

Title: Kids Planet Discovery! (Discovery Learning)

• **Version:**

Version 3.9.1

• **Publisher or Producer:**

Planet Factory Interactive

• **Target Audience:**

4+

• **Type(s) of software with your justification:**

The application is a discovery learning type of software because it would be information that would be new to the users. The users can learn about all kinds of neat things that are all around our world that they might not ever know.

• **Curriculum(s):**

This is a great application to teacher diversity around the world. It can also teach the users the geography of the world and many more wonderful things that most children do not know or understand. If students are properly taught about the different cultures, there would be less room for stereotypes because students would be educated on what was right.

• **Cost:**

Free

In-App Purchases

- | | |
|--------------------------------|--------|
| • Planet animals | \$1.99 |
| • Planet Music - By kukuxumusu | \$1.99 |
| • Puzzle maps countries | \$1.99 |
| • Planet cultures | \$1.99 |
| • India game | \$2.99 |
| • Africa game | \$2.99 |
| • Buy All | \$4.99 |
| • Culture videos | \$1.99 |
| • Videos World | \$1.99 |
| • Dress up girls of the world | \$1.99 |

• **Write a paragraph or two describing the software:**

When opening the app, there is a description of the software and how it can be used. It's designed as an "adventure" with guides that show you what to do. The opening page is an animated picture of the world surrounded by different games that are centered

around discovering the world, continents, cultures, music, and animals. Each one shows an icon and the costs to completely explore it, but 6 of the 9 are available to try for free.

The game "puzzle maps" allows the user to travel across the globe and piece together different maps. Tapping on the music game allows the user to discover types of music by matching them. The culture apps show the different ways that cultures dress and live their lives by letting the user dress and travel around the world. The two apps titled "Discover" tells the user they are on a spacecraft and have to travel around the world and decipher messages by completing tasks, and you are guided by "Rob the explorer".

• **Write a paragraph or two on your impressions of the software and possibly how you see the software being used in your class:**

We like that the software has many different elements to discover, such as culture, and not just maps. The discovery paths are interesting and well thought out in that the student actually has guides and can be immersed in the task. It is very engaging and makes the user want to continue to learn without knowing their learning. The navigation was easy to decipher, and the screen designs were colorful and engaging.

The matching games that were included in the "puzzle maps" seemed to not have much of a point in the discovery element. It could be useful in the classroom to work on memory. In the continents feature, the user matches regions in a country, such as states in America, and this could be useful in a geography class. Learning about different cultures could be implemented in lessons surrounding other countries and how they are different from the students. The discovery features could be used in literacy classes, as well as geography classes, since the student follows a story and learns new vocabulary and literary elements.

• **Does the software pass APPS:**

We think this software passes APPS because it allows the user full control of how they use features. We could go on actual adventures that took on discovery storylines, and they were engaging stories.