

Title PBS Kids games (simulation)

Evaluators Robin, Emilee

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)	x		
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			It is free.
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 is a good option because the games are based off of popular kids cartoons, so kids enjoy it.

Additional Comments			
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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		It uses educational shows that the kids love to reinforce lessons. For example, there is a science based game that uses experiments you can do in real life, but in a controlled, digital, non-messy way,
Individual <ul style="list-style-type: none"> • Does it match individual's abilities? • Does it meet individual's needs? 		x	You can't change the difficulty, but it's specifically designed for ages 3-6
Social/Cultural <ul style="list-style-type: none"> • Bias? • Commercialism Comments 		x	