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### Sushi Monster

This is version 1.7.4 of the Sushi Monster app. The app was created by Houghton Mifflin Harcourt. The creators say that the app is appropriate for 4+. We agree with the creators. The app is appropriate from age 4 probably to age 7 or 8. After that, the levels may be too easy. We believe that this app could be considered drill and practice. There are levels for addition and multiplication. The goal is to use up the numbers provided to add together and make a certain number as quickly as possible. For example, the target number may be 20. The student would select  $10+10$ ,  $8+12$ , etc. until they have used all the numbers to make different combinations that equal 20. There is a timer, and the student receives between 1 and 3 stars depending on how quickly they completed the level. This is drill and practice because the user is adding or multiplying over and over again, until they have memorized their basic addition/multiplication facts. The game would work well in a math curriculum. The app is completely free, and there are no in app purchases.

I can see this being used in a math class after the students have learned about addition/multiplication and they are working on knowing those basic facts quickly. There are not a whole lot of levels, and there are no other categories, such as subtraction or division. The app would be fun for kids because the colorful monster is eating the numbers. It is simple, but it does what it is supposed to do. I can see the app being used if there is 25 minutes before lunch and the teacher doesn't want to start a new lesson or etc. Because it is fun and free, it passes Review and Evaluation, but not as a consistent or crucial part of a curriculum, just for a little fun and a little practice.