

**Title:** Word Wow

**Version:** 2.1.29

**Publisher:** DonkeySoft Inc.

**Type of Software:** This is a tutorial software. Students are introduced to new information through this app. They learn new words of all different lengths. They must continue to learn new words as they play the game.

**Target Audience:** 4+

**Curriculum(s):** This could be used during spelling class. Students could play this app and learn new 3, 4, and so on words. This introduces them to the idea of words being spelled multiple ways and spelling in a timed environment. It is a great way for students to practice spelling.

**Possible Environment(s) and why:** This is a single user piece of software. Students must work in a timed environment to get the worm down to the bottom by spelling words. This would not be conducive for any other type of environment, because it is timed.

**Cost:** There was a free and paid version and there were also in-app purchases. The paid version was \$2.99 to remove ads. The additional in-app purchases were: Package of 15 bombs \$0.99, Package of 11 bombs \$1.99, Package of 25 bombs \$3.99, Package of 5 bombs \$0.99, and Package of 100 bombs \$12.99.

**What is this Software:** This software is very simple and user friendly. The app opens and all you have to do is hit play. From there it takes you to the actual game and you begin to play. You try to get the worm down to the bottom of the screen by making words of all sizes. You click the letters until you have made a word. Then at the bottom of the screen the letters you have clicked will appear and turn green if it is a word and red if it is not. If it is green tap it and the worm will eat the letters. During this you are timed so make sure to get the worm down to the bottom before time runs out.

**Impression/How you would use in classroom:** This app impressed us a lot we really liked how it told you whether the word was a word or not. The slight tutorial that was given was great. This app had bright colors that really got the user into playing the game. The music was also enticing to the game. This could be used in the classroom in a variety of ways. It could be used to grow on the theory of real words and nonsense words. Students that are struggling can use this app to tell words apart. I could use this in my classroom after a spelling lesson over rules of words. Then have the students play the app and find words that fit these rules.

**Does software pass:** This software does pass, because it can help a variety of students. Students can learn and see the difference between real words and nonsense words.