

Title: HOMER Learn & Grow

Version: 9.0.8

Publisher/ Producer / Creator: Homer

Target Audience: 4+, Made for Ages 0-5

Type of software: Discovery Learning and Tutorial. Information is new but students can pick what they learn. Can be used to learn new content or practice something previously learned.

Curriculum(s) (Possible environment(s) and why): This app would be great for elementary level classrooms. There are areas for reading, math, and creation. Children could explore the educational songs and games that the app has to offer. Teachers could easily develop lessons around the content within the app and use Homer to enhance the learning experience.

Cost: Free 30 day trial then \$9.99/month or \$59.99/year

Description Paragraph: As parents enter the app, it asks the child's name and age. It then asks the interests and what their child already knows how to do. Based on parent answers it places the child where they will learn best on a timeline. Has multiple headings: stories, creativity, math, reading, and songs. Has background noise plus additional sounds with different games. Uses pastel colors with headings and videos. Captions follow along with the stories and videos. Educational depending on what heading is selected.

Impression and Usage Paragraph: Very engaging colors and fonts, easy to navigate as headings are easy to find and select. Background music is pleasing, not too noisy or distracting. Useful for students to learn while having fun. App is easy to use and fun for younger ages, and does not need parental supervision.