Title ATM Simulator

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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	App was self explanatory
Did you like using the App?	X		Very fun and challenging
What was the cost? • Was there a "lite" version o If so, was it enough			Free
Were there in-app purchases? • If so, what were the additional costs?		X	
How does it compare to other apps that do the same?			Very similar in nature. All involve counting out money.

			Very fun game that makes counting fun and can help students become more efficient in counting money and adding. I wish there was a way to slow down the timer to accommodate for those that struggle.
Additional Comments			

Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
Child Development and Learning • Subject Matter appropriate? • Educational Focus? • Provides for Learning New Content? • Follows Appropriate Teaching Sequence?	X		
Individual • Does it match individual's abilities? • Does it meet individual's needs?		X	Can be a little fast for some students at times. I would suggest slowing down the timer.
Social/Cultural • Bias? • Commercialism Comments		X	