

## Evaluating Apps

Title Khan Academy Kids

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Questions	Yes	No	Comments/ Notes
Have you played enough to know every aspect? <ul style="list-style-type: none"><li>• Did you try things that were wrong and/or unexpected</li></ul>	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"><li>• Color, items on screen, sounds .....</li></ul>	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"><li>• If so, do they enhance instead of detract?</li><li>• If not, should there be?</li></ul>	x		
Did you like using the App?	x		
What was the cost? <ul style="list-style-type: none"><li>• Was there a "lite" version</li></ul>		x	free app

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○ If so, was it enough			
Were there in-app purchases? ● If so, what were the additional costs?		x	100% free no ads
How does it compare to other apps that do the same?	x		way easier and more user friendly
Additional Comments			n/a

### Developmentally Appropriate

Questions	Ye s	N o	Comments/ Notes
<b>Child Development and Learning</b> <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		
<b>Individual</b> <ul style="list-style-type: none"> <li>● Does it match individual's abilities?</li> <li>● Does it meet individual's needs?</li> </ul>	x		
<b>Social/Cultural</b>		x	

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<ul style="list-style-type: none"><li>• Bias?</li><li>• Commercialism Comments</li></ul>			
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**Title:** Khan Academy Kids

**Version:** 3.3.1

**Publisher:** Khan Academy

**Target Audience:** Ages 0-5

**Type(s) of Software:** This app would be more of a Discovery Learning type of software. It covers math, English, art, and more. This would be a good app to get students ready for school, and they get to choose what they want to learn or practice while using the app.

**Curriculum:** This app could be used for many different lessons in the curriculum. Students could use this to practice something they just learned in class, or something that the teacher asked them to practice or play with.

**Cost:** free app and no in-app purchases or in-app ads.

When you open the app there is a house that you click on. You work to unlock each area and the different houses by completing different educational mini-games. Each area of the house goes over different content. The game talks to you and introduces you to all of the friends in the house. When you start a game it walks you through what you will need to do while playing. The bells and whistles are beneficial to the student and encouraging. At the bottom of the screen, it shows all of the house friends that you have met so far. If you click on one they each have different characteristics and things they like such as clothes, insects, bath toys, etc..

The software was bright and child-like. Easy to navigate and a fun adventure for students to play. It had a lot of positive reinforcements

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such as stickers for doing something correctly. It had background noise that was beneficial, you also had an option to turn it off if it did get too distracting. You could not pull up a progress report, which is the only downside.