

Evaluating Apps

Title Sugar, Sugar (Problem Solving)

Evaluators Emilee Hammett

This app is for iOS. It can also be played online. I like sugar, sugar because I remember playing it when I was in school. The levels start off easy but become very challenging. The only way to figure out each level is to keep trying different ways until you get it. It is a good way to build problem solving skills. I would use it during free time. Since there is no content being taught, I wouldn't teach it during any particular lesson. It would, however, be a good way to get their brains working.

| 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 | | There is background music and all of the levels are color coded. |
| Is it easy to navigate? | x | | |
| Is it easy to learn? | x | x | The point of the problem-solving game is that the answer is not apparent. Through trial and error, the answer can be found. |

Evaluating Apps

| | | | |
|--|---|---|--|
| Does the user need Supervision to use | | x | |
| If the App required a response, was it appropriate? (right or wrong) | x | | You can see if your attempted answer is correct or not. Then, you can restart the level and try another attempt. |
| 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 | The game is simple, but it makes you think. There should not be bells and whistles. |
| Did you like using the App? | x | | It was one of my favorites when I was in school. |
| 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 | | The app was a 1 time purchase of \$1.99. When I was in school, you could play it for free on coolmath games. |
| 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 simple but addictive. As it gets harder, you |

Evaluating Apps

| | | | |
|----------------------------|--|--|---|
| | | | <p>have to think harder about how to solve the level.</p> |
| <p>Additional Comments</p> | | | |

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 | <p>There is no new content being taught. The goal is to make you think, so as to grow problem solving skills.</p> |
| Individual <ul style="list-style-type: none"> • Does it match individual's abilities? • Does it meet individual's needs? | x | x | <p>It can't be modified, but it is the type of problem that anyone can solve as long as they try and try again until they get it.</p> |
| Social/Cultural <ul style="list-style-type: none"> • Bias? • Commercialism Comments | | x | |

Evaluating Apps

| | | | |
|--|--|--|--|
| | | | |
|--|--|--|--|