

## Evaluating Apps

**Title** K-5 Splash Math

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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		I only played as much as it let me! The rest was locked and needed to be bought.
Did the software crash?		X	
Was the content appropriate? Did it meet the user's needs?	X		This could be used for any grades K-5 and I even think 6 <sup>th</sup> . It got into a lot of the standards that 6 <sup>th</sup> grade math also uses and incorporates. If a student was behind, lower grades or levels could be selected. There were levels based on skill also.
Were the screens appealing? <ul style="list-style-type: none"> <li>• Color, items on screen, sounds .....</li> </ul>	X		It was very appealing and attention grabbing. The colors were bright and fun.
Is it easy to navigate?	X		It guides you on where to go and has very obvious topics and pictures to follow. Good navigation.
Is it easy to learn?	X		Easy to learn and use

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			It isn't difficult at all
Does the user need Supervision to use		X	No students could do this on their own the teacher would just need to check and make sure they aren't struggling
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	Only when you got the answer right. The wrong answer made no noise. Mostly the noise went with the background and setting. Ex) bubbles and water with the ocean and fish background
Did you like using the App?		X	Yes! I really enjoyed using this app and all that went with it. I really wanted to have the bought version to keep playing and exploring.
What was the cost? <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	There was a cost but I used the lite version.
Were there in-app purchases? <ul style="list-style-type: none"> <li>• If so, what were the additional costs?</li> </ul>		X	There are lots of in app purchases. You can purchase a \$7.99 monthly plan, \$4.99

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			(\$59.99) yearly plan, and \$7.99 (\$23.99) quarterly plan.
How does it compare to other apps that do the same?			I would say other lite versions are better, but the paid version and the potential it holds is better with this app.
Additional Comments			Drill and Practice app example. This would be the perfect app for reviewing skills that have already been learned in class. It can help grow their understanding and just practice skills. It doesn't necessarily teach, it mostly is for skills and terms that need to already of been used.

### Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
Child Development and Learning <ul style="list-style-type: none"> <li>• Subject Matter appropriate?</li> <li>• Educational Focus?</li> <li>• Provides for Learning New Content?</li> </ul>	X		It mostly reviews content learned but also helps students learn parts of the particular content that they could be struggling with. It is all educationally focused and driven. It has levels and a

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<ul style="list-style-type: none"> <li>Follows Appropriate Teaching Sequence?</li> </ul>			variety of expansions based on certain skills.
<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		It can be for a range of students of all skill set. Advanced or far from advanced.
<b>Social/Cultural</b> <ul style="list-style-type: none"> <li>Bias?</li> <li>Commercialism Comments</li> </ul>		X	