

**EDUCATIONAL SOFTWARE
REVIEWS & EVALUATIONS**

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Group Reviews

Homer Review

Questions	Yes/ No	Comments/ Notes
<p>Title Homer Developer Homer Version 9.0.9 Evaluators Emery Steele and Susan Abshier</p>		
Have you played enough to know every aspect? <ul style="list-style-type: none"> Did you try things that were wrong and/or unexpected 		Some of the subtitles freeze while the videos play
Did the software crash?	No	
Was the content appropriate? Did it meet the user's needs?	yes	Yes, this allows the parent/teacher to choose the child's interests. There are so many themes, skills to learn/practice, and games to play.
Were the screens appealing? <ul style="list-style-type: none"> Color, items on screen, sounds 	yes	<ul style="list-style-type: none"> Cute music Adds interests Determine Learning stage Refers to child by name
Is it easy to navigate?	yes	Easy navigation, has preview windows with clear titles
Is it easy to learn?	yes	Voices directions, when we repeatedly answer wrong.
Does the user need Supervision to use	No	
If the App required a response, was it appropriate? (right or wrong)	Iffy	There was one activity that we did that required the student to trace the letter. It did not correct us when we drew out of the correct lines (no matter how extreme).
Were there bells and whistles?	Yes	Lots of colors, sounds, read words on the page when we clicked on them. All these

<ul style="list-style-type: none"> • If so, do they enhance instead of detract? • If not, should there be? 		features would be great for an ESL learner
Did you like using the App?	Yes	We both did! Susan said "this is definitely an app that I would want my child to play on." Emery commented about how engaging the amazing visuals would be for students.
What was the cost? <ul style="list-style-type: none"> • Was there a "lite" version <ul style="list-style-type: none"> o If so, was it enough 	Yes	\$9.99/ month or 59.99/yr 30 day free trial No lite version
Were there in-app purchases? <ul style="list-style-type: none"> • If so, what were the additional costs? 	no	Other than the subscription there were no purchase options
How does it compare to other apps that do the same?		A lot of "educational game apps" have games that are not that educationally enhancing. This app only has games that are educational (and fun!).
Additional Comments		Happy noise when you open it
<u>Developmentally Appropriate</u>		
Child Development and Learning <ul style="list-style-type: none"> • Subject Matter appropriate? • Educational Focus? • Provides for Learning New Content? • Follows Appropriate Teaching Sequence? 	Y	Yes
Individual <ul style="list-style-type: none"> • Does it match individual's abilities? • Does it meet individual's needs? 	y	Individualized interests Placement test at the beginning (would only work if one student used this app)
Social/Cultural <ul style="list-style-type: none"> • Bias? • Commercialism Comments 	N	There was a female engineer and skateboarder in one of the videos which we felt broke gender stereotypes.

iXL - Math Review

Questions	Y/N	Comments/ Notes
<p>Title iXL Developer: IXL Learning Version: 6.3.1 Evaluators Emery Steele and Susan Abshier</p>		
<p>Have you played enough to know every aspect?</p> <ul style="list-style-type: none"> Did you try things that were wrong and/or unexpected 	Y	<p>We explored every area and completed activities in each category. We both think it is very fun and helpful. There is a wide range of content, difficulty, and topics to be explored. We love that they have</p>
<p>Did the software crash?</p>	No	<p>Not while we were using it</p>
<p>Was the content appropriate? Did it meet the user's needs?</p>		<p>Listed: Math (starts with identification) Language Arts (starts with alphabet) Science (properties) Social Studies Spanish (starts with alphabet)</p> <p>Can search for specific lessons in all content (Emery searched for calculus)</p>
<p>Were the screens appealing?</p> <ul style="list-style-type: none"> Color, items on screen, sounds 		<ul style="list-style-type: none"> Light colors, dark letters. Screen is not crowded with text Graphics that make sense (such as people talking to each other during the Spanish lesson) Annotation option
<p>Is it easy to navigate?</p>		<ul style="list-style-type: none"> Drop down menus Back buttons Submit buttons Lessons organized by grade, subject and difficulty. PreK to high School content.
<p>Is it easy to learn?</p>		<p>This is more for practicing current knowledge but there is plenty of feedback</p>

		when answering incorrectly that the student can learn from it.								
Does the user need Supervision to use	No	No								
If the App required a response, was it appropriate? (right or wrong)	Yes	<ul style="list-style-type: none"> • Yes, the responses required goes directly along with the lesson. • When an incorrect answer is given, the app provides correction, explanation, and other examples. 								
<p>Were there bells and whistles?</p> <ul style="list-style-type: none"> • If so, do they enhance instead of detract? • If not, should there be? 	Yes	<p>Annotating features can get in the way. There is an appropriate number of stimuli to keep attention on the content. Simple, easy to use, but effective.</p> <p>Timer on some questions</p>								
Did you like using the App?		Yes, Emery used IXL math to learn calculus and study it in college. Susan used IXL in high school for geometry and it helped be get caught up when I moved to a school that was ahead of where I was at the last school.								
<p>What was the cost?</p> <ul style="list-style-type: none"> • Was there a "lite" version <ul style="list-style-type: none"> o If so, was it enough 	Y	<table border="1"> <thead> <tr> <th colspan="2">Family Packages</th> </tr> </thead> <tbody> <tr> <td>Single Subject</td> <td>\$9.95/month</td> </tr> <tr> <td>Combo Pack (2)</td> <td>\$15.95/month</td> </tr> <tr> <td>Core Subjects (4)</td> <td>\$19.95/month</td> </tr> </tbody> </table> <p>Teacher: must get a quote Can do a trial (must fill out info and request)</p> <p>Administrators can do it too</p>	Family Packages		Single Subject	\$9.95/month	Combo Pack (2)	\$15.95/month	Core Subjects (4)	\$19.95/month
Family Packages										
Single Subject	\$9.95/month									
Combo Pack (2)	\$15.95/month									
Core Subjects (4)	\$19.95/month									
<p>Were there in-app purchases?</p> <ul style="list-style-type: none"> • If so, what were the additional costs? 	No	No, but you are limited to a certain amount of activities when signed in as a guest								

How does it compare to other apps that do the same?		We believed it is very effective.
Additional Comments		<p>Can use as a guest</p> <p>Membership</p> <ul style="list-style-type: none"> • More skills • Win awards • Track progress <p>This App does not present information for the student to learn, it makes the student show what they already know (or have learned from the teacher) and then corrects/explains/teaches when the student gets an answer wrong.</p> <p>***assume that the students get awards with the subscription that shows what they have completed.</p>
Developmentally Appropriate		
<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? 	y	<p>Many grades, content, topics.</p> <p>It is based</p>
<p>Individual</p> <ul style="list-style-type: none"> • Does it match individual's abilities? • Does it meet individual's needs? 	y	<p>You can pick subject, grade level, and specific content.</p>
<p>Social/Cultural</p> <ul style="list-style-type: none"> • Bias? • Commercialism Comments 	N	<p>No advertisements</p>

Planboard Review

Questions	Y/N	Comments/ Notes
<p>Title Planboard Developer Chalk.com Educators Version 2.27.2 Evaluators Emery Steele and Susan Abshier</p>		
Have you played enough to know every aspect? <ul style="list-style-type: none"> Did you try things that were wrong and/or unexpected 	y	We created multiple courses with a few mock lesson plans. We experimented with the standards, attachments, and scheduling.
Did the software crash?	N	It ran smoothly! There was a suggestion that we tweet about our progress.
Was the content appropriate? Did it meet the user's needs?	y	At first had no idea what this app was for but once we realized that it was a lesson planning app we were amazed at how thorough and helpful the app was. It has a section for live chat for customer service help.
Were the screens appealing? <ul style="list-style-type: none"> Color, items on screen, sounds 		Yes, they were simple. Blue was the main color which was not to flashy but was appealing.
Is it easy to navigate?		Very easy to navigate. When you first open the app, it provides a tutorial that empathizes different navigation features and steps.
Is it easy to learn?	y	The tutorial helped a lot!
Does the user need Supervision to use	N	Kids would not need to use this app, and there is nothing that needs supervision.
If the App required a response, was it appropriate? (right or wrong)	NA	
Were there bells and whistles? <ul style="list-style-type: none"> If so, do they enhance instead of detract? 	Kind of	There was a sticky note icon at the top of the screen that allows the user to type

<ul style="list-style-type: none"> • If not, should there be? 		things to remember. This "sticky note" was not in the way.
Did you like using the App?	Y	We both enjoyed using this app. Emery would use it now to organize her schedule. Susan is thinking about using it to help plan her unit for Instructions class. We both think we would like to use this in our future classroom.
What was the cost? <ul style="list-style-type: none"> • Was there a "lite" version <ul style="list-style-type: none"> o If so, was it enough 	N	This app was completely free from what we could tell. 😊
Were there in-app purchases? <ul style="list-style-type: none"> • If so, what were the additional costs? 	N	Not that we saw
How does it compare to other apps that do the same?		<p>Google Calendar: this app allows the teacher to put her schedule together like in Google Calendar</p> <p>My Study Life: in My Study Life allows students to put in the courses that they are taking similar to the way this app allows teachers to do.</p>
Additional Comments		This would be very useful in organizing lesson plans and units (especially for keeping track of the lessons you use and reusing them).
<u>Developmentally Appropriate</u>		
Child Development and Learning <ul style="list-style-type: none"> • Subject Matter appropriate? • Educational Focus? • Provides for Learning New Content? • Follows Appropriate Teaching Sequence? 	Y	<ul style="list-style-type: none"> • Teacher determines subject matter and the app provides standards and different sets of curricula. • There is a educational focus because this is a tool for teachers...

		<ul style="list-style-type: none"> Teacher determines "Teaching Sequence" and "New Content" so yeah!
Individual <ul style="list-style-type: none"> Does it match individual's abilities? Does it meet individual's needs? 	Y	It is important for teachers to be organized and prepared to be an effective teacher. Some teachers may prefer to do this by hand but this is a great resource!
Social/Cultural <ul style="list-style-type: none"> Bias? Commercialism Comments 	N	There were no ads or outside content that was presented

GoNoodle Review

Questions	Y/N	Comments/ Notes
<p>Title Go Noodle Developer GoNoodle. Inc. Version 3.6.0 Evaluators Emery Steele and Susan Abshier</p>		
Have you played enough to know every aspect? <ul style="list-style-type: none"> • Did you try things that were wrong and/or unexpected 	y	There are a bunch of videos. Some educational; some are designed to get students to get moving around; some are designed to get students to calm down.
Did the software crash?	N	No, BUT, the advertisements had to buffer which caused it to keep the video from playing longer.
Was the content appropriate? Did it meet the user's needs?	y	This answer depends on the videos, needs of the classroom, level of the classroom. These videos are geared more toward lower elementary grades.
Were the screens appealing? <ul style="list-style-type: none"> • Color, items on screen, sounds 	y	Brightly colored Yellow and blue (complementary colors)
Is it easy to navigate?		Search bar Slide bars (like Netflix) Titles "Show me something if" option allows students to watch random videos based on what they need (quiet, stretchy, sporty, and delicious)
Is it easy to learn?	Yes	Pretty basic
Does the user need Supervision to use	no	This may be something that the teacher plays for the students on a projector screen rather than the students playing on the app alone. This app is "kid safe".
If the App required a response, was it appropriate? (right or wrong)	Kind of	This app contained videos that invite students to join the characters in dance and song.
Were there bells and whistles?	No	

<ul style="list-style-type: none"> • If so, do they enhance instead of detract? • If not, should there be? 		
<p>Did you like using the App?</p>	Y/n	<p>Emery liked using this app for lower grades. Susan is not a fan, she thinks she can find better videos somewhere else.</p> <p>Neither of us are huge fans.</p>
<p>What was the cost?</p> <ul style="list-style-type: none"> • Was there a "lite" version <ul style="list-style-type: none"> o If so, was it enough 	N	Free but has ads
<p>Were there in-app purchases?</p> <ul style="list-style-type: none"> • If so, what were the additional costs? 	N	
<p>How does it compare to other apps that do the same?</p>		<p>Compared to YouTube, all of the videos are guaranteed to be "kid-friendly." Ads are also kid-friendly.</p>
<p>Additional Comments</p>		<p>Wish we could have an English video with Spanish subtitles or Spanish videos with English subtitles.</p> <p>The moose is low key creepy. Not a fan of moose tube</p> <p>Many of these videos may make the students hyper and create chaos in the classroom.</p> <p>Blazer Fresh videos are instructional or educational.</p> <p>Some of these silly songs may have no purpose and make no sense...</p> <p>We will make sure not to play songs that are annoying to prevent us from going</p>

		insane with the children singing them over and Over and OVER and OVER .
<u>Developmentally Appropriate</u>		
Child Development and Learning <ul style="list-style-type: none"> • Subject Matter appropriate? • Educational Focus? • Provides for Learning New Content? • Follows Appropriate Teaching Sequence? 	y?	<ul style="list-style-type: none"> • Consonant blends • Math (counting)
Individual <ul style="list-style-type: none"> • Does it match individual's abilities? • Does it meet individual's needs? 	y	Teachers can choose what videos to play so it is up to the teacher.
Social/Cultural <ul style="list-style-type: none"> • Bias? • Commercialism Comments 		Advertisements, child safe

Cosmic Kids Review

Questions	Y/N	Comments/ Notes
<p>Title Cosmic Kids Developer Cosmic Kid Version 6.020.1 Evaluators Emery Steele and Susan Abshier</p>		
Have you played enough to know every aspect? <ul style="list-style-type: none"> • Did you try things that were wrong and/or unexpected 	N	We have to purchase access to all of the videos so we were limited in the number/type of videos we could watch.
Did the software crash?	N	
Was the content appropriate? Did it meet the user's needs?	Y	If your goal is health, wellness, and mindfulness then this is the app for you!
Were the screens appealing? <ul style="list-style-type: none"> • Color, items on screen, sounds 	Y	Yes, white background with video icons that preview the video. Header in light blue with logo.
Is it easy to navigate?	Y	Organized in helpful playlist Watch on computer, phone, or app
Is it easy to learn?	Y	This app was very intuitive when it comes to learning how to use it.
Does the user need Supervision to use	N	
If the App required a response, was it appropriate? (right or wrong)	N/A	The app contained videos that did not require a response.
Were there bells and whistles? <ul style="list-style-type: none"> • If so, do they enhance instead of detract? • If not, should there be? 	N	The app could benefit from more interactive videos.
Did you like using the App?	N	We found them not to be very educational.

<p>What was the cost?</p> <ul style="list-style-type: none"> Was there a "lite" version <ul style="list-style-type: none"> If so, was it enough 	Y	<p>It is \$64.99 for year and \$9.99 for a month.</p> <p>The light version had very few videos.</p>
<p>Were there in-app purchases?</p> <ul style="list-style-type: none"> If so, what were the additional costs? 	Y	<p>There is only a free playlist</p> <p>Two-week free trial.</p>
<p>How does it compare to other apps that do the same?</p>		<p>Other apps have more to offer in the light version and provide educational videos along with exercise videos.</p>
<p>Additional Comments</p>		<p>We believe there are other apps that do the same as this one, but provides more content</p>
<u>Developmentally Appropriate</u>		
<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? 	<p>Y</p> <p>N</p> <p>N</p> <p>N</p>	<p>The videos were age appropriate. The educational focus was solely on yoga, not on classroom subjects.</p>
<p>Individual</p> <ul style="list-style-type: none"> Does it match individual's abilities? Does it meet individual's needs? 	<p>Y</p> <p>Y</p>	<p>The user can select the video based on their videos.</p>
<p>Social/Cultural</p> <ul style="list-style-type: none"> Bias? Commercialism Comments 	<p>N</p> <p>N</p>	<p>We did not notice a bias or advertisements.</p>

Calm Review

Questions	Yes /no	Comments/ Notes
<p>Title Calm Developer Calm.com Version 5.13 Evaluators Emery Steele and Susan Abshier</p>		
Have you played enough to know every aspect? <ul style="list-style-type: none"> • Did you try things that were wrong and/or unexpected 	y	Emery has experience using this for a Psychology class
Did the software crash?	N	No trouble with the app
Was the content appropriate? Did it meet the user's needs?	y	Helps you focus on mental well-being and specific aspects that the user would like to improve sleep, gratitude, happiness, self-esteem, etc.)
Were the screens appealing? <ul style="list-style-type: none"> • Color, items on the screen, sounds 	y	The darker purple color of the screen is calming
Is it easy to navigate?	y	Navigations on the left side. Simple categories on the first navigation bar open up into more specific categories.
Is it easy to learn?	y	Yes, it is pretty self-explanatory. There are titles and
Does the user need Supervision to use	y	Just to prevent children from buying the package
If the App required a response, was it appropriate? (right or wrong)	N	
Were there bells and whistles? <ul style="list-style-type: none"> • If so, do they enhance instead of detracting? • If not, should there be? 	y	Different scenes to look at while you listen to the music. Lake moves in a lot of the pictures. This is not distracting, it adds to the calm.
Did you like using the App?	y	When E. Was in high school, she would have competitions to see who could

		focus on their mental health the most. It was fun and calming (kill two birds with one stone) For S., she likes the sounds and pictures because she has trouble falling asleep at night.
<p>What was the cost?</p> <ul style="list-style-type: none"> Was there a "lite" version <ul style="list-style-type: none"> If so, was it enough 	Y/ N	Free version available Premium version available for \$69.99 a year
<p>Were there in-app purchases?</p> <ul style="list-style-type: none"> If so, what were the additional costs? 	y	Premium
How does it compare to other apps that do the same?		Youtube, Spotify play music but this app focuses only on calm music and it does not have ads. This is different to Go Noodle because it is for all age groups.
Developmentally Appropriate		
<p>Child Development and Learning</p> <ul style="list-style-type: none"> Is subject Matter appropriate? Educational Focus? Provides for Learning New Content? Follows Appropriate Teaching Sequence? 	NA	
<p>Individual</p> <ul style="list-style-type: none"> Does it match individual's abilities? Does it meet individual's needs? 	Yes	There are stories, calming music (instrumental and with words), guided meditation videos.
<p>Social/Cultural</p> <ul style="list-style-type: none"> Bias? Commercialism Comments 	No	Not that we could see

Swift Playground Review

Questions	Y/N	Comments/ Notes
<p><u>Title</u> Swift Playground <u>Developer</u> Apple <u>Version</u> 3.4.1 <u>Evaluators</u> Emery Steele and Susan Abshier</p>		
Have you played enough to know every aspect? <ul style="list-style-type: none"> • Did you try things that were wrong and/or unexpected 	Y	We played many rounds of one of the coding games. It got quite complex and took thorough thinking.
Did the software crash?	N	It worked smoothly. It took some time for the playground to download but not an abnormal amount
Was the content appropriate? Did it meet the user's needs?	Y	This shows how to code. There are many difficulty levels and topics for coding.
Were the screens appealing? <ul style="list-style-type: none"> • Color, items on screen, sounds 	Y	Simple but effective. Arrow for navigation are easy to see because they contrast with the background graphics accompany words. Only a little bit of reading at a time.
Is it easy to navigate?	Y	Scrolling to see different playgrounds, thumbnails preview them. Navigation at the top. Help, Select and Locations.
Is it easy to learn?	Y	Simple instructions given one at a time. Refers to background knowledge. Comparing what is new to what we already know
Does the user need Supervision to use	N	No supervision required. It may be helpful to have teacher/parent around to encourage students when they get frustrated.
If the App required a response, was it appropriate? (right or wrong)	Y	When you get a code wrong, it is not hostile or aggressive, it even says "it is okay not to get it right the first time"
Were there bells and whistles?	Y	Can move screen around to see it better.

<ul style="list-style-type: none"> • If so, do they enhance instead of detract? • If not, should there be? 		
Did you like using the App?	Y	YES THIS WAS AWESOME This was out favorite so far. We didn't want to stop playing it...
What was the cost? <ul style="list-style-type: none"> • Was there a "lite" version <ul style="list-style-type: none"> o If so, was it enough 	N	free
Were there in-app purchases? <ul style="list-style-type: none"> • If so, what were the additional costs? 	N	Not that we saw, most of the playgrounds are free. But we think there are probably some that require purchase
How does it compare to other apps that do the same?		This is free and does not required a profile or credit card info. ---accessible to everyone
Additional Comments		Takes time to load, must download playground before playing it. Good for learning sequencing and coding
Developmentally Appropriate		
Child Development and Learning <ul style="list-style-type: none"> • Subject Matter appropriate? • Educational Focus? • Provides for Learning New Content? • Follows Appropriate Teaching Sequence? 	Y	This app teacher very effectively. It prompts students to access background knowledge before explain what coding is in it simplest form. It starts with simple commands, waits for the student to demonstrate an understanding of that command, then adds more for the student to learn.
Individual <ul style="list-style-type: none"> • Does it match individual's abilities? • Does it meet individual's needs? 	Y	Directions are clear and there are many different playgrounds that can meet the needs of diverse group of individuals
Social/Cultural <ul style="list-style-type: none"> • Bias? • Commercialism Comments 	N	Na

Code Spark Review

Questions	Yes/ no	Comments/ Notes
<p>Title Code Spark Developer codeSpark Version 2.41.00 Evaluators Emery Steele and Susan Abshier</p>		
Have you played enough to know every aspect? <ul style="list-style-type: none"> • Did you try things that were wrong and/or unexpected 	yes	Create stories, games. Tutorials. Play games watch stories
Did the software crash?	no	
Was the content appropriate? Did it meet the user's needs?	yes	The content was appropriate but the directions and process was unclear. We did not even know where to start.
Were the screens appealing? <ul style="list-style-type: none"> • Color, items on screen, sounds 	Yes	Screens were very appealing. Characters were super cute and sounds were happy
Is it easy to navigate?	yes	
Is it easy to learn?	NO	This app was very confusing and there were no easy accessible tutorials to explain what to do. There are so many options that even when you understand how to operate on part of the app, it doesn't help you on the other parts.
Does the user need Supervision to use	Yes	Need adult direction and instruction
If the App required a response, was it appropriate? (right or wrong)	yes	The character did a cute dance but the monster ate the child

		Stars and sparkles when you get an answer right.
Were there bells and whistles? <ul style="list-style-type: none"> • If so, do they enhance instead of detract? • If not, should there be? 		
Did you like using the App?	No	It was very confusing and hard to understand what to do. I think with some proper tutorials and explicit directions it would be a great app! (but for now, NO.)
What was the cost? <ul style="list-style-type: none"> • Was there a "lite" version <ul style="list-style-type: none"> o If so, was it enough 	yes	Very limited in games/practices
Were there in-app purchases? <ul style="list-style-type: none"> • If so, what were the additional costs? 		7 day free trial, then \$9.99 per month or \$79.99 a year
How does it compare to other apps that do the same?		<p>This app has a lot more visuals (especially in the story that is being coded) but has less instructions which makes it confusing.</p> <p>The swift app shows code in words as well as pictures but this app only shows it in pictures.</p>
Additional Comments		<ul style="list-style-type: none"> • Addresses parents and explains how students will use the app
Developmentally Appropriate		
Child Development and Learning	n	Does not really teach.

<ul style="list-style-type: none"> • Subject Matter appropriate? • Educational Focus? • Provides for Learning New Content? • Follows Appropriate Teaching Sequence? 		
Individual <ul style="list-style-type: none"> • Does it match individual's abilities? • Does it meet individual's needs? 	n	Does not provide tutorials or instructions.
Social/Cultural <ul style="list-style-type: none"> • Bias? • Commercialism Comments 	n	

Poptropica Review

Questions	Y/N	Comments/ Notes
<p>Title Poptropica Developer StoryArc Media Version 2.32.498 Evaluators Emery Steele and Susan Abshier</p>		
Have you played enough to know every aspect? <ul style="list-style-type: none"> • Did you try things that were wrong and/or unexpected 	Y	
Did the software crash?	N	
Was the content appropriate? Did it meet the user's needs?	Y	
Were the screens appealing? <ul style="list-style-type: none"> • Color, items on screen, sounds 	Y	It was very colorful.
Is it easy to navigate?	Y	
Is it easy to learn?	Y	
Does the user need Supervision to use	N	
If the App required a response, was it appropriate? (right or wrong)	Y	The app has many games on it that require the user to solve puzzles.
Were there bells and whistles? <ul style="list-style-type: none"> • If so, do they enhance instead of detract? • If not, should there be? 	Y	The animation was cute and engaging.
Did you like using the App?	Y	
What was the cost? <ul style="list-style-type: none"> • Was there a "lite" version <ul style="list-style-type: none"> o If so, was it enough 	Y	It was free to play but paid members get other perks.
Were there in-app purchases? <ul style="list-style-type: none"> • If so, what were the additional costs? 	Y	A one month membership was \$3.99, a six month membership was \$19.99 and a three month membership was \$10.99.
How does it compare to other apps that do the same?		We thought it was very fun and engaging
Additional Comments		This was a very fun app, but it could be more educational.
Developmentally Appropriate		

Child Development and Learning <ul style="list-style-type: none"> ● Subject Matter appropriate? ● Educational Focus? ● Provides for Learning New Content? ● Follows Appropriate Teaching Sequence? 	Y N N N	It is more of a fun game than educational.
Individual <ul style="list-style-type: none"> ● Does it match individual's abilities? ● Does it meet individual's needs? 	Y Y	
Social/Cultural <ul style="list-style-type: none"> ● Bias? ● Commercialism Comments 	N N	We did not notice a bias or a lot of commercialism.

Cool Math Games Review

Questions	Y/N	Comments/ Notes
<p>Title Cool Math Games Developer Coolmath.com LLC Version: NA Evaluators Emery Steele and Susan Abshier</p>		
Have you played enough to know every aspect? <ul style="list-style-type: none"> • Did you try things that were wrong and/or unexpected 	Y	
Did the software crash?	N	
Was the content appropriate? Did it meet the user's needs?	Y	
Were the screens appealing? <ul style="list-style-type: none"> • Color, items on screen, sounds 	Y	It was bright and colorful
Is it easy to navigate?	Y	
Is it easy to learn?	Y	
Does the user need Supervision to use	N	
If the App required a response, was it appropriate? (right or wrong)	Y	
Were there bells and whistles? <ul style="list-style-type: none"> • If so, do they enhance instead of detract? • If not, should there be? 	Y	They had a wide variety of games in math as well as physics that are very educational.
Did you like using the App?	Y	It was engaging and fun
What was the cost? <ul style="list-style-type: none"> • Was there a "lite" version <ul style="list-style-type: none"> o If so, was it enough 	N	There was no cost.
Were there in-app purchases? <ul style="list-style-type: none"> • If so, what were the additional costs? 	N	
How does it compare to other apps that do the same?		We thought the games were very fun and educational.
Additional Comments		

<u>Developmentally Appropriate</u>		
Child Development and Learning <ul style="list-style-type: none"> ● Subject Matter appropriate? ● Educational Focus? ● Provides for Learning New Content? ● Follows Appropriate Teaching Sequence? 	Y Y Y Y	
Individual <ul style="list-style-type: none"> ● Does it match individual's abilities? ● Does it meet individual's needs? 	Y Y	The user can pick which topic they would like to focus on.
Social/Cultural <ul style="list-style-type: none"> ● Bias? ● Commercialism Comments 	Y	There wasn't a bias that we noticed, but there were many ads.

Fish School Review

Questions	Yes /no	Comments/ Notes
<p>Title Fish School Version: 1.2 Developer: Duck Duck Moose, LLC Evaluators Emery Steele and Susan Abshier</p>		
Have you played enough to know every aspect? <ul style="list-style-type: none"> • Did you try things that were wrong and/or unexpected 	Y	It is a very simple game. It only has eight different settings with one button to switch between them.
Did the software crash?	N	
Was the content appropriate? Did it meet the user's needs?	Y	Needs met: learning alphabet, numbers 1-20, shapes, colors, and finding differences/similarities.
Were the screens appealing? <ul style="list-style-type: none"> • Color, items on screen, sounds 	Y	colorful screen, beautiful and soothing classical music
Is it easy to navigate?	Y	one button
Is it easy to learn?	Y	
Does the user need Supervision to use	N	
If the App required a response, was it appropriate? (right or wrong)	Y	"Excellent" when right. Nothing when wrong.
Were there bells and whistles? <ul style="list-style-type: none"> • If so, do they enhance instead of detracting? • If not, should there be? 	N	this app is simple because it is geared toward early elementary school kids. This is perfect.
Did you like using the App?	Y	
What was the cost? <ul style="list-style-type: none"> • Was there a "lite" version <ul style="list-style-type: none"> o If so, was it enough 	N	free
Were there in-app purchases? <ul style="list-style-type: none"> • If so, what were the additional costs? 	N	
How does it compare to other apps that do the same?		This is the first app like this that I have seen that uses classical music!
Additional Comments		

<u>Developmentally Appropriate</u>		
Child Development and Learning <ul style="list-style-type: none"> • Subject Matter appropriate? • Educational Focus? • Provides for Learning New Content? • Follows Appropriate Teaching Sequence? 	Y	<ul style="list-style-type: none"> • letters, numbers 1-20, colors • Purely educational but presented in a fun and colorful way!
Individual <ul style="list-style-type: none"> • Does it match individual's abilities? • Does it meet individual's needs? 	Y	
Social/Cultural <ul style="list-style-type: none"> • Bias? • Commercialism Comments 	N	no bias

NASA Visualization Explorer Review

Questions	Yes/n o	Comments/ Notes
<p>Title NASA Visualization Explorer Developer: NASA Version: 0.92.0.1 Evaluators Emery Steele and Susan Abshier</p>		
Have you played enough to know every aspect? <ul style="list-style-type: none"> • Did you try things that were wrong and/or unexpected 	y	all articles have a gallery, at least one video
Did the software crash?	N	
Was the content appropriate? Did it meet the user's needs?	y	
Were the screens appealing? <ul style="list-style-type: none"> • Color, items on screen, sounds 		
Is it easy to navigate?	y	<ul style="list-style-type: none"> • Topic folders • organized by dates • continuous scroll • search • swipe to see pictures • back button
Is it easy to learn?	y	
Does the user need Supervision to use	N	
If the App required a response, was it appropriate? (right or wrong)	N	
Were there bells and whistles? <ul style="list-style-type: none"> • If so, do they enhance instead of detract? • If not, should there be? 	N	We think the app would have a Spanish translation of articles and Spanish subtitles for videos.
Did you like using the App?	y	We like this app because it intrigues the mind about space and presents things in a way that is easier to apply science to real life
What was the cost? <ul style="list-style-type: none"> • Was there a "lite" version 	N	free

o If so, was it enough		
Were there in-app purchases? • If so, what were the additional costs?	N	
How does it compare to other apps that do the same?		This app is strictly space-themed
Additional Comments		We think it is really cool that NASA provides this app for free. it is so well done with real research that it would not be bad if they charged a subscription.
<u>Developmentally Appropriate</u>		
Child Development and Learning • Subject Matter appropriate? • Educational Focus? • Provides for Learning New Content? • Follows Appropriate Teaching Sequence?	Y	this would be wonderful for any science class or learning informational text in ELA classes
Individual • Does it match individual's abilities? • Does it meet individual's needs?	Y	
Social/Cultural • Bias? • Commercialism Comments	N	

Tozzle Review

Questions	Y/N	Comments/ Notes
<u>Title: Tozzle</u> <u>Developer</u> <u>Versions</u> <u>Evaluators: Emery Steele and Susan Abshier</u>		
Have you played enough to know every aspect? <ul style="list-style-type: none"> • Did you try things that were wrong and/or unexpected 	Y	
Did the software crash?	N	
Was the content appropriate? Did it meet the user's needs?	Y	It was perfect for young children
Were the screens appealing? <ul style="list-style-type: none"> • Color, items on screen, sounds 	Y	
Is it easy to navigate?	Y	
Is it easy to learn?	Y	
Does the user need Supervision to use	N	
If the App required a response, was it appropriate? (right or wrong)	Y	
Were there bells and whistles? <ul style="list-style-type: none"> • If so, do they enhance instead of detract? • If not, should there be? 	Y	The animation was great and it had cheerful music.
Did you like using the App?	Y	
What was the cost? <ul style="list-style-type: none"> • Was there a "lite" version <ul style="list-style-type: none"> o If so, was it enough 	Y	There was a lite version that offered plenty of resources.
Were there in-app purchases? <ul style="list-style-type: none"> • If so, what were the additional costs? 	Y	It cost \$3.99 for the full version.
How does it compare to other apps that do the same?		We thought this was a great app that was both fun and educational.
Additional Comments		
<u>Developmentally Appropriate</u>		

Child Development and Learning <ul style="list-style-type: none"> • Subject Matter appropriate? • Educational Focus? • Provides for Learning New Content? • Follows Appropriate Teaching Sequence? 	Y Y Y Y	
Individual <ul style="list-style-type: none"> • Does it match individual's abilities? • Does it meet individual's needs? 	Y Y	
Social/Cultural <ul style="list-style-type: none"> • Bias? • Commercialism Comments 	N N	We did not notice any biases and there were not any ads.

Nearpod Review

Questions	Y/N	Comments/ Notes
<p>Title Nearpod Developer: Nearpod Inc. Version: 10.0 Evaluators: Emery Steele and Susan Abshier</p>		
Have you played enough to know every aspect? <ul style="list-style-type: none"> • Did you try things that were wrong and/or unexpected 	Y	
Did the software crash?	N	
Was the content appropriate? Did it meet the user's needs?	Y	It helps teachers enhance their lessons with technology.
Were the screens appealing? <ul style="list-style-type: none"> • Color, items on screen, sounds 	Y	
Is it easy to navigate?	Y	
Is it easy to learn?	Y	
Does the user need Supervision to use	N	
If the App required a response, was it appropriate? (right or wrong)	Y	
Were there bells and whistles? <ul style="list-style-type: none"> • If so, do they enhance instead of detract? • If not, should there be? 	Y	It does not detract. It allows students to play games and helps teacher find materials for lessons.
Did you like using the App?	Y	
What was the cost? <ul style="list-style-type: none"> • Was there a "lite" version <ul style="list-style-type: none"> o If so, was it enough 	Y	There is a "silver version" but it has plenty of content.
Were there in-app purchases? <ul style="list-style-type: none"> • If so, what were the additional costs? 	Y	The "gold version" was \$119.99 annually.
How does it compare to other apps that do the same?		We thought this app worked very well.
Additional Comments		
<u>Developmentally Appropriate</u>		

<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? 	<p>Y Y Y Y</p>	
<p>Individual</p> <ul style="list-style-type: none"> • Does it match individual's abilities? • Does it meet individual's needs? 	<p>Y Y</p>	<p>The user can select the subject they would like to use.</p>
<p>Social/Cultural</p> <ul style="list-style-type: none"> • Bias? • Commercialism Comments 	<p>N N</p>	<p>There were no ads and no bias.</p>

Group Evaluations

Homer Evaluation

Type: Tutorial

Evaluator: Emery Steele and Susan Abshier

Device: iPad

This app provides videos for students based on their interests. When the user logs into the app, it asks the age of the student, where they are in their education, and what their interests are. Then it provides educational videos based on their interests. It was very easy to navigate as it had specific windows for each subject and interest. The screen is bright and colorful. The videos are also very visual and engaging.

Both evaluators enjoyed the app, but felt it is better suited for younger students. We agreed that the videos kept students engaged and would be great for an elementary classroom. For an elementary classroom, we would buy this to provide students with engaging videos that will help further their understanding of the material. It passes both the review and evaluation, but only for an elementary classroom, not a mid-level one.

iXL - Math Evaluation

Type: Drill and Practice

Evaluator: Emery Steele and Susan Abshier

Device: iPad

iXL allows the user to practice their math (and other) skills while helping them develop their knowledge. It has questions on every subject and grade level. When the user gets a question wrong, the app provides step-by-step instructions on how to get the problem right. It was very easy to navigate as there is a navigation bar for the subjects and it has a search option.

We both enjoyed this software. It passes both our review and evaluation. It was very effective for reinforcing previous knowledge and provides immediate and thorough feedback. The feedback was appropriate and was directed toward whichever grade level is being used. We would buy this in a classroom to provide students with extra practice problems when they need them. In a classroom, we would use this to help students develop their math skills. It was a very useful app.

Planboard Evaluation

Type: Tools

Evaluator: Emery Steele and Susan Abshier

Device: iPad

This software is perfect for teachers. The app is very easy to use and allows teachers to plan and organize their lessons directly on the app. Each lesson can have attachments and helps the teacher know what they need to teach for that day. It also has the option of creating a lesson from a template. After the teacher creates a class, they can place their lessons in the class. Then, the class generates a schedule for the teacher, so that they can easily keep up with what they are teaching.

We both loved this app. It passed both the evaluation and the review. We plan on using this as teachers so that we can be organized and have all of our lesson plans digitized. We felt that it is a great way for teachers to have on hand everything they need for their lesson without having to go back and forth between a computer.

GoNoodle Evaluation

Type: Discovery Learning

Evaluator: Emery Steele and Susan Abshier

Device: iPad

This app contained videos that helped engage students in the classroom. They covered many subjects such as math and Spanish. The navigation was very easy to use. The videos did not freeze, but the advertisements can make them run slowly, however. The appearance of the app was very colorful and bright. The actual videos were engaging and lively for the students. Some of them did have confusing content.

We thought the app would be better in an elementary school classroom instead of a mid-level class. The songs and videos, while engaging, tended to be more juvenile than would suit our students. We did not particularly enjoy the app, but we also feel this could be due to the nature of the videos. They were not well suited for our classrooms. It did not pass our evaluation or review.

Cosmic Kids Evaluation

Type: Discovery Learning

Evaluator: Emery Steele and Susan Abshier

Device: iPad

This app works very well if the user's goal is to learn yoga. It has very clear navigation and is very easy to use. It has headings that help the user find exactly what they are looking for. Each individual video has a description of what the video is about that makes navigation easier.

We did not believe that this app was well suited for a mid-level classroom. It only contained videos about yoga. It also was very expensive for the content it provided. It did not pass the review or evaluation. This app might be useful in a physical education classroom when teaching students about yoga.

Calm Evaluation

Type: Tools

Evaluator: Emery Steele and Susan Abshier

Device: iPad

This app is very useful. It provides calming sounds and stories to help encourage mental health. The app is designed to encourage mental health. The screen colors are very calming and it is very easy to navigate as it has windows for whatever the user is needing at a given moment, whether it be guided meditation, calming music to help the user sleep, or white noise.

We both liked this app and found that it could be useful in both a classroom and in the students' homes. It passes both the review and evaluation. We agreed that we would use this app in a classroom to help students focus on their work and help them relax when they are anxious. When we give the students downtime for reading or to work on an assignment, this app may allow them to feel less anxious.

Swift Playground Evaluation

Type: Tutorial

Evaluator: Emery Steele and Susan Abshier

Device: iPad

This app is both engaging and educational. It provides students with a fun way to learn coding which can be a tedious and difficult subject. The screen was bright and colorful with adorable animation. It also provided the user with a tutorial that helps the user understand exactly what each control means. In the app, the user must program the track of an avatar. The user must be very specific in the controls or the avatar will not be able to make it to the correct destination.

Both evaluators enjoyed using the app. It passed both the review and evaluation. We found that it was easy to use even though coding can be very complicated. The animation was incredibly engaging. We believed that it would be great for a mid-level classroom when teaching students how to code in a technology class.

Code Sparks Evaluation

Type: Tutorial

Evaluator: Emery Steele and Susan Abshier

Device: iPad

The particular app had great animation and was engaging. It is designed to help students code stories and the directions of little characters. It has a section for students to code from existing games and stories or creates new ones. Once the user enters a game or story, they will be asked to give the characters a set of demands by selecting the code they would like and then tap on the character.

While we found the appearance of the app to be fun and engaging, we found the implementation of the coding to be confusing and complicated. It did not have a thorough tutorial and we were left without a clear understanding of how to work the app. Compared to other apps that do the same, such as Swift Playgrounds, it does not prove to be helpful in learning how to code. It failed both the evaluation and the review.

Poptropica Evaluation

Type: Simulation

Evaluator: Emery Steele and Susan Abshier

Device: iPad

This app was very fun and engaging. The animation is colorful. It allows the user to create their own avatar they can use to play the game. After they make the avatar, the user can explore various islands and solve puzzles while playing minigames within the app. The app ran very well, with minimal load times.

We enjoyed using the app, but we thought it should be more educational if it was to be used in the classroom. For that reason, it did not pass the evaluation or review. It could be used as a way for students to relax after they have finished their work, however, some other apps that do the same are more educational.

Cool Math Games Evaluation

Type: Drill and Practice

Evaluator: Emery Steele and Susan Abshier

Device: iPad

This game was like an arcade for educational games revolving around math. It was bright and colorful. The games were fun to play but also helped the user practice their math skills. Navigation was easy as far as finding games, but it did not always have a clear description of what skill the game covered. Each game is very different, but all are fun and helpful.

We enjoyed playing the games on this app. It is the perfect app for drill and practice since it is engaging and reinforces the skills and knowledge of the user. It passed both the review and evaluation. We both agreed that we would use it in our classroom to help students further their abilities and help them learn that math can be fun.

Fish School Evaluation

Type: Problem Solving

Evaluator: Emery Steele and Susan Abshier

Device: iPad

This app was geared towards younger elementary school children and would appeal to them because of the music and colors. There was one button that switched the mode of the game from letters to numbers, colors, matching, differences, and play. The app has clear auditory directions but does not have visual directions which might make it hard to play when sound is not appropriate or the child does not have earphones.

We enjoyed this cute app, especially the alphabet song, and it passed both the review and evaluation. This app does exactly what it was made to do! Neither of us is going to be teaching young children so we will most likely not use this app in our classroom.

NASA Visualization Explorer Evaluation

Type: Discovery Learning

Evaluator: Emery Steele and Susan Abshier

Device: iPad

NASA Visualization Explorer is an exciting app! We felt like we were on a tour of space. Articles are organized and easily accessible with pictures and intriguing videos. Students could use this app to do research on certain parts of the galaxy or even the history of space science. One thing that would make this app ten times better would be Spanish subtitles/translations or some sort of interactive space map!

We both liked exploring space via this app and give it a big pass on both the review and evaluation. It is a great resource for all science, ELA, and history teachers. As future ELA teachers, we could see ourselves using this app in many different ways: student research project, jigsaw lessons, and enhancing content vocabulary

Tozzle Evaluation

Type: Tutorial

Evaluator: Emery Steele and Susan Abshier

Device: iPad

This app offered developmental games for young children. The screen was bright and colorful. It was very easy to navigate. The games are presented in an organized way that makes it easy to find what skill the user wants to focus on. Not only are the games fun, but they help children develop their math and reading skills and introduce them to new ideas.

We enjoyed using this app. It would be very good for young children, particularly pre-k and younger. It did not suit our grade levels, however. For that reason, it did not pass the review or evaluation. In a classroom, it could be used to help students further their skills in a fun and engaging way.

Nearpod Evaluation

Type: Tools

Evaluator: Emery Steele and Susan Abshier

Device: iPad

This app is a great tool for teachers to find resources for lesson plans. It also allows them to connect the material directly to the students through the app. The teacher can create games for their students based on the material they are teaching to their students. The games are fun and allow the teacher to evaluate student knowledge.

We both enjoyed this app. It is perfect for teachers and allows them to plan engaging lessons. It passed both the evaluation and the review. We planned on using it in our classrooms to create lessons with engaging material and games that allow us to have formative assessments embedded within the material.

Emery Steele Reviews

Big Ideas Math Videos Review

Questions	Yes	No	Comments/ Notes
Title: Big Ideas Math Videos Type: Tutorial Evaluators: Emery Steele			
Have you played enough to know every aspect? <ul style="list-style-type: none"> Did you try things that were wrong and/or unexpected 	Y		
Did the software crash?		N	
Was the content appropriate? Did it meet the user's needs?	Y		
Were the screens appealing? <ul style="list-style-type: none"> Color, items on screen, sounds 		N	It is not incredibly decorative, but it is easy to read.
Is it easy to navigate?	Y		
Is it easy to learn?	Y		
Does the user need Supervision to use		N	
If the App required a response, was it appropriate? (right or wrong)	N/A		
Were there bells and whistles? <ul style="list-style-type: none"> If so, do they enhance instead of detract? If not, should there be? 		N	It would be greatly improved if they added some engaging animation or instructiveness to the videos.
Did you like using the App?	Y		
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 			It was free.
Were there in-app purchases? <ul style="list-style-type: none"> If so, what were the additional costs? 		N	I could not find any in-app purchases.

How does it compare to other apps that do the same?			It works well and has a wide variety of topics, but it should be more engaging.
Additional Comments			This is a tutorial app that provides videos for various topics in mathematics.
<u>Developmentally Appropriate</u>			
Child Development and Learning <ul style="list-style-type: none"> • Subject Matter appropriate? • Educational Focus? • Provides for Learning New Content? • Follows Appropriate Teaching Sequence? 	Y Y Y Y		
Individual <ul style="list-style-type: none"> • Does it match individual's abilities? • Does it meet individual's needs? 	Y Y		
Social/Cultural Bias? <ul style="list-style-type: none"> • Commercialism Comments 		N N	I did not notice any commercialism or biases.

Bridge Constructor Free Review

Questions	Yes	No	Comments/ Notes
Title Bridge Constructor Free Type: Problem Solving Evaluators Emery Steele			
Have you played enough to know every aspect? <ul style="list-style-type: none"> • Did you try things that were wrong and/or unexpected 	y		
Did the software crash?		N	
Was the content appropriate? Did it meet the user's needs?	y		
Were the screens appealing? <ul style="list-style-type: none"> • Color, items on screen, sounds 	y		It is colorful with great animation.
Is it easy to navigate?	y		
Is it easy to learn?	y		
Does the user need Supervision to use		N	
If the App required a response, was it appropriate? (right or wrong)	y		When the user builds the bridge well, the cars make it across and confetti bursts on the screen. When the user builds it incorrectly, the bridge collapses and the cars fall.
Were there bells and whistles? <ul style="list-style-type: none"> • If so, do they enhance instead of detract? • If not, should there be? 	y		They enhance the game with the realistic animation and the use of a budget to build a bridge.
Did you like using the App?	y		It is a fun game.
What was the cost? <ul style="list-style-type: none"> • Was there a "lite" version <ul style="list-style-type: none"> o If so, was it enough 			It was free.

<p>Were there in-app purchases?</p> <ul style="list-style-type: none"> If so, what were the additional costs? 		Y	You can buy additional maps and different animation for \$1.99
<p>How does it compare to other apps that do the same?</p>			I enjoyed this app. Honestly; I do not know of any other bridge building simulators.
<p>Additional Comments</p>			This was a great problem-solving app that will help students understand the application of mathematics to the real world.
<u>Developmentally Appropriate</u>			
<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? 	Y	N N N	The subject matter was appropriate, but it was not solely made for a classroom.
<p>Individual</p> <ul style="list-style-type: none"> Does it match individual's abilities? Does it meet individual's needs? 	Y Y		
<p>Social/Cultural</p> <ul style="list-style-type: none"> Bias? Commercialism Comments 	Y	N	There was not a bias, however, there were a lot of advertisements since it is free.

Business Tycoon Simulator Review

Questions	Yes	No	Comments/ Notes
Title Business Tycoon Simulator Type: Simulator Evaluators Emery Steele			
Have you played enough to know every aspect? <ul style="list-style-type: none"> • Did you try things that were wrong and/or unexpected 	y		
Did the software crash?		N	
Was the content appropriate? Did it meet the user's needs?	y		
Were the screens appealing? <ul style="list-style-type: none"> • Color, items on screen, sounds 	y		I thought the animation was great.
Is it easy to navigate?	y		
Is it easy to learn?	y		There is a very thorough tutorial when you open the app.
Does the user need Supervision to use		N	
If the App required a response, was it appropriate? (right or wrong)	y		You have the ability to earn money or lose money.
Were there bells and whistles? <ul style="list-style-type: none"> • If so, do they enhance instead of detract? • If not, should there be? 			
Did you like using the App?	y		I thought it was very fun and educational.
What was the cost? <ul style="list-style-type: none"> • Was there a "lite" version <ul style="list-style-type: none"> o If so, was it enough 			It was free
Were there in-app purchases? <ul style="list-style-type: none"> • If so, what were the additional costs? 		N	
How does it compare to other apps that do the same?			I liked this one because it was very realistic.
Additional Comments			I enjoyed the app because I thought it would give students

			some insight on how businesses work.
<u>Developmentally Appropriate</u>			
Child Development and Learning <ul style="list-style-type: none"> • Subject Matter appropriate? • Educational Focus? • Provides for Learning New Content? • Follows Appropriate Teaching Sequence? 	Y Y Y Y		
Individual <ul style="list-style-type: none"> • Does it match individual's abilities? • Does it meet individual's needs? 	Y Y		
Social/Cultural <ul style="list-style-type: none"> • Bias? • Commercialism Comments 		N N	I did not notice a bias and there were not any advertisements on the app.

Edex Review

Questions	Yes	No	Comments/ Notes
Title: Edex Type: Discovery Learning Evaluators: Emery Steele			
Have you played enough to know every aspect? <ul style="list-style-type: none"> • Did you try things that were wrong and/or unexpected 	y		
Did the software crash?		N	
Was the content appropriate? Did it meet the user's needs?	y		
Were the screens appealing? <ul style="list-style-type: none"> • Color, items on screen, sounds 		N	It is very simple with black letters and white background.
Is it easy to navigate?	y		You simply select the subject you would like to know more about.
Is it easy to learn?	y		
Does the user need Supervision to use	y		You can make purchases on the app, so younger students would need to be supervised.
If the App required a response, was it appropriate? (right or wrong)	N/A		
Were there bells and whistles? <ul style="list-style-type: none"> • If so, do they enhance instead of detract? • If not, should there be? 	y		Once you complete a course, you can receive a certificate if you pay for it.
Did you like using the App?	y		It is very useful
What was the cost? <ul style="list-style-type: none"> • Was there a "lite" version <ul style="list-style-type: none"> o If so, was it enough 			You have to pay for some courses and the certificates, but most individual lessons are free.
Were there in-app purchases? <ul style="list-style-type: none"> • If so, what were the additional costs? 	y		
How does it compare to other apps that do the same?			Other apps, such as Udemy and Coursera require you to buy the

			courses. In addition, these courses are provided by Ivy League schools.
Additional Comments			This is a discovery learning app that provides courses on any subject. I would certainly recommend it to anyone who would like to learn a new skill or subject, but does not want to pay for it.
Developmentally Appropriate			
Child Development and Learning <ul style="list-style-type: none"> • Subject Matter appropriate? • Educational Focus? • Provides for Learning New Content? • Follows Appropriate Teaching Sequence? 	Y Y Y Y		
Individual <ul style="list-style-type: none"> • Does it match individual's abilities? • Does it meet individual's needs? 	y y		
Social/Cultural <ul style="list-style-type: none"> • Bias? • Commercialism Comments 		N N	I did not notice any bias and there were no ads.

Mindnode Review

Questions	Yes	No	Comments/ Notes
<p>Title Mindnode</p> <p>Type: Tools</p> <p>Evaluators Emery Steele</p>			
<p>Have you played enough to know every aspect?</p> <ul style="list-style-type: none"> • Did you try things that were wrong and/or unexpected 	y		
<p>Did the software crash?</p>		N	
<p>Was the content appropriate? Did it meet the user's needs?</p>	y		
<p>Were the screens appealing?</p> <ul style="list-style-type: none"> • Color, items on screen, sounds 	y		The user gets to design the mind map.
<p>Is it easy to navigate?</p>	y		
<p>Is it easy to learn?</p>		N	I would have to demonstrate it for my students.
<p>Does the user need Supervision to use</p>	y		There are in app purchases, so younger students might need an adult to make sure they do not purchase anything.
<p>If the App required a response, was it appropriate? (right or wrong)</p>	N/A		
<p>Were there bells and whistles?</p> <ul style="list-style-type: none"> • If so, do they enhance instead of detract? • If not, should there be? 		N	

			It would be nice if the user could submit images in the mind map.
Did you like using the App?	Y		
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 			There is a free version, and it seemed enough to be useful.
Were there in-app purchases? <ul style="list-style-type: none"> If so, what were the additional costs? 	Y		There is a free version, but Mindnode Plus costs \$2.49 a month or \$19.99 a year.
How does it compare to other apps that do the same?			It works well and is well organized. It is a little difficult to figure out at first.
Additional Comments			I think this could be a very useful tools app.
Developmentally Appropriate			
Child Development and Learning <ul style="list-style-type: none"> Subject Matter appropriate? Educational Focus? Provides for Learning New Content? Follows Appropriate Teaching Sequence? 	Y Y	N N	
Individual			

<ul style="list-style-type: none"> • Does it match individual's abilities? • Does it meet individual's needs? 	<p>Y Y</p>		
<p>Social/Cultural</p> <ul style="list-style-type: none"> • Bias? • Commercialism Comments 		<p>N N</p>	<p>I did not notice any bias. While there is an option to purchase a Plus version of the app, there was not an excessive amount of advertising.</p>

Sushi Monster Review

Questions	Yes	No	Comments/ Notes
Title: Sushi Monster Type: Drill and Practice Evaluators: Emery Steele			
Have you played enough to know every aspect? <ul style="list-style-type: none"> • Did you try things that were wrong and/or unexpected 	y		
Did the software crash?		N	
Was the content appropriate? Did it meet the user's needs?	y		
Were the screens appealing? <ul style="list-style-type: none"> • Color, items on screen, sounds 	y		It was very bright and colorful.
Is it easy to navigate?	y		It has a section for addition and multiplication and has levels within each.
Is it easy to learn?	y		
Does the user need Supervision to use		N	
If the App required a response, was it appropriate? (right or wrong)	y		When you get it right the little monster is happy, when you get it wrong the little monster is angry.
Were there bells and whistles? <ul style="list-style-type: none"> • If so, do they enhance instead of detract? • If not, should there be? 	y	N	I think there could be more substance to the app, such as help videos or explanations of why a question is wrong.
Did you like using the App?	y		It was cute and serves very well as drill and practice.

<p>What was the cost?</p> <ul style="list-style-type: none"> Was there a "lite" version <ul style="list-style-type: none"> If so, was it enough 		N	It was free.
<p>Were there in-app purchases?</p> <ul style="list-style-type: none"> If so, what were the additional costs? 		N	
<p>How does it compare to other apps that do the same?</p>			It works well, is easy to navigate, and is very affective at reinforcing times tables and addition.
<p>Additional Comments</p>			I thought the animation was great for younger grades and it also is very visual. It is a great drill and practice app.
<u>Developmentally Appropriate</u>			
<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? 	<p>y y</p>	<p>N N</p>	
<p>Individual</p> <ul style="list-style-type: none"> Does it match individual's abilities? Does it meet individual's needs? 	<p>y y</p>		

Social/Cultural <ul style="list-style-type: none"> • Bias? • Commercialism Comments 		N N	I did not see any bias or advertisements.

Emery Steele Evaluations

Big Ideas Math Videos Evaluations

Type: Tutorial

Evaluator: Emery Steele

Device: iPad

This app would be very helpful. It gives the user the option of choosing a grade to focus on. It then provides subject videos for various sections of mathematics, such as geometry. It was very easy to navigate, so students would have no trouble finding what they need. It was, however, not very engaging or visual. Some students may struggle to pay attention to them, since it does not have fun animation or interactions within the videos.

While I thought this app was helpful, it did not pass the evaluation or the review. If I were to use this in a classroom, I would purchase it so I could have easy access to math videos. I might use this to find videos that help introduce the material I am teaching.

On the app store, it only received 2.2 stars. In the reviews, most users said the videos did not load for them. While I never had trouble getting the videos to load, it could have trouble loading on an iPhone.

Bridge Constructor Free Evaluations

Type: Problem-Solving

Evaluator: Emery Steele

Device: iPad

While this app is not technically for a classroom, it is very affective at teaching students about the application of mathematics in the real world. The user must build a bridge that can hold cars driving over it. If the user does not build a bridge strong enough, it breaks and the cars fall. There is also a budget for building the bridge which requires the user to think about a strategy for building the bridge. The animation is very engaging and realistic which I think would be fun for students.

This game is great for applying knowledge to the real world, so it passes the review and evaluation. In a classroom, I would use this to teach the students about the application of mathematics to the real world. If I were doing a unit on geometry, I could have the student build bridges and test their ideas on this app first.

In the app store, the app only received 3.5 stars. The reviews say it is because of the number of advertisements which I do agree are excessive. They also say the game gets very hard as the levels progress.

Business Tycoon Simulator Evaluations

Type: Simulator

Evaluator: Emery Steele

Device: iPad

This app is an effective way to teach students about the way business works. They have the ability to create new businesses as the game progress. It also becomes more challenging as the game progresses, since the user must purchase more materials to keep their business running or to upgrade their business. It is very easy to use since there is a thorough tutorial at the beginning of the game that explains what everything is and how to use it.

In a classroom, I would use this to teach students about how to use money effectively, so it passes the evaluation and review. I would purchase this in order to help my students learn about business. This would be the perfect app for an economics class.

On the app store, it received 3.6 stars. In the reviews, some users claimed they had some trouble with the app crashing and that it had several bugs that needed to be fixed. Other than those issues, everyone seemed to love the game itself.

Edex Evaluations

Type: Discovery Learning

Evaluator: Emery Steele

Device: iPad

This app is great for all ages to learn a new skill. It has hundreds of classes offered by Ivy League schools such as Harvard. The user must select what subject they would like to learn then register for the class. Registration is free for most classes, but if the user would like to get a certificate after completing a course or sign up for a full program, they must pay a fee. I would buy this to provide students with a variety of learning opportunities.

This provides great information for students on any subject, so it passes the evaluation and review. In a classroom, I would present this to the class to encourage students to learn about many subjects they are passionate about.

In the app store, the app received 4.7 stars. The reviews say the app has a wide range of subject the user can learn and is easy to use. Some of the reviews said they had some trouble with the app glitching when they wanted to watch the videos, but this was a very small minority. For the most part, the reviews say the app worked very well.

Mindnode Evaluations

Type: Tools

Evaluator: Emery Steele

Device: iPad

This app is great for organizing thoughts. It allows the user to create mind maps and graphic organizers on any subject. I did find it a little difficult to use at first, as the tutorial is not incredibly detailed. After the user learns how to use it, it becomes a very useful tool for the classroom.

In a classroom, I would likely show students how to use the app before I had them work with it. I would buy this for my class so that they can have a digital way to organize their thoughts and ideas for their work. I would use this in a classroom to help students brainstorm ideas for projects, essays, and stories.

In the app store, the app received 4.5 stars. The reviews say the app is very helpful and most had used it for years. The developer also seems to have fantastic customer service because they wrote back to every comment in the app store. The reviews do say the latest version made it difficult to use, however, I assume they will fix that soon since there were many comments about it.

Sushi Monster Evaluations

Type: Drill and Practice

Evaluator: Emery Steele

Device: iPad

This app would work very well as a drill and practice app. It requires students to practice calculations in a fun way. The game requires the user to feed a monster with sushi. The monster holds up a number while various numbers appear around the table. The user must select the two numbers whose product equal the number held up by the monster.

This is a great app for students to practice their skills using fun games, so it passes the review and evaluation. I would want to buy this for my classroom as a way students can practice their mathematics skills in their downtime. In a classroom, I would have students practice multiplication by using this app.

The reviews in the app store gave the app four stars. They said the app is great for practicing skills, but it could use more levels. They also say the app is great for students with learning disabilities since it is so visual.

Emery Steele Lesson Plans

Lesson Plan 1: Shapes

Grade Level & Subject Area: 5th Grade Math

Standards/Framework (State Standards, Content Standards, InTASC Standards)

AR.Math.Content.5.G.B.3: Understand that attributes belonging to a category of two-dimensional figures also belong to all subcategories of that category

For example: All rectangles have four right angles and squares are rectangles, so all squares have four right angles. All isosceles triangles have at least two sides congruent and equilateral triangles are isosceles. Therefore, equilateral triangles have at least two congruent sides.

AR.Math.Content.5.G.B.4: Classify two-dimensional figures in a hierarchy based on properties

Note: Trapezoids will be defined to be a quadrilateral with at least one pair of opposite sides parallel, therefore all parallelograms are trapezoids.

Theme/Series of Lessons (if Not applicable, put N/A. If it is part of a series, of lessons, tell me, give a BRIEF description of the overall and tell me where this particular lesson fits):

This lesson will be about classifying shapes and applying this knowledge to the real world.

Time (is this a 1 day 50 minute lesson, 5 day 1 hour lesson, once a week over a month lesson....):

5 day 50 minute lesson

What do the students already know? (This could be the Intro or they have learned information before starting this lesson):

We will have discussed the properties of polygons and the students will understand their various statistics.

Objective (What are the students' going to accomplish):

Students will create a bridge out of toothpicks, applying their knowledge to the real world.

Materials:

- **Toothpicks**
- **Glue**
- **iPad (or any tablet) with the app Bridge Constructor Free**
- **Computer**
- **Projector (or some way to watch a video)**
- **A scale**
- **Bucket**
- **Pitcher of water**
- **Paracord**

Procedure:

- **Day 1**
 - **I will explain to the students that they will be building a bridge out of toothpicks to show them how knowledge of polygons can be applied to the real world.**
 - **We will watch a video about different type of bridges with the Spanish captions turned on for ESL learners.**
 - **[Various types of bridges and why they work](#)**
 - **Next, I will pair the students into groups I have selected for enhanced scaffolding.**
 - **Each pair of students will decide which type of bridge they might want to build, then they will test that bridge on the app Bridge Constructor Free.**
- **Day 2-4**
 - **Students will craft their bridge with the toothpicks and glue I provide.**
 - **After they have finished, they will write down all of the shapes they used in their bridge and why they think this shape creates a strong structure.**

- **Day 5**
 - o We will test the strength of each bridge by placing the bridge between two desks
 - o I will wrap the paracord around the bridge and then wrap it around the handle of the bucket.
 - o I will slowly pour water in the bridge until it starts to break.
 - o We will weigh the bucket of water after each bridge to see which bridge held the most water.
 - o After we are done we will discuss as a class which bridges held the most water and why the shapes they contained contributed to the bridge's strength.

Assessment (How will the students' show you that the objective has been met):

(Note: the assessment does not have to be a paper and pencil test)

I will use several formative assessments

- I will walk around the room during the group time keeping a record of all student questions.
- The students will be assessed by how much weight their bridge held
- The students will turn in the paper where they wrote why they built the bridge, what were the shapes in the bridge, and how did those shapes contribute to the bridge's strength.
- I will evaluate the students' knowledge during the class discussion after the lesson is over.

A Brief Description Of The Entire Lesson - Plus Any Additional Information to be Included:

The students will be asked to test their knowledge of polygons by building a bridge out of toothpicks and determining which shapes they used to build it. After learning about various types of bridges, students will be paired into groups to decide which bridge they will make. Students will be give two days in class to work on it before we test the bridges using a bucket and water in class.

(I should be able to see and understand your entire lesson by reading this. Remember, Technology is not the lesson. It enhances the lesson)

Lesson Plan 2: Analyzing Numerical Patterns

Grade Level & Subject Area: 5th Grade Math

Standards/Framework (State Standards, Content Standards, InTASC Standards)

AR.Math.Content.5.OA.B.3:

- Generate two numerical patterns, each using a given rule
- Identify apparent relationships between corresponding terms by completing a function table or input/output table
- Using the terms created, form and graph ordered pairs in the first quadrant of the coordinate plane

Note: Terms of the numerical patterns will be limited to whole number coordinates.

Theme/Series of Lessons (if Not applicable, put N/A. If it is part of a series, of lessons, tell me, give a BRIEF description of the overall and tell me where this particular lesson fits):

In this lesson we will analyze patterns how to predict the next sequence.

Time (is this a 1 day 50 minute lesson, 5 day 1 hour lesson, once a week over a month lesson....):

1 day 50 minute lesson

What do the students already know? (This could be the Intro or they have learned information before starting this lesson):

The students will already understand place value.

Objective (What are the students' going to accomplish):

The students will learn how to analyze specific numerical patterns.

Materials:

- Erasable markers
- iPad (or any tablet) with the Mindnode app
- Pencils
- Paper

Procedure:

- I will write on the board a numerical pattern. Then, I will ask the students to brainstorm what they think the pattern is and what they think the next few numbers in the sequence in the pattern using the app Mindnode.
- After the students have had a few minutes to brainstorm, I will use direct instruction to explain to students how patterns work and various types of numeric patterns, i.e., arithmetic and geometric sequences.
- We will work with a pattern as a class to determine the formulas for each type of sequence
 - [Arithmetic sequence formula](#)
 - [Geometric Sequence Formula](#)
- Once we have determined the two formulas, I will write several patterns on the board and place students into pairs that I have predetermined for enhanced scaffolding. Each group will work with one of the patterns to determine which type of sequence the pattern is and the next few numbers in the sequence.
- Students will return to their desks then fill out an exit ticket.

Assessment (How will the students' show you that the objective has been met):

(Note: the assessment does not have to be a paper and pencil test)

I will use several formative assessments

- I will evaluate student knowledge using class discussion
- The students will work in groups to analyze a pattern
- Students will fill out an exit ticket

A Brief Description of The Entire Lesson - Plus Any Additional Information to be Included:

Students will learn how to analyze a pattern and determine what type of sequence it is. They will brainstorm ideas about sequences using the Mindnode app. Then, we will work as a class to figure out the formulas for each sequence, so the students can learn how to reason through a problem instead of just providing them with the formula. I will

have the students work in pairs with a single pattern and determine what type of pattern it is and what the next few numbers will be. Finally, the students will fill out an exit ticket.

(I should be able to see and understand your entire lesson by reading this. Remember, Technology is not the lesson. It enhances the lesson)

Susan Abshier Reviews

Adventure Academy Review

Questions	Yes/no	Comments/ Notes
Title Adventure Academy (Android) Type: Simulation Evaluators Susan Abshier		
Have you played enough to know every aspect? <ul style="list-style-type: none"> Did you try things that were wrong and/or unexpected 	Y	lots of fun!
Did the software crash?	N	
Was the content appropriate? Did it meet the user's needs?	Y	Math, reading, science, history
Were the screens appealing? <ul style="list-style-type: none"> Color, items on screen, sounds 	Y	The screen and sounds were like playing a video game. very appealing to children and adults
Is it easy to navigate?	Y	clear directions and instructions
Is it easy to learn?	Y	tutorials that shade out everything except what you need to click on.
Does the user need Supervision to use	N	
If the App required a response, was it appropriate? (right or wrong)	Y	correct answers are awarded with coins
Were there bells and whistles? <ul style="list-style-type: none"> If so, do they enhance instead of detracting? If not, should there be? 	Y	<ul style="list-style-type: none"> There is a store where you buy things with coins earned through completing educational games. This motivates the child to complete the tasks.
Did you like using the App?	Y	It was okay, I probably would love it as a child
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 		30 day free trial then \$9.99/month or \$79.99/year
Were there in-app purchases?	N	

<ul style="list-style-type: none"> • If so, what were the additional costs? 		
How does it compare to other apps that do the same?		
Additional Comments		It is really cool that there can be multiple profiles with each having their own avatar and password.
<u>Developmentally Appropriate</u>		
Child Development and Learning <ul style="list-style-type: none"> • Subject Matter appropriate? • Educational Focus? • Provides for Learning New Content? • Follows Appropriate Teaching Sequence? 	Y	Content is presented in a way to help the student and challenge their mind.
Individual <ul style="list-style-type: none"> • Does it match individual's abilities? • Does it meet individual's needs? 	Y	Kids want to play games. Kids need to have educational input/practice. This does both.
Social/Cultural <ul style="list-style-type: none"> • Bias? • Commercialism Comments 	N	There is a lot of diversity in avatar options :)

Epic Review

Questions	Yes/no	Comments/ Notes
<p>Title Epic</p> <p>Type: Discovery Learning</p> <p>Evaluators Susan Abshier</p>		
<p>Have you played enough to know every aspect?</p> <ul style="list-style-type: none"> • Did you try things that were wrong and/or unexpected 	y	I spent way too much time exploring this app!
Did the software crash?	N	
Was the content appropriate? Did it meet the user's needs?	y	<p>There were so many varieties of books and video</p> <ul style="list-style-type: none"> • national geographic • poetry • historical • picture books • reference • informational • comic books • audio books
<p>Were the screens appealing?</p> <ul style="list-style-type: none"> • Color, items on screen, sounds 	y	<p>Each book had beautiful pictures and the layout was easy to understand.</p> <p>Sound for read-alouds and audiobooks was clear</p>
Is it easy to navigate?	y	Turning the page is cute!
Is it easy to learn?	y	
Does the user need Supervision	N	
If the App required a response, was it appropriate? (right or wrong)	NA	
<p>Were there bells and whistles?</p> <ul style="list-style-type: none"> • If so, do they enhance instead 		Not really
Did you like using the App?	y	BIG YES
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 		Free version or 5.99 a month
<p>Were there in-app purchases?</p> <ul style="list-style-type: none"> If so, what were the additional costs? 	N	
How does it compare to other apps that do the same?		Comparing this to Kindle, I can say this is definitely a better and more child-appropriate app in content and accessibility.
Additional Comments		
<u>Developmentally Appropriate</u>		
<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? 	y	there are even informational book on "how to" write different types of literature (poetry, argumentative, memoir)
<p>Individual</p> <ul style="list-style-type: none"> Does it match individual's abilities? Does it meet individual's needs? 	y	Reading is so important and this provides a lot of options.
<p>Social/Cultural</p> <ul style="list-style-type: none"> Bias? Commercialism Comments 	N	There is a lot of diversity in the selection available!

Math Doors Review

Questions	Yes/n o	Comments/ Notes
<p><u>Title</u> Math Doors (Android)</p> <p><u>Type:</u> Problem Solving</p> <p><u>Evaluators</u> Susan Abshier</p>		
<p>Have you played enough to know every aspect?</p> <ul style="list-style-type: none"> • Did you try things that were wrong and/or unexpected 	y	I wanted to keep playing! I even got stumped on some of the puzzle questions.
Did the software crash?	N	
Was the content appropriate? Did it meet the user's needs?	y	<ul style="list-style-type: none"> • problem-solving, • math, • critical thinking
<p>Were the screens appealing?</p> <ul style="list-style-type: none"> • Color, items on the screen, sounds 	Y	The door opens when you get an answer right.
Is it easy to navigate?	Y	
Is it easy to learn?	Y	very easy to learn how to operate
Does the user need Supervision to use	N	
If the App required a response, was it appropriate? (right or wrong)	Y	the door opened when the correct answer was given
<p>Were there bells and whistles?</p> <ul style="list-style-type: none"> • If so, do they enhance instead of detracting? • If not, should there be? 	N	simple game :)
Did you like using the App?	Y	I wish there were an adult difficulty version!

<p>What was the cost?</p> <ul style="list-style-type: none"> Was there a "lite" version <ul style="list-style-type: none"> If so, was it enough 	N	Free
<p>Were there in-app purchases?</p> <ul style="list-style-type: none"> If so, what were the additional costs? 	N	
<p>How does it compare to other apps that do the same?</p>		There were multiple types of riddles/things to be solved.
<p>Additional Comments</p>		
<p><u>Developmentally Appropriate</u></p>		
<p>Child Development and Learning</p> <ul style="list-style-type: none"> Is subject Matter appropriate? Educational Focus? Provides for Learning New Content? Follows Appropriate Teaching Sequence? 	NA	
<p>Individual</p> <ul style="list-style-type: none"> Does it match an individual's abilities? Does it meet an individual's needs? 	Y	Problem-solving with the answer being present.
<p>Social/Cultural</p> <ul style="list-style-type: none"> Bias? Commercialism Comments 	N	no bias

My Study Life Review

Questions	Yes/no	Comments/ Notes
<p>Title My Study Life (Android)</p> <p>Type: Tool</p> <p>Evaluators Susan Abshier</p>		
<p>Have you played enough to know every aspect?</p> <ul style="list-style-type: none"> • Did you try things that were wrong and/or unexpected 	Y	I have used this in my own academic career.
Did the software crash?	N	
Was the content appropriate? Did it meet the user's needs?	y	<ul style="list-style-type: none"> • planning • setting reminders • due dates • different classes • daily schedule
<p>Were the screens appealing?</p> <ul style="list-style-type: none"> • Color, items on the screen, sounds 	y	simple with pops of color.
Is it easy to navigate?	Y	clear navigation. Can access one area in multiple ways.
Is it easy to learn?	N	Using it for the first time as a 6th grade student may be overwhelming without help from a teacher.
Does the user need Supervision to use	N	
If the App required a response, was it appropriate? (right or wrong)	NA	
<p>Were there bells and whistles?</p> <ul style="list-style-type: none"> • If so, do they enhance instead of detracting? 	N	

<ul style="list-style-type: none"> If not, should there be? 		This app is good
Did you like using the App?	Y	I used this for two years in college.
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 	N	Free
Were there in-app purchases? <ul style="list-style-type: none"> If so, what were the additional costs? 	N	
How does it compare to other apps that do the same?		This was the most simple with the most opportunities to be specific as you'd like. Other planning apps are either too simple or too complicated. This has a good balance.
Additional Comments		
<u>Developmentally Appropriate</u>		
Child Development and Learning <ul style="list-style-type: none"> Is subject Matter appropriate? Educational Focus? Provides for Learning New Content? Follows Appropriate Teaching Sequence? 	NA	
Individual <ul style="list-style-type: none"> Does it match an individual's abilities? Does it meet an individual's needs? 	Y	As students grow into higher grades, they must be taught techniques to keep track of everything. This is a good tool!
Social/Cultural <ul style="list-style-type: none"> Bias? Commercialism Comments 	N	no bias

Sixth Grade Learning Games Review

Questions	Y/ N	Comments/ Notes
(Android) Type: Drill and Practice Evaluators Susan Abshier		
Have you played enough to know every aspect? <ul style="list-style-type: none"> • Did you try things that were wrong and/or unexpected 	y	enjoyable, free version only let me access a few games
Did the software crash?	N	
Was the content appropriate? Did it meet the user's needs?	y	Math, ELA, science,
Were the screens appealing? <ul style="list-style-type: none"> • Color, items on screen, sounds 	y	simple with pops of color.
Is it easy to navigate?	y	back buttons and clear home icon
Is it easy to learn?	y	clear directions, audio, and visual instructions
Does the user need Supervision to use	N	
If the App required a response, was it appropriate? (right or wrong)	y	
Were there bells and whistles? <ul style="list-style-type: none"> • If so, do they enhance instead of detracting? • If not, should there be? 	y	The upbeat music was good but fish moving in the background may be a bit distracting.
Did you like using the App?	y	The few games I played were fun!
What was the cost? <ul style="list-style-type: none"> • Was there a "lite" version 		\$4.99/month or \$29.99/year

o If so, was it enough		
Were there in-app purchases? • If so, what were the additional costs?	N	
How does it compare to other apps that do the same?		
Additional Comments		
<u>Developmentally Appropriate</u>		
Child Development and Learning • Subject Matter appropriate? • Educational Focus? • Provides for Learning New Content? • Follows Appropriate Teaching Sequence?	Y	Content is presented in a way to help the student and challenge their mind.
Individual • Does it match an individual's abilities? • Does it meet an individual's needs?	y	This app covers many themes and topics.
Social/Cultural • Bias? • Commercialism Comments	N	no bias

6th Science Notes Review

Questions	Y/ N	Comments/ Notes
(Android) <u>Type:</u> Tutorial <u>Evaluators</u> Susan Abshier		
Have you played enough to know every aspect? • Did you try things that were wrong and/or unexpected	Y	Yes, this app is straightforward
Did the software crash?	N	
Was the content appropriate? Did it meet the user's needs?	Y	Science
Were the screens appealing? • Color, items on screen, sounds	Y	topics are organized with creative titles and clear descriptions
Is it easy to navigate?	Y	back button, scrolling to read notes
Is it easy to learn?	Y	self explained
Does the user need Supervision to use	N	
If the App required a response, was it appropriate? (right or wrong)	NA	
Were there bells and whistles? • If so, do they enhance instead of detracting? • If not, should there be?	N	It would be good if the app could read the words, increase the font/zoom in on notes, or translate to spanish
Did you like using the App?	Y	
What was the cost? • Was there a "lite" version o If so, was it enough		free
Were there in-app purchases? • If so, what were the additional costs?	N	
How does it compare to other apps that do the same?		I have never seen any apps like this before
Additional Comments		It is nice that you can add your own notes for students to read.
<u>Developmentally Appropriate</u>		

<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? 	y	Content is presented in bullet list sentences, clearly organized with bolded words.
<p>Individual</p> <ul style="list-style-type: none"> • Does it match an individual's abilities? • Does it meet an individual's needs? 	y	This app covers many topics.
<p>Social/Cultural Bias? Commercialism Comments?</p>	N	no bias

Susan Abshier Evaluations

Adventure Academy Evaluation

App Type: Simulation

Evaluator: Susan Abshier

Device: Android

In Adventure Academy, students create their individualized avatar and learn to navigate a new school while completing lessons as students of that school. I would want to purchase this for my students because after having fun creating their individualized avatars, they will have access to many different lessons. I would direct my students to lessons about parts of speech, literary devices, and history readings to add to what I teach them.

Epic Evaluation

App Type: Discovery Learning

Evaluator: Susan Abshier

Device: Android

Epic is a fun digital library! There are so many types of books, videos, “Read-to-me” books, and audiobooks. Topics range from history to fictional comics. There are informational readings to poetry. Students can make lists of their favorite books and search through collections. I would want to purchase this app at 5.99 a month because it provides a diverse array of resources to assign students to read, use in my lessons, or students read on their own time. The audiobooks and “Read-to-me” books are beneficial for struggling readers and ESL learners! I honestly want to buy this app to use with my niece and nephew!

Math Doors Evaluation

App Type: Problem Solving

Evaluator: Susan Abshier

Device: Android

I would buy Math Doors so that the students would not have to deal with ads. This game prompts students to think of solutions to unique math problems to open the next room door. I would use this in

my classroom to advocate for the importance of math in real-world problem-solving. Using this app, students may begin to recognize why math is useful and essential and better problem-solving skills.

My Study Life Evaluation

App Type: Tool

Evaluator: Susan Abshier

Device: Android

Middle school students (who are starting to have multiple teachers and more complex schedules) to keep their assignments/due dates/classes in order. If I were to introduce this app to my students, I would spend a class period at the beginning of the year teaching them how to use it. After they are familiar with the app, I will not require them to use it, but I will always remind them to put my assignments in the app (I would provide a couple of minutes for this each time there is an assignment).

Sixth Grade Learning Games Evaluation

App Type: Drill and Practice

Evaluator: Susan Abshier

Device: Android

I would purchase a Sixth Grade Learning game because the drill and practice games in ELA, Math, and Science are geared towards sixth-grade content. The games are fun, easy to understand how to play, and present students with an appropriate level of challenge. I will use this app in my classroom as something for children to play on during quiet time or if they get done with their homework early. One particular Game I would have students play is the “Synonyms and Antonyms” drill and practice to increase their vocabulary.

6th Science Notes

App Type: Tutorial

Evaluator: Susan Abshier

Device: Android

This app is free, and I would get it for my students because it provides organized notes centered on sixth-grade science content topics from sixth-grade science content. I would use this in my class to read before science lessons to activate background knowledge and introduce new topics. I might even use this app to learn on their own in groups and then present it to the class.

Susan Abshier Lesson Plans

Lesson Plan 1: Personification

Grade Level & Subject Area: 6th Grade English Language Arts

Standards/Framework (State Standards, Content Standards, InTASC Standards)

RL.6.4	Determine the meaning of words and phrases as they are used in a text, including figurative and connotative meanings; analyze the impact of a specific word choice on meaning and/or <i>tone</i> .
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from Arkansas Academic Standards, 6th Grade ELA

Theme/Series of Lessons (if Not applicable, put N/A. If it is part of a series of lessons, tell me, give a BRIEF description of the overall and tell me where this particular lesson fits):

Literary Devices are the theme of this lesson series. Students are learning devices such as hyperbole, personification (this lesson), simile, onomatopoeia, etc. Students are discovering these devices through concept attainment, discovery learning, and literature review.

Time (is this a 1 day 50 minute lesson, 5 days 1-hour lesson, once a week over a month lesson....):

1 day, 50 minute lesson

What do the students already know? (This could be the Intro or they have learned information before starting this lesson):

Students have learned about similes and metaphors. Students understand that phrases can mean different things than they appear.

Objective (What are the students' going to accomplish):

Students understand the use of personification and create their own personifications.

Materials:

- iPads for all students (ideally)
- Epic app installed, *The Sun Played Hide and Seek* downloaded.
- Word wall (growing with literary devices as we learn them)
- Graphic organizer to separate literal meaning from figurative meaning

Procedure:

- Quickly Review metaphor and simile, have students provide examples of each.
- Read *The Sun Played Hide and Seek* by Brian P. Clearly
- Pass out graphic organizers
- Demonstrate filling out a graphic organizer with example on page 15 of the book

What the book says...	Literal Meaning	Figurative meaning
“A twisted oak tree beckoned me...”	A tree spoke to the girl or motioned for her to come to it.	The girl was curious about the tree and wanted to climb it. The tree was appealing.

- Class discussion about favorite examples/ones that were confusing.
- Ask students to explain in their own words what personification is.
- Students will pick an item in the room to write their example of personification.

Assessment (How will the students show you that the objective has been met):

(Note: the assessment does not have to be a paper and pencil test)

- Students will pick an item in the room to write their own example of personification.

A Brief Description Of The Entire Lesson - Plus Any Additional Information to be Included:

Students will read a book about personification, identify the examples and their literal and figural/cognitive meanings, then create their own personifications about an item in the room.

Lesson Plan 2: Enhancing Narratives with Synonyms

Grade Level & Subject Area: 6th Grade ELA

Standards/Framework (State Standards, Content Standards, InTASC Standards)

W.6.3	Write narratives to develop real or imagined experiences or events using effective technique, relevant descriptive details, and well-structured event sequences.
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From Arkansas Academic Standards ELA 6th Grade.

Theme/Series of Lessons (if Not applicable, put N/A. If it is part of a series, of lessons, tell me, give a BRIEF description of the overall and tell me where this particular lesson fits):

N/A

Time (is this a 1 day 50 minute lesson, 5 day 1 hour lesson, once a week over a month lesson....):

1 day 50 minute lesson

What do the students already know? (This could be the Intro or they have learned information before starting this lesson):

Students have written a narrative story about a family holiday/birthday.

Objective (What are the students' going to accomplish):

Students will enhance their writing using synonyms for common words.

Materials:

- Narrative drafts printed
- Pen/pencil
- iPads
- Sixth Grade Learning Games App (specifically the Synonym Game)
- Example narrative
- projector

Procedure:

- Teacher will use direct instruction to show how changing common descriptive words like pretty, hot, and said to words such as beautiful, scolding, and declared adds to a story.
- Students will play "Synonym" game to practice thinking of synonyms.

- Teacher will demonstrate finding words to replace/enhance in the first paragraph of an example narrative
- Students will find 10+ words to replace in their writing
- Discussion about which change made the biggest difference/was their favorite.

Assessment (How will the students' show you that the objective has been met):

(Note: the assessment does not have to be a paper and pencil test)

- Students will turn in their updated drafts with marks on it to show the changes.

A Brief Description Of The Entire Lesson - Plus Any Additional Information to be Included:

- Students will learn how synonyms can enhance their writing and then make changes to their writing after playing a synonym game.