**Title: Sushi Monster**

**Evaluators: Allyx and Hannah**

|  |  |  |  |
| --- | --- | --- | --- |
| **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 |  |  |
| 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? | X |  | enhance |
| Did you like using the App? | X |  |  |
| What was the cost?   * Was there a “lite” version   + If so, was it enough |  | X | free, no in-app purchases |
| Were there in-app purchases?   * If so, what were the additional costs? |  | X |  |
| How does it compare to other apps that do the same? |  |  | More Appealing to students, more fun. Same content over yet different problems |
| 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:**

* **Sushi Monster**

**Version:**

* **1.7.4**

**Publisher, producer, creator:**

* **houghton Mifflin Harcourt**

**Target Audience:**

* **Elementary math**

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

* **Drill and Practice because students are constantly reinforcing their math skills and building fluency.**

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

* **Practice of math!**

**Cost:**

* **free**

**Paragraph Description of App:**

* **Sushi Monster is a game to practice, reinforce, and extend math fluency. The app gives students a number and the students have to pick two numbers that add, subtract, divide, or multiple to get the number the monster has.**

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

* **We like this app because it is very interactive and engaging. Students have to accurately answer the questions in a timely manner. We would use this in a lower elementary classroom for practice on math fluency.**

**Does this pass review?**

**Yes**

**Does this pass Evaluation?**

**Yes**