HOMER Learn & Grown 9.0.1, Developer – Homer, $9.99/monthly

Children 4+ / Drill and Practice, Discovery Learning

HOMER Learn & Grow is an application that I downloaded and used on an iPad. When you open the app for the first time, you will be able to create an account for the child. During the process of creating the account, I took a short quiz regarding the child's various abilities. For example, the quiz asked if the child could count to ten, if they could recognize letters of the alphabet, and so on. After finishing the quiz, the application assigned the child a learning level based on the answers I gave. The educational games were then tailored to be within the child's level. There is the option to create up to four accounts on the app. HOMER can be used throughout all subjects. The activities on the app are not multiplayer/group activities. I would have to have multiple iPads to allow the children to play at the same time if that was the purpose.

I was rather impressed by the app HOMER. I thought the assessment quiz was accurate and a good way to make sure the app was appropriate for the child. If I were to use this in my classroom, I would make various accounts with varying academic levels. This way multiple students could use the app, but they would not have a specific account with their own name. I think the app content was appropriate and appealing. Because of this, the app could be used as a reward for various behaviors and the student would still be learning in the classroom. I loved how easy it was to navigate and the guards it had in place to keep children from going into the app settings.

Arts Kids for Hub 7.8.0, Art for Kids LLC, $5.99 monthly

Children 4+ / Simulation, Tutorial

Arts for Kids Hub is an application that I downloaded and used on an iPad. When I first opened the app, I was reminded of YouTube in a way. There is a home page, a page to search on, and a page for videos you have downloaded. Most of the content is available for free, but there is the option to create a subscription. I felt like the screen and the app content was appealing and easy to navigate. There are video thumbnails, as well as the title for each of the videos available.

This app could be used as an art component in each subject area. Its broad subject matter has many videos that can plugged into multiple curriculums.

I was impressed with Art Kids for Hub and could see myself using it in my future classroom. There are many videos that could be incorporated into classroom lessons, especially around holidays. I could have students follow along and I believe it would help their confidence in drawing. There are some videos that are not available unless you create an subscription. I also found that they have videos available on YouTube that are free, but they do have ads. If you do not want to worry about ads playing, I would recommend the app.

PlanBoard Version 2.26.1 , Chalk.com Education Inc., Free

Made for Teachers / Tools

PlanBoard is an application that I downloaded and used on an iPhone. PlanBoard can be used to create lesson plans for any curriculum. When I opened the app, I was underwhelmed. I thought the entire app was basic and monochromatic, which I did fine appealing. When you start to make your lesson plan, you will first make your classes. You can customize the days you teach, the time and the date the class begins and ends. After doing this, you are able to create and add in lesson plans for the class. I did like the idea behind the app, but I felt like it was unfinished.

Overall, I was not impressed with the app and would not use it as a classroom teacher. I found it slightly difficult to use and make things the way I wanted them to be. I might like the application more if I was able to upload documents/lesson plans from my computer. If there were a few changes made to the app, I could use this in my classroom. I would use it to plan lessons for each of my classes. However, I personally prefer to use Word or pen and paper.

Swift Playgrounds 3.3.1, Apple, Free

Target Audience / Tutorial, Problem Solving, Tools

Swift Playgrounds is an application that I downloaded and used on an iPad. When I opened the app, I was impressed by the appealing screens. The icons were colorful and had nice images on them. However, as I continued to explore the app, I found myself confused by the purpose of it all. It was hard for me to navigate and I did not understand what I was supposed to

be doing. This app could be used to create confidence in children throughout all subjects and curriculums. This puts the children in control of their learning and if used with teacher supervision, could easily be included in lessons.

I do not think I would use this app in my classroom unless they were to make some improvements, or I had more experience. There were lessons created in the app to help and guide someone through using the app, but it was still a little over my head. Overall, the app has a 3.8-star rating, so there is room for improvements. However, I do think that someone who has experience or dedicates the time to learn could successfully use this app in a classroom.

Cosmic Kids, 2012 Cosmic Kids, Free or $10.00/monthly, $65.00/yearly

Target Audience: All ages

Type of Software: Computer and tablet/phone App Curriculums: Physical exercise

Cosmic Kids is a collection of exercise yoga videos that children can access on various sources. There is not an age group stated for Cosmic Kids, but it can easily be done by all ages and is a good outlet for physical education both at school and at home.

I found it easy to navigate the app online, everything was easy to see and looked appealing to click on. The website was easy to navigate and the videos were easy for young viewers to bring up and watch. I did however dislike the fact that it was a paid app while there were also free videos that were able to be accessed on YouTube, having the only difference being a lack of ads/commercials with the subscription. So, if they were to be used by the school, the school would in fact have to spend a large amount of individual subscriptions for the month or annual subscriptions which might be a con for schools. As for an at home subscription, $10.00 per month or $65.00 annually, seems to be a waste of money when you have access to free videos via YouTube. If you were to just purchase it for the home, I would suggest rethinking the subscription and opt in for the free video access.

ABC Mouse, TM & © 2007-2020, <u>Age of Learning, Inc.</u>, $9.95/monthly Target Audience: Ages 2-8 Type of Software: Computer and tablet/phone App Curriculums: Reading, math, science, art and colors

ABC Mouse is an app and website children preschool to 3rd grade can use for supplemental work in reading, math, science, art and colors through playing games, reading books, coloring pictures, listening to music, watching videos, and explore different areas on the ABC Mouse map.

ABC Mouse is a very good resource for both at home and in school for kids to practice in a fun way as to not thinking of it as "work". For teachers, this would be a very helpful app to have on student's iPads so they can access the application at home so that they may practice.

I found it easy to navigate the app online, everything was easy to see and looked appealing to click on. It shows characters of different genders, ethnicities, and appealing areas for both gender's interests. I did however dislike the fact that it was a paid app and you had to sign up for a trial to access anything. I would have appreciated some free areas that I was able to work on to get a feel for the application before signing up for the trial. So, if they were to be used by the school, the school would in fact have to spend a large amount of individual subscriptions which might be a con for schools. As for an at home subscription, $9.95 is a good price if you homeschool or just want an educational app that your children can use frequently, however if you were to just purchasing it and didn't think your child might use it frequently then I would pass on this app.

Khan Academy, © 2020 Khan Academy, No Fee

Target Audience: Grades K-14 Type of Software: Computer and tablet/phone App

Curriculums: Math, science, computing, history, art history, economics, and test preparation (SAT, Praxis, LSAT) content

Khan Academy is an app and website students from kindergarten to college sophomore level can use to study, practice, and look to for help when they aren't understanding or need a refresher on various subjects.

Khan is an extremely good resource for both students and parents for both at home and in school math, science, history, and other subjects. For teachers, this app should be included on a student's iPads so they can access the application at home so that they may practice and help understand information.

I found it easy to navigate the app online and on the phone. I have personally used the app for my college math classes when I needed help, while I've also seen it used in classroom for daily use as a supplemental app in mathematics class. Everything is easy to see and looked appealing to click on. I highly recommend this app to any student who may need extra help or would like to use the app as a study implement for their courses.

GoNoodle, © 2020 GoNoodle, Inc., No Fee

Target Audience: All ages Type of Software: Computer, television, and tablet/phone App

Curriculums: Physical exercise

GoNoodle is an app and website that children, classes, and families can use to get physical exercise through entertaining songs and movements, while also teaching mindfulness.

GoNoodle is an app that can be accessed on televisions and projectors, through computers, phones, and tablets that helps get kids moving through various songs and videos that provide step by step activities viewers can watch to exercise or get out extra energy, such as a class break or during P.E.

I found it easy to navigate the app on all viewing areas. It shows characters of different genders, ethnicities, and appealing areas for both gender's interests. GoNoodle songs cross different genres for inclusion, while also has diverse age and ethnicity representation in the videos. The videos were very upbeat and have various degrees of difficulty for the viewers and are fun to listen to. They also have videos for older children and families to do together for exercise or just as a bonding event.

iXL-Math © 2020 IXL Learning, $9.95/monthly

Cassidy Brewer-Snyder & Sarah Laden
Fall 2020 Software Evaluations

Target Audience: Prek-8th grade, precalculus, calculus

Type of Software: Computer and tablet/phone App

Curriculums: Reading, math, science, language arts, social studies, Spanish

iXL-Math is an app and website for preschool to 8th grade can use for supplemental math and other subjects. iXL-Math is a very good resource for both at home and in school for students to practice and see examples of math problems.

I found it easy to navigate the app online, everything was easy to see and well organized by school year with multiple examples for math problems. I did however dislike the fact that it was a paid app and you had to sign up for a trial to access anything. I would have appreciated some free areas that I was able to work on to get a feel for the application before signing up for the trial. So, if they were to be used by the school, the school would in fact have to spend a large amount of individual subscriptions which might be a con for schools. As for an at home subscription, $9.95 is a good price if you homeschool or just want an educational app that your children can use frequently, however if you were to just purchasing it and didn't think your child might use it frequently then I would pass on this app.