

Title: Branches of Power

Version: 1.1

Publisher/Producer/ Creator: iCivics, Inc.

Target Audience: You could use this app for any age, but I would recommend it more for junior high to high school, so you don't have to monitor what the student is doing.

Type(s) of software: The type of software I chose for this app is simulation because it requires role playing while learning about a topic previously taught. This app allows for a student to understand the difficulty and the amount of work it takes to pass a bill while still learning about the different branches.

Curriculum(s): This would work for an 8th grade social studies class. This would have to be used for Arkansas history rather than a world history class.

Cost: This app does not cost anything, nor did it have any in-app purchases.

Description: This is a long game to play, but I will try my best to describe it. First you pick your Speaker of the House, President, and Chief Justice. There are four characters for each and there is a diverse group to choose from. Next, you choose your presidential agenda and your presidential values. You start with the executive branch to come up with new ideas or to try and sign bills into law. You have to propose a bill before you can hold a press conference or review the bill. The press conference allows you to generate a public support for this bill, and the app tells you what you should say to get support or can choose another option, but it makes it harder for the public to support that bill. Next, we go to the legislative branch. We have to first introduce a bill to this branch, then you can hold a hearing, deliberate, or call for a vote. You are only given five actions for this branch. The hearing allows for someone to speak on the benefit of this specific bill, the deliberation is to include clauses that can help support your bill, and once you are done adding clauses, then it is time to come to a vote. If your bill fails to pass, then

you can continue with this branch until you have received enough votes for it to be passed. Once the president approves of it, then it will become a bill and you start the whole process over with a new bill. If the president veto's the bill, then it will go back to the legislative branch for review again. A legal case can be brought to you and the judicial branch will determine what clause is constitutional or not. If the supreme decided it is unconstitutional, then the bill cannot be passed and must be rewritten.

Impressions: I like the app, overall, but I do wish you can do more actions for each branch and you get an overall 12 turns for the game itself. It does not allow you a lot of time to pass a lot of bills, but it does reinforce the process of passing a bill. It had descriptions throughout the entire game, on what the purpose of each branch was, and it described the reason for each action that you can take. The graphics were cute and appropriate for this game. I would use this app if I had to teach the branches of government because it did simulate how hard it can be to pass a bill. Sometimes you have to choose a clause that you don't approve of but with it, it can help with the passing of the bill.

Does the software pass Review? Yes

Does the software pass Evaluation? Yes