Title: Problem Solving Math Challenge

Version: 1.1 (one of a series)

Publisher: Kessaree Jandee

Target Audience: The target audience of this app is for users above the age of 4. This app could be used in Kindergarten to 2ⁿᵈ grade. This app focuses on the problem solving and allows the user to answer math facts in a set amount of time.

Curriculum: This app fits into the curriculum of a regular education classroom because it focuses specifically on math facts and having the user practice drills and problem solving in a given amount of time.

Environment: The possible environment for this app would be in the regular classroom and teachers could use this app during "center time". Students could use this app to review their math facts by working on their problem solving skills.

Cost: This app is completely free! There are no in-app purchases that are available for the user to buy.

Description of Software: This software is set up like a game for children. This app, however, does not have sound effects which makes it challenging for students to stay engaged. When the user chooses the wrong answer, nothing happens and the user is allowed to guess again. There is a timer that allows the user a certain amount of time to answer the math fact given. The more engaged and math facts answered, the shorter amount of time the user gets to figure out the answer.

Impression of Software: My impression of the software is an exceptional one. This app allows the user to focus specifically on math facts that include addition, subtraction, multiplication, and division. This app is easy to use and simple. As a future educator, I would definitely see my future students having fun with it. I could allow each student to have 3 attempts at playing it over the course of a week, and the top 5 students who got the highest score could be rewarded. There are many good aspects of the program such that the app is easy to navigate and does not include excessive tools that are not needed by the user. The one bad aspect is that this app does not have sound effects and only has a basic color scheme. I see the software being used in my class as a type of extra-curricular activity that the students could do during "center time".

Pass: This software passes the evaluation due to the well-made aspects of the app as well as the fact that it is user-friendly. This app is simple yet appealing to the human eye and I feel like young users would enjoy this app.