Title: Math Games- 1st 2nd 3rd Grade (Problem Solving)

• **Version:**

Version 4.0

• **Publisher or Producer:**

Skidos Learning

• **Target Audience:**

5+

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

We believe that this application is a problem-solving type of software. This app offers ten different types of categories for the user to choose from to play games that requires problem solving skills.

• **Curriculum(s):**

This application offers games over many different subjects that would be helpful to cover many areas that a teacher can use it towards. This application takes games that children already know and love while also adding in fun ways to learn new skills in math, coding and much more.

• **Cost:**

Free

In-App Purchases

- SKIDOS learning subscription $64.99
- SKIDOS learning subscription $8.99
- Genius: 6-year Learning Pack $99.99

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

This app offers problem solving games for levels kindergarten through 5th grade. Once you choose a grade, you are prompted to choose different interests such as racing, creativity, animals, puzzles, physics, adventures, and sports. After choosing interests, the app tells you to start your 3-day free trial. You are given the option to choose between coding and math games. In the math option for games, the user solves problems involving addition, subtraction, multiplication, division, and fractions. The coding option shows the user the basics of coding and gives the option to code themselves.

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

The software navigation seems easy to navigate because there are prompts and only a few options to choose from. The limited access can be good for younger users or

students but can be limiting for older students. We liked that there was the option to choose between coding and math, but the software is hard to explore if you do not pay for it. We agree with most reviews and did not like that there is limited access to the problems without paying first. The screen designs were very basic.

This app could be integrated into math lessons at every elementary grade level and would mostly be used to sharpen specific skills such as adding or subtracting. Students could work on their math skills while the teacher tracks their progress and can see where they are falling behind. It could also be used in a math class as a basic introduction to coding.

- **Does the software pass APPS:**

We believe this software passes APPS since there are many opportunities within the app to problem solve at many different skill levels.