**Title: Sector 33 Classroom**

**Evaluators: 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 |  | Looks exactly like an air control map |
| Is it easy to navigate? | x |  |  |
| Is it easy to learn? | x |  |  |
| Does the user need Supervision to use |  | x |  |
| 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? |  |  |  |
| Did you like using the App? | x |  |  |
| What was the cost?   * Was there a “lite” version   + If so, was it enough |  | x |  |
| Were there in-app purchases?   * If so, what were the additional costs? |  | x |  |
| How does it compare to other apps that do the same? |  |  | This app felt more real world to me than others. This had you problem solving on what looks like a real air control map. The app talks to you using the same language. |
| 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 |  |  |
| Individual   * Does it match an individual's abilities? * Does it meet an individual's needs? | x |  |  |
| Social/Cultural   * Bias? * Commercialism Comments |  | x |  |

**Title:**

* **Sector 33 Classroom**

**App Store:**

* **Apple/iPad**

**Publisher, producer, creator:**

* **NASA**

**Target Audience:**

* **Middle school**

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

* **This app would be a simulation game. It combines problem solving with a real world scenario.**

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

* **This can be included as a real world math problem solver. This also fits into different STEM curriculums.**

**Cost:**

* **Free**

**Paragraph Description of App:**

* **This app is an air traffic control game that connects math and problem solving to the real world. It includes 42 different problems for students to work through. When students launch the app, they are immediately shown a problem on a simulated radar screen. it gives the positions of the starting planes, the different flight paths, adn their flight times. Students have the goal to get all the planes to merge into one single land and land within two miles of each other. Students are analyzing the plane speeds and paths and adjust as necessary.**

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

* **One of the ways that the app actually suggests using the app is in a lesson about ratios and proportions. Students can use the knowledge in the lesson and convert it to what they can use in relation to time, distance, and rates. I think I would have students work in small groups using this app. NASA also has a website with activities that involve this app that could be used.**
* **I think this app could be something that students are very engaged in. In my opinion it is different. I think students would like using this app because of its real world aspect to it. This app would definitely enhance students' critical thinking skills as well as show how math can be used in the real world (a question every student asks). Plus this app could be something that inspires students to learn more about aeronautics.**