

Evaluating Apps

Title

ABC Mouse

Evaluators

Cassidy Brewer-Snyder & Sarah Laden

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		
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)	N/A		
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		They were expected for this app but did detract some
Did you like using the App?	X		
What was the cost? <ul style="list-style-type: none"> • Was there a "lite" version 	X		Free Trial then \$9.95/mo \$79.99y

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○ If so, was it enough			Not enough
Were there in-app purchases? • If so, what were the additional costs?	X		Monthly Fee
How does it compare to other apps that do the same?			It seemed a little cluttered compared to other apps that do the same.
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		
Social/Cultural • Bias? • Commercialism Comments		X	

Evaluating Apps

Title

iXL-Math

Evaluators

Cassidy Brewer-Snyder & Sarah Laden

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		
Is it easy to navigate?	X		
Is it easy to learn?	X		There were many examples of math problems
Does the user need Supervision to use	X		Parent/Teacher Needed
If the App required a response, was it appropriate? (right or wrong)	N/A		
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	
Did you like using the App?	X		

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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		\$9.95/mo
Were there in-app purchases? <ul style="list-style-type: none"> • If so, what were the additional costs? 	X		Monthly Fee
How does it compare to other apps that do the same?			It seems like a nice solid app, that is not overstimulating
Additional Comments			

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	

Evaluating Apps

Title

GoNoodle

Evaluators

Cassidy Brewer-Snyder & Sarah Laden

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		Very cute, colorful, and fun
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)	N/A		
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		They were expected for this app
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	

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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?			It seemed up to par with other apps that do the same thing.
Additional Comments			

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	

Title

Evaluating Apps

Cosmic Kids

Evaluators

Cassidy Brewer-Snyder & Sarah Laden

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		Nice colorful graphics
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)	N/A		
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		They were expected for this app
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		2 week free trial Free YouTube videos

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			\$65/yr or \$10/mo
Were there in-app purchases? • If so, what were the additional costs?	X		Online shop for merchandise
How does it compare to other apps that do the same?			It seemed to have the same effect as other apps that do the same things.
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		
Social/Cultural • Bias? • Commercialism Comments		X	

Evaluating Apps

Title

Khan Academy

Evaluators

Cassidy Brewer-Snyder & Sarah Laden

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		
Is it easy to navigate?	X		
Is it easy to learn?	X		
Does the user need Supervision to use	X		Parent/Teacher Needed
If the App required a response, was it appropriate? (right or wrong)	N/A		
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	
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	

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Were there in-app purchases? <ul style="list-style-type: none"> If so, what were the additional costs? 		X	Monthly Fee
How does it compare to other apps that do the same?			It is a common app that accomplishes the goal of helping students
Additional Comments			

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	

Evaluating Apps

Title

HOMER Learn & Grow

Evaluators

Cassidy Brewer-Snyder & Sarah Laden

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		There is a quiz to find a child's learning level
Were the screens appealing? <ul style="list-style-type: none"> • Color, items on screen, sounds 	X		Colorful graphics
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)	N/A		
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		They added to the overall experience
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 Trial then \$9.99/mo
Were there in-app purchases?	X		

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<ul style="list-style-type: none"> If so, what were the additional costs? 			Monthly Fee / Yearly fee
How does it compare to other apps that do the same?			
Additional Comments			

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	

Evaluating Apps

Title

PlanBoard

Evaluators

Cassidy Brewer-Snyder & Sarah Laden

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 			The screens were monochromatic and seemed more mature than the other apps.
Is it easy to navigate?	X		
Is it easy to learn?	X		
Does the user need Supervision to use		X	It is made for teachers to use.
If the App required a response, was it appropriate? (right or wrong)	N/A		
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	There could have been a few additions, but it is okay that there weren't.
Did you like using the App?		X	I prefer Word or simply paper and pen

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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	
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?			I think there could be other apps that flow better and accomplish the same things.
Additional Comments			

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	

Evaluating Apps

Title

Arts Kids for Hub

Evaluators

Cassidy Brewer-Snyder & Sarah Laden

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		Yes, there were many videos to choose from
Were the screens appealing? <ul style="list-style-type: none"> • Color, items on screen, sounds 	X		
Is it easy to navigate?	X		Search, home, downloads sections
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)	N/A		
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		They did not detract from the app.
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		

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Were there in-app purchases? • If so, what were the additional costs?	X		Monthly Fee
How does it compare to other apps that do the same?			
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		
Social/Cultural • Bias? • Commercialism Comments		X	

Evaluating Apps

Title

Swift Playground

Evaluators

Cassidy Brewer-Snyder & Sarah Laden

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		I think it would meet the users needs, I just had trouble using it.
Were the screens appealing? <ul style="list-style-type: none"> • Color, items on screen, sounds 	X		The graphics were appealing
Is it easy to navigate?	X		
Is it easy to learn?		X	
Does the user need Supervision to use	X		Teacher supervision at first
If the App required a response, was it appropriate? (right or wrong)	N/A		
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		They do not detract from the purpose of the app
Did you like using the App?		X	It was hard to learn

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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	
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?			
Additional Comments			

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	