Title: Little Farmers for Kids (Simulation)

• Version:

Version 1.7

• Publisher or Producer: Fox and Sheep GmbH

• Target Audience:

4+, made for Ages 0-5

• Type(s) of software with your justification:

We believe that this application is a simulation type of software. The app creates a lifelike experience for users to explore. The users can plant crops, tend to animals and much more just like a real farmer would do.

• Curriculum(s):

We believe that we could use this application to help us teach our students about agriculture and how there's more that goes into it than most think. Students can also learn how farmers take care of their farm animals and the responsibility that it takes.

• Cost:

\$3.99 initially No In-app purchases.

• Write a paragraph or two describing the software:

This software is an interactive game that simulates being and working on a farm. The user can choose to work on the fields by driving the tractor and planting crops or going to the barn and feeding animals. Both simulations have tasks for the user to complete, such as planting certain types of crops or feeding certain animals. The software guides you to the tasks, but the user has to complete the tasks on their own to earn points.

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

We think this a good example of a simulation game, since students can be fully immersed into the life of a farmer. The graphics are colorful and realistic, and the navigation is easy since it's guided. We agree with the reviews in that the software is very repetitive, which could be a problem for younger students. In the classroom, students could use this software when learning about the job or a farmer. It teaches students the daily routine of farmers and could be integrated into a science lesson on how food is grown. It could also be used in a science lesson on animals and what they eat.

• Does the software pass APPS:

We believe this software passes APPS as an easy to use simulation of farm life. It shows the user firsthand the tasks on a farm and lets them play out the tasks on their own.