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Hidden Pictures Puzzle Play

This is version 1.5.5 of the Hidden Pictures Puzzle Play app. It was developed by Highlight for Children, Inc. The publisher claims that the app is appropriate for ages 4+. We believe that some activities on the app would be suitable for even younger children. The hidden pictures games could be played by a 3 year old, or even possibly a 2 year old. The app is definitely more appropriate for younger children. By age 7 or 8, the content of the app would be too easy. We believe that this app could be classified as problem solving. The app contains many activities like hidden pictures, matching games, puzzles, mazes, etc. These types of activities encourage creative thinking. They would help build problem solving skills because they are puzzles. There is not one straightforward way to solve a puzzle. There are multiple diverse ways in which a child could go about solving these tricky types of mind games. This app would fit really well into science curriculum. While it does not teach any specific content, it encourages problem solving thinking, which is a big part of elementary science. Preparing young children to think in this way is important later on when students begin learning about the scientific method and coming up with science fair type projects. The app was free to download, but to access the content requires a subscription. There is a 30 day free trial. Then, the subscription costs \$3.99 monthly or \$29.99 annually. Besides the subscription, there were no in app purchases.

The Hidden Pictures Puzzle Play app had a variety of puzzles and activities that would help pre-k aged students to develop problem solving skills. It was developmentally appropriate and does a good job of making learning feel like play. We believe students would enjoy using the

app. It was very colorful and would be appealing to young students. However, the cost and lack of specific content make it less appropriate for the classroom. It could be incorporated, but realistically, the cost would deter schools from providing it. There is not enough content to compel schools to pay for the app. The app could be a good optional home resource because teachers should never require students to use home resources that the parents would have to pay for. Because of the cost, the app did not pass review or evaluation.