

## Evaluating Apps

**Title: Swift Playgrounds**

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Questions	Yes	No	Comments/ Notes
Have you played enough to know every aspect? <ul style="list-style-type: none"> <li>• Did you try things that were wrong and/or unexpected</li> </ul>	x		
Did the software crash?		x	
Was the content appropriate? Did it meet the user's needs?	x		
Were the screens appealing? <ul style="list-style-type: none"> <li>• Color, items on screen, sounds .....</li> </ul>	x		
Is it easy to navigate?	x		
Is it easy to learn?	x		
Does the user need Supervision to use		x	Could help
If the App required a response, was it appropriate? (right or wrong)	x		
Were there bells and whistles? <ul style="list-style-type: none"> <li>• If so, do they enhance instead of detract?</li> <li>• If not, should there be?</li> </ul>		x	
Did you like using the App?	x		
What was the cost? <ul style="list-style-type: none"> <li>• Was there a "lite" version               <ul style="list-style-type: none"> <li>○ If so, was it enough</li> </ul> </li> </ul>			Free

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Were there in-app purchases? • If so, what were the additional costs?		x	
How does it compare to other apps that do the same?			A lot more entertaining than other coding apps
Additional Comments			

### Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
Child Development and Learning <ul style="list-style-type: none"> <li>• Subject Matter appropriate?</li> <li>• Educational Focus?</li> <li>• Provides for Learning New Content?</li> <li>• Follows Appropriate Teaching Sequence?</li> </ul>	x		
Individual <ul style="list-style-type: none"> <li>• Does it match individual's abilities?</li> <li>• Does it meet individual's needs?</li> </ul>	x		
Social/Cultural <ul style="list-style-type: none"> <li>• Bias?</li> <li>• Commercialism Comments</li> </ul>		x	

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