Title: Flight Simulator 2019

Version: 3.13.7

Developer: Appsoleut Coders LLP

Target Audience: 4+, but I think this app should be targeted for older ages because of the thought that it requires as well as the motor skills. This makes more sense for upper elementary and early middle school.

Type(s) of software with your justification: Flight Simulator 2019 would be considered a *Simulation*. Users are able to simulate what it is like to fly a plane in addition to completing missions in various airplane types.

Curriculum(s) (possible environment(s) and why): This would be an interesting addition to a social studies lesson about airplanes and their history. Moreover, I could see a science teacher using this to talk about the science and physics behind airplanes.

Cost: The app is free on the iPhone App store, but there are in-app purchases. The "VIP Access" package is a free 3-day trial and then \$4.99 per week.

Description paragraph: The app is very colorful and engaging. When you open the app, adventure-y music plays, and you are looking at a plane flying high over the mountains. Once you press start, you choose whether you want to do a mission, free flight, or short tasks. In my opinion, "Flying Missions" are the most fun. You have tasks to complete and they increase in difficulty. The sound effects add to the experience, and the graphics are really pleasing. As you complete more missions, you will unlock higher "grades" that take you to different places and have more plane options. Be careful, you might get addicted to this simulation! Or maybe you'll find your passion for flying!

Impressions and usage paragraph: As you could probably tell by my description paragraph, I really like Flight Simulator 2019. It is fun and engaging and has educational benefits. It was easy to navigate and the missions were simple enough to complete. It's good, clean fun – no shooting or wars; you're just flying an airplane and completing tasks! If I were to use this in my ELA class, I would use it as a tool to teach students that *focus* is crucial in all areas of life. They have to pay attention to the game or they'll crash! I could also use it as a vocabulary opportunity, as some of the aviation lingo may be unfamiliar to my students.

Does the software pass **Review**? Yes

Does the software pass **Evaluation**? Yes