

## Evaluating Apps

**Title: ABC Mouse**

**Evaluators: Blayre, Ellen, Hannah**

Questions	Yes	No	Comments/ Notes
Have you played enough to know every aspect? • 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? • 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? • If so, do they enhance instead of detract? • If not, should there be?	x		good colors and sounds, the app is user friendly - I wish it kept in logged in
Did you like using the App?	x		

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<p>What was the cost?</p> <ul style="list-style-type: none"> <li>• Was there a "lite" version             <ul style="list-style-type: none"> <li>○ If so, was it enough</li> </ul> </li> </ul>	x		free app with in app purchases
<p>Were there in-app purchases?</p> <ul style="list-style-type: none"> <li>• If so, what were the additional costs?</li> </ul>	x		Monthly \$9.99 Yearly \$79.99
<p>How does it compare to other apps that do the same?</p>	x		expensive for the yearly
<p>Additional Comments</p>			n/a

### Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
<p>Child Development and Learning</p> <ul style="list-style-type: none"> <li>• Subject Matter appropriate?</li> <li>• Educational Focus?</li> <li>• Provides for Learning New Content?</li> <li>• Follows Appropriate Teaching Sequence?</li> </ul>	x		
<p>Individual</p> <ul style="list-style-type: none"> <li>• Does it match individual's abilities?</li> <li>• Does it meet individual's needs?</li> </ul>	x		

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Social/Cultural <ul style="list-style-type: none"> <li>• Bias?</li> <li>• Commercialism Comments</li> </ul>		x	

**Title: ABC Mouse**

**Version: 8.3.0**

**Publisher: Age of Learning, Inc.**

**Target audience: Ages 0-5**

**Curriculum: The app follows the curriculum of schools. Teachers could use this to help their students with lessons they are struggling with or to help students practice lessons.**

**Cost: a free app with in-app purchases Monthly \$9.99, yearly \$79.99**

**Types of software: It could be a tutorial, a drill, and practice, or a simulation type of software. It could be used to show students how to do something new, it could be used for students to practice, and it can also be viewed as a simulation.**

**As soon as you open the app you login, then you have access to the different games. The mouse acts as a guide or a mascot. In the classroom, you can click on the board and it will take you to the step-by-step lessons and games. These games are easy to understand, the rules are spoken aloud, and they are brightly colored. The games are tailored to your child's grade and/or abilities.**

**It is an app that can be useful in the classroom to help students that are struggling in certain areas, and it can also be used for practice by students who do understand the lessons. It is brightly colored, has child-like graphics, and has a narrator that speaks to**

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you and tells the directions. The mouse guides and helps you along the way when something new occurs that needs an explanation. The sounds were positive reinforcement, and some of the sounds were bells and whistles.