

Title: Kodable

Version: 11.5.3

Publisher/ Producer / Creator: SurfScore, Inc

Target Audience: 4-10

Type of software: Problem Solving. The user is presented with a problem, such as trash on the beach, and creates a code to solve it.

Curriculum(s) (Possible environment(s) and why): This app would be implemented best in a Science curriculum. Aside from coding, there are opportunities to learn about pollution, space, and insects. With minimal teacher instruction, students could explore this app and expand their knowledge of coding and other interesting topics!

Cost: Free 7 day trial, \$6.99/month or \$69.99/year

Description Paragraph: The app has soft background music playing while navigating through the app. Each subject title has a video included from an actual person explaining the game and instructions. There is an option to skip the video if needed. The coding is easy to navigate but a little hard to figure out unless help is involved. Some of the games are easier to play than others. It has bright colors with a dark background and 3D graphics. It's easy to navigate, there are directions with each game and video instructions as well.

Impression and Usage Paragraph: The colors and 3D graphics are pleasing to look at and don't jump out too much. The game was fun to use and figure out even though it was testing at first. With a little teacher instruction it would work well for students in the classroom!