

Title: Mimo-Learn to Code

Version: it did not have a lite version current version: 1.2.0

Publisher: Minmohello GmbH.

Target Audience: The app says ages 4 and older I feel that it would suit kids who are 7 and up better than a 4,5, or 6-year-old and even then, 7 might still be too young.

Curriculum(s): This would be a good app to use in a coding classroom, you can tell from the app that the user is going to get a lot of information about the language of coding which can be helpful especially if you know nothing about coding in the first place.

Possible Environment(s) and why: Mimo could most likely be used in all sorts of environments, but I feel like its main environment would need to be a beginner's class of coding. This app teaches you how to build your first app, website, or game. By being able to do that I feel that students would feel a sense of accomplishment and setting a foundation of skills they can then built off from there.

Cost: it is free, but it does include some in-app purchases. You can purchase the app for full use (\$29.99) Yearly or (\$9.99) monthly.

Impression/How you would use in classroom: If I was using this app it would definitely have to be with my beginner level students I think this would be a great tool to help enhance the learning of how to code, be and efficient way to learn the terminology of coding and could possibly be a great way for students to learn and explore coding on their own.

Does software pass: If it is intended to meet coding needs to a beginner's class then yes, the app does meet the needs for both the teacher and the student. I did not like that when I tried to do a trial run when I got the answer wrong it told me I was correct.