

Title: Padlet

Version: 72.0

Publisher: Wallwisher, Inc.

Target Audience: The publisher says 4+ but we disagree. We think that the minimum age should be 7+ because the younger kids might get too distracted or might get confused using the app.

Curriculum: This app can be used for any lesson. There is organization charts that can be used for science, a storyboard for literature, and so much more.

Possible Environments and why: This app can be used at home and in the classroom. It could be used at home because there are polls and questions they could answer in their free time and in class they could answer or fill out the charts required for class.

Cost: It is free for the basic version which includes 3 templates or \$8.99/month for the pro version which includes everything.

Describe the software: When you open the app you have to sign up or log in. Then you choose if you want the basic version or the pro version. Then it will bring you to the homepage which says hi (your name) and gives you options on what you can make, look in the gallery, or search for other people work.

Impression on the software & how it would be used in class: We think that it is easy to incorporate in the classroom. It has an easy navigation which will help the kids not get lost and it is self explanatory. The bad thing about it would be that the kids can view anybody else's padlet that they might have made.

Pass or fail: Pass

Title: Explain Everything

Version: 5.2.2

Publisher: Explain Everything sp. z.o.o

Target Audience: The publisher says 4+ but we disagree. We think it is too advanced for younger kids and it should at least be 8+ because it is a little too advanced.

Curriculum: This app can be used for any lesson. It can be used in math to explain how to solve a problem, in english to create a story, in science to explain how something works, or in social studies to recreate an event.

Possible Environments and why: This could be used at home or in the classroom. It could be used at home because it would be fun for the kids to play with in their spare time. In the classroom they would use it appropriately for a specific lesson.

Cost: This app is free to download but after you sign up you have two choices: \$12.99/month or \$107.99 for the year.

Describe the software: When you first open the app you have to sign up or log in. After that you have to pick how you want to pay. Then it will bring you to a home screen where you can start a project from scratch or from a template. Then you can add in pictures and words, it's an interactive whiteboard.

Impression on the software & how it would be used in class: We think that this app is easy and fun to use. It is easy to navigate around and there are a lot of things the kids or even teachers could do using this. We think the deal breaker for this is the prices, it's just too much to pay.

Pass or fail: Fail because of the price

Title: QR Reader for iPhone

Version: 6.6

Publisher: TapMedia Ltd

Target Audience: The publisher says 12+ and we agree. We don't think younger kids would understand or need this app

Curriculum: We don't think this could be used for a lesson because it doesn't teach anything but we think we could use it to send the kids to a certain website or app that would be helpful to them.

Possible Environments and why: We think this app is more for at home purposes or extra curricular activities because we don't know how we could use this to enhance any lessons in the classroom. It could be used for a sport in order to send you to a sport website or to their donations page. We thought of using it in the stores for the QR codes they offer to read.

Cost: This app is free.

Describe the software: When you open the app it brings you to a screen that looks like your camera screen. You point your camera toward a QR code and a red bar will appear and "scan" the code and will bring you to wherever the code sends you. You can also use it to scan barcodes, documents, and puzzles.

Impression on the software & how it would be used in class: We think the app would be useful for finding websites, clubs, extracurricular activities or discount codes but we didn't think it was a good app to use in the classroom. We don't know how we could use this in the classroom, we think it is boring.

Pass or fail: Fail

Title: QR Code Generator & Creator

Version: 1.1

Publisher: TapMedia Ltd

Target Audience: The publisher says 4+ but we disagree. We think it should be like the other one, which was 12+.

Curriculum: We don't think this could be used for a lesson because it doesn't teach anything but we think we could use it to maybe let the kids be creative and make up their own website and make a code with it.

Possible Environments and why: I think maybe in the the classroom and at home would be appropriate environments. We thought if the kids created a website or was studying a certain topic they could make a code to send people to the website for more information.

Cost: The app is free but there is a pro version you can buy for \$7.99/month

Describe the software: When you open the app it brings you to a blank blue screen. You can push the + button and options will pop up to get you started. After you get your base of the Qr code you can add designs, colors, text, websites or profiles on the code. After the code is created you can scan from the phone or print it off.

Impression on the software & how it would be used in class: We thought if the kids created a website they could use the QR generator to allow people to go to their website. We also thought of a good idea for older grades in social studies. We thought if we assigned the kids a person like presidents or leaders of arkansas, etc. the kids could make a code that will bring the scanner to information or a video about that person they were assigned.

Pass or fail: Fail

Title: Total Recall

Version: 5.0

Publisher: Michael Neuhaus

Target Audience: The publisher says 4+ and we agree. We think it is easy enough for the younger kids to do it too.

Curriculum: We think this would be a good tool to use in the classroom. The kids could use it for any subject.

Possible Environments and why: We think this app can be used in the classroom or at home. We think at home because there is an option for a shopping list or a bucket list you can create on the app. In the classroom, it could be used for a book list, character plot, or just brainstorming ideas.

Cost: It is free to download and it allows 3 mindmaps to be created but in order to create more than 3 you would have to buy the pro version.

Describe the software: When you open the app it brings you to a blank screen. You can push the + button and it has little templates you can use to start or just free start. You can put premade bubble shapes or you can draw your own. You can pick the color you want and add text.

Impression on the software & how it would be used in class: This software reminded us of Inspiration. We think this is a little easier to make than inspiration which would be great for the kids to use. We think that the kids could use it to brainstorm ideas for a paper they have to write or for a book plot of a book that they are reading.

Pass or fail: Pass

Title: Brainpop

Version: 3.2

Publisher: Brain POP

Target Audience: The publisher says 4+ and we agree. It is kid safe and has videos so anybody can watch and learn.

Curriculum: This app or website can be used for any subject, it even has the specialties. There are videos to show for many subjects and there are quizzes after the videos so if it was assigned for homework they could quiz after it for some points.

Possible Environments and why: This app could be used at home or in the classroom. The kids could use this at home if they wanted to learn something outside of class or something that's not going to be discussed in the classroom. In the classroom, this can be used to enhance the lessons and to give visuals.

Cost: This app is free

Describe the software: This app is free to download but you have to make an account to view the videos. On the homepage there are subject areas and when clicked it will bring you to more subjects within the 1st subject. You can watch the videos, take quizzes, make a map, do an activity and more.

Impression on the software & how it would be used in class: We think this app is a great tool in the classroom. There is so many different subjects and videos. If you're teaching social studies and ancient civilizations there is a video to explain it. We think it is a good tool because not only can you hear what is going on but you can see it too so it meets the visual and hearing learning styles. We couldn't find anything bad with it.

Pass or fail: Pass

Title: Move the Turtle

Version: 1.5.1

Publisher: Next is Great Sp z.o.o.

Target Audience: The publisher says 4+ and we agree. It is kid friendly and has a turtle giving you directions.

Curriculum: We don't think that this could be used in the curriculum.

Possible Environments and why: We think at home because it is more of a game. You are learning how to code but we don't know how to integrate it in with math, english, social studies or science.

Cost: The cost of this app is \$3.99

Describe the software: When you open the software the turtle pops up with the options of play, compose, and projects. You can create your own profile then begin playing. There are 3 chapters you have to complete and each part of the chapter tells you what to do. Once you complete each step it adds more and more to do.

Impression on the software & how it would be used in class: We think this software is really fun to play with but we don't think it would be appropriate for the school classroom environment. If the students had a technology class this app would be perfect for that. We just didn't see how we could incorporate this into any of the main subjects.

Pass or fail: Fail

Title: Kodable

Version: 8.5.1

Publisher: SurfScore, Inc

Target Audience: The publisher says 4+ and we agree.

Curriculum: We don't think this could be used in the classroom curriculum.

Possible Environments and why: We think more at home because it is more of a game. You do learn while playing it but it doesn't pertain to any of the four main subjects taught in a classroom.

Cost: The app is free to download but has a parent plan that you can buy for \$29.99.

Describe the software: When you open the app and push play it brings you to a page full of levels you have to complete. When you click on a level it brings you to a page where you have to make the little ball move by using the arrows listed above. Then you push play to see if your little ball makes it to the finish line.

Impression on the software & how it would be used in class: We really like the software, there is a lot of colors and is super easy to work with. We think the little kids would love it but we just don't think it would be an app we would be able to use to enhance any lessons. If the students have a technology class it would work perfectly in there.

Pass or fail: Fail

Title: Swift Playground

Version: 2.1

Publisher: Apple Inc.

Target Audience: The publisher says 4+ but we disagree. It is a little more challenging than kodable so we would say maybe 7+

Curriculum: We don't know how this could be used in the classroom curriculum.

Possible Environments and why: We think this would be more at home because it is like a game. You do learn while playing it but it doesn't pertain to any of the four main subjects taught in the classroom.

Cost: This app is free

Describe the software: When you open the app you have a little world and a character named byte. You have to type what you want byte to do on the left side and push run my code to see if he makes it to his spot. You use coding terms and if you don't know what it means there is a glossary button that will help with definitions. Each level becomes more and more advanced.

Impression on the software & how it would be used in class: We like this software, but we think it is a little too advanced. If this app was used you would have to give some background knowledge or have a tutorial on how to do it. We also don't know how we would use this in the general education classroom. If the students had a technology class this would be a fun game to teach the kids.

Pass or fail: Fail

Title: iMovie

Version: 2.2.5

Publisher: Apple Inc.

Target Audience: The publisher says 4+ and we disagree. If the younger kids had help I'm sure they could get it but to start off it's a little difficult. We would say about 7+.

Curriculum: This app could be used for all subjects. The first thing we thought of was for Book trailers for english class. Another example could be a social issue that needs to be brought to attention for maybe history or science.

Possible Environments and why: This app could be used at home or in the classroom. At home the kids could use it to make movies with their toys or something fun like that. At school it can be used to make movies or trailers for certain subjects.

Cost: This app is free. The only thing you might have to buy is the song if you wanted a certain song on your movie.

Describe the software: When you open the app it brings you to the 'main' page which is just a blank black screen where you have to option to create a project or view your finished projects. When you create a project it asks if you want to make a movie (which will be longer with no template) or a trailer (about 1-2 minutes long with a template) If you pick trailer you can pick what template you want and fill it out. If you make a movie you get to go into your pictures and choose which ones which will make it into a slideshow looking movie.

Impression on the software & how it would be used in class: We like this app, we think it is easy to use. I doesn't have many colors or sounds so younger kids might not like it as much. A book trailer would be a great idea for this app. We think once kids get used to this they will have so much fun making and presenting these to the class.

Pass or fail: Pass

Title: Mathmateer

Version: 2.3

Publisher: Freecloud Design, Inc.

Target Audience: The publisher says 4+ and we disagree. We think 8+ because there is multiplication and division and they don't start learning that until about 3rd grade.

Curriculum: This would be used with the math curriculum.

Possible Environments and why: This app could be played at home or in the classroom, mainly in the classroom because we don't think students are going to want to go home and play a math game. It could be used in the classroom because it is a great way for the students to be motivated to do the "Mission" in order to get to play with their avatars and rockets.

Cost: This app costs \$1.99

Describe the software: When you open the app it brings you to the homepage where you can push play. After that you enter your player name, pick an avatar, then you build your rocket. There are over 56 math lessons. Some missions are numbers, time, money, shapes, patterns, multiply and divide. For the money one, you have to make the requested amount in order to launch your rocket. For each lesson there is a question and the child must answer it in order for their rocket to be launched.

Impression on the software & how it would be used in class: We like the software, it's not the best but we think the kids will love being able to make their own rockets and avatars which will then hopefully make them want to play the games. We were thinking this could be used in class with a math lesson. If we are talking about money we could have the kids play this in order to practice or prepare for upcoming tests or lessons.

Pass or fail: Fail

Title: Happy Little Farmer

Version: 2.6

Publisher: GiggleUp Kids Apps And Educational Games Pty Ltd

Target Audience: The publisher says 4+ and we agree.

Curriculum: This would be used with the science curriculum.

Possible Environments and why: We think this app could be used at home or in the classroom. This game could be used at home because it is fun and easy for the kids to use alone. In the classroom it could be used because it keeps the kids interest. You earn badges for each accomplishment and I think they would want to keep going to earn them all.

Cost: This app is free.

Describe the software: When you open the app you first have to clean your garden, get rid of all the rocks, sticks and leaves. Next you get your garden ready by using the rake then you plant the seeds. You have to shew the bugs away so they don't eat the plant and you can't forget to water them too. Then when they are ready you pick them.

Impression on the software & how it would be used in class: We liked the software, we thought it was really cute and easy to use. We thought that this app could be used in science when we were talking about parts of a plant, the plant cycle or anything like that.

Pass or fail: Pass

Title: Grammar Hammer 7-10

Version: 2.1

Publisher: Marc Gamble

Target Audience: Publisher says 4+ can use it but it was made for kids age 7-10 or 7-13 if they are struggling readers and we agree.

Curriculum: This would be used with the english language arts curriculum.

Possible Environments and why: This app could be used at home or in the classroom. On one of the reviews they said their little girl loved playing it when she got home from Pre-K and she learned about grammar even before she needed to. In the classroom it could be used for center time or reading time.

Cost: This app costs \$1.99

Describe the software: When you open the app it brings you to your homepage and you start reading the story. While you are reading you have to find the errors in the sentence or sentences. If you click the part that needs changed it will give you options to choose from. For example: "How should you fix this grammatical or spelling problem?" 1. Put a period (.) 2. Put a question mark (?) 3. Put a comma (,) At the end of each story it lets us (the teacher) know what they got right and what they missed in that section.

Impression on the software & how it would be used in class: We like this app, we think it is a great tool for older kids. We would use this during centers, so the kids can practice their reading and grammar. Also we thought it could be taught together, so we could read the story aloud and find the mistakes together.

Pass or fail: Pass

Title: Stack the states

Version: 2.7

Publisher: Freecloud Design, Inc.

Target Audience: The publisher says 4+ but we disagree. We think 4 year olds can play it but they don't know the information. We would say 6+ because at least in first grade they have some idea of the states and can figure it out.

Curriculum: This would be used with the social studies curriculum.

Possible Environments and why: This app could be played at home or in the classroom. This could be played at home because it is a fun way to test your knowledge of the states. It could be used in the classroom for center activities, a lesson or just for free time.

Cost: This app costs \$2.99

Describe the software: When you open the app it brings you to the main screen and you push play. Then it has a finish line and it asks you a question like "Which state is Alabama?" then gives you 4 states to choose from. If you pick the right one you get to stack the state on the box below. For each question you get right you stack on top until you reach the finish line. If you don;t stack them carefully they will fall over and you just have to keep answering questions until they cross the finish line. There are more games to unlock as you go. Each time you finish a game or complete an achievement you earn a state and it goes on your map. Unlocking those states is how you unlock more games and levels.

Impression on the software & how it would be used in class: We like this app and we think it is a fun way for kids to learn their states and facts about the states. We think this app could be used during a center or if a child finishes an assignment early they could play this. Also we thought that if we were learning about states, state capitals, state flags or state symbols we could set aside time for the kids to play this app.

Pass or fail: Pass

Title: Sushi Monster

Version: 1.7.4

Publisher: Houghton Mifflin Harcourt

Target Audience: The publisher says 4+ and made for ages 9-11 and we agree.

Curriculum: This would be used with the math curriculum.

Possible Environments and why: This app could be used at home or in the classroom. It could be used at home because it is fun to play. It can be used in the classroom for addition or multiplication practice.

Cost: This app is free.

Describe the software: When you open the app it brings you to the homepage and you push play. Then you choose from addition or multiplication. Next it has a monster in the center of tables with a number on his chest, and there are sushi numbers on the table around him. You pick from the numbers on the table to complete the math equation then the monster eats the sushi if it is correct. For example: If you chose addition and the monster had a 20 on his chest and the numbers on the table were 12, 10, 5, and 8. The child would choose the 12 and the 8 because $12+8=20$ and then the sushi monster would eat the sushi and it would start over with other numbers.

Impression on the software & how it would be used in class: We like this app and think it would be a fun game for the kids to play in their free time or during centers. There aren't many levels on this game so we don't think that we could use it with a lesson unless it was a shorter lesson but we think if a child got finished with an assignment early this would be a fun game to play. Also could be used for a math center where they could work in groups to finish the equations.

Pass or fail: Pass