**Title: Go Noodle**

**Evaluators: Allyx and Hannah**

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| --- | --- | --- | --- |
| **Questions** | **Yes** | **No** | **Comments/ Notes** |
| Have you played enough to know every aspect?* Did you try things that were wrong and/or unexpected
 | X |  |  |
| Did the software crash? |  | X |  |
| Was the content appropriate? Did it meet the user’s needs? | X |  |  |
| Were the screens appealing?* Color, items on screen, sounds ……
 | X |  |  |
| Is it easy to navigate? | X |  |  |
| Is it easy to learn? |  | X | easy to get off track |
| Does the user need Supervision to use  | X |  | yes, should be used in context as it is very easy for students to get distracted and off track. user cannot change any settings, parent protected |
| If the App required a response, was it appropriate? (right or wrong) | X |  |  |
| Were there bells and whistles?* If so, do they enhance instead of detract?
* If not, should there be?
 | X |  | enhance  |
| Did you like using the App? | X |  |  |
| What was the cost?* Was there a “lite” version
	+ If so, was it enough
 |  | X | various versions such as video and games  |
| Were there in-app purchases?* If so, what were the additional costs?
 |  | X |  |
| How does it compare to other apps that do the same? |  |  | We feel that this app compares to others by offering different options for children such as educational videos vs games. This app also requires movement where with other apps students can just sit on the couch for hours playing.  |
| Additional Comments |  |  |  |

**Developmentally Appropriate**

|  |  |  |  |
| --- | --- | --- | --- |
| **Questions** | **Yes** | **No** | **Comments/ Notes** |
| Child Development and Learning* Subject Matter appropriate?
* Educational Focus?
* Provides for Learning New Content?
* Follows Appropriate Teaching Sequence?
 | X |  | Less academic education, more active/ physical educationallows for “fun” learning  |
| Individual* Does it match an individual's abilities?
* Does it meet an individual's needs?
 | X |  | Includes an entire station for Spanish videos for ELL students.  |
| Social/Cultural* Bias?
* Commercialism Comments
 |  | X |  |

**Title:**

 **Go Noodle**

**Version:**

* **Kids Videos (3.5.0)**

**Publisher, producer, creator:**

* **Go Noodle Inc.**

**Target Audience:**

* **Students 4+, more elementary students**

**Type of software (With Justification):**

* **Discovery Learning because students have control over choosing what videos and topic they want to explore.**

**Curriculum (How does it fit into the curriculum):**

* **Engaging introduction videos or free time**

**Cost:**

**Free, no in app purchases**

**Paragraph Description of App:**

* **This app is a discovery learning app that encourages students to be active. There are various types of videos like dance, sport, exercise, how tos, toga, stretching, deep breathing, and mindfulness. There are new videos every week that encourage moving, activity, and engagement.**

**Paragraph of Impression of App/How to use app in future classroom:**

* **We really enjoyed this app, however, it is very easy to get distracted or off task because of how much is going on within the app. This is a good break app. We would use this app in our future classrooms between exams or hard assignments. When our students are stressed, we will play a video that encourages them to move and take deep breaths to relieve their stress and get the jitters out.**

**Does this pass review?**

**Yes**

**Does this pass Evaluation?**

**Yes**