though. \$8.95 a month or \$59.88 a year.

You must sign in each time before starting to play. You can also pick a world to play in if your friends are also playing, and you can play together. Your teacher can also create a class code for the whole class to play together in one world. You may also choose to play offline by yourself. You may also choose what your character looks like and their name. If you are just starting to play it gives you a tutorial of all of the controls and buttons. It is easy to navigate once the tutorial explains how, and you have a narrator with you during the whole game to explain what to do next. The game play is simple and encouraging, if the children want to help save/fix something or duel another wizard or a wild animal then they must answer math questions. When signing up you choose your grade level so the questions pertain to your child's or students' abilities. When you are playing you are a wizard and you have different spells you can cast when dueling the bad wizards, to cast a spell correctly you must answer the math question right. The world you are in has different islands you may visit, each island has a different task for you to

finish, and to finish them you must answer math questions. If you get lost on the map there is a white arrow that leads you in the right direction.

I enjoyed the gameplay, it was easy to understand and the way to answer a question was simple, such as put the correct answer in the box. The suggested age was 9 and up, but that is only because the students duel with other wizards. To play this in a first-grade classroom you would need parent's consent in case some parents do not want their students to play a game with dueling. What I would do is send home a letter and ask the parents to download the game and set it up for their child, then watch them play and see if they would be okay with playing the game in our class. It is a great way to get students interested in math, and it is fun to play. At first, a child may need assistance in learning how to play, but once they get the hang of it I feel they would be able to do it on their own.