

Evaluating Apps

Title Quick Math

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Questions	Yes	No	Comments/ Notes
Have you played enough to know every aspect? <ul style="list-style-type: none"> Did you try things that were wrong and/or unexpected 	X		
Did the software crash?		X	
Was the content appropriate? Did it meet the user's needs?	X		
Were the screens appealing? <ul style="list-style-type: none"> Color, items on screen, sounds 	X		
Is it easy to navigate?	X		
Is it easy to learn?	X		
Does the user need Supervision to use		X	
If the App required a response, was it appropriate? (right or wrong)	X		
Were there bells and whistles? <ul style="list-style-type: none"> If so, do they enhance instead of detract? If not, should there be? 	X		
Did you like using the App?	X		
What was the cost? <ul style="list-style-type: none"> Was there a "lite" version <ul style="list-style-type: none"> If so, was it enough 	X		Free

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<p>Were there in-app purchases?</p> <ul style="list-style-type: none"> If so, what were the additional costs? 	X		.99 for other operations
How does it compare to other apps that do the same?			More interactive
Additional Comments			Fun app, would be good for remediation

Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
<p>Child Development and Learning</p> <ul style="list-style-type: none"> Subject Matter appropriate? Educational Focus? Provides for Learning New Content? Follows Appropriate Teaching Sequence? 	X		Could be used in lower grades
<p>Individual</p> <ul style="list-style-type: none"> Does it match individual's abilities? Does it meet individual's needs? 	X		
<p>Social/Cultural</p> <ul style="list-style-type: none"> Bias? Commercialism Comments 		X	

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