

Title: Move the Turtle

Version: it was version 1.1 and there was not a lite version that we could find.

Publisher: this app was published on August 28th, 2014

Target Audience: move the turtle is an app designed for children ages 5 and above. I felt that it is possible that a 5-year-old might could use move the turtle, but that it would need to be older children at least 8 or 9 and above that would be able to fully understand and function the app because of the reading instructions so, if you cannot read you will not be able to correctly learn the code or move the turtle so to speak.

Curriculum(s): this could be, and app used within the classroom if you are teaching coding or possibly younger kids on shapes. It allows you to code different drawings of shapes and you could use that as a fun way to enhance the learning of shapes.

Possible Environment(s) and why: coding classroom would be more suited for this app. I do not really see a need for this app in the regular classroom.

Cost: It was free to download had and in-app purchase of \$3.99 and there was not a lite version.

Impression/How you would use in classroom: I did not enjoy using the app, it was frustrating and was not helpful when you go something wrong, we made the shape that it asked us to and it still said that we did the wrong thing. If it would have had small tutorials, then it might have been a little bit more user friendly or at least hints would have been helpful.

Does software pass: I do not feel that the app passed for me. It was a lot of trial and error. It never retaught you a skill it assumed you already knew how to do something, and it also never gave you a tutorial to learn the steps or show you as a guide or example before you got started on the assignment at hand.