

Evaluating Apps

Title Swift Playgrounds

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Questions	Yes	No	Comments/ Notes
Have you played enough to know every aspect? <ul style="list-style-type: none"> • 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? <ul style="list-style-type: none"> • Color, items on screen, sounds 	X		The app had sounds and very appealing colors.
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		There is a hint button so that users can get help if needed. Also, if you get the answer wrong, it will let you try again.
Were there bells and whistles? <ul style="list-style-type: none"> • If so, do they enhance instead of detract? • If not, should there be? 	X		The music made it fun and entertaining. There was also an option to turn the music off if needed.
Did you like using the App?	X		
What was the cost? <ul style="list-style-type: none"> • Was there a "lite" version <ul style="list-style-type: none"> ○ If so, was it enough 		X	Free

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Were there in-app purchases? <ul style="list-style-type: none"> If so, what were the additional costs? 		X	
How does it compare to other apps that do the same?			Other coding apps can be hard to follow and understand where as this one was pretty easy to use.
Additional Comments		X	

Developmentally Appropriate

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