**Title: The Cat in the Hat Builds That**

**Evaluators: Allyx and Hannah**

**Done all**

|  |  |  |  |
| --- | --- | --- | --- |
| **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 |  |
| 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 Interactive, Homer is very personalized for each individual student, This app is more in general and broad. |
| 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 |  | English and Spanish options |
| Social/Cultural   * Bias? * Commercialism Comments |  | X |  |

**Title:**

* **The Cat in the Hat Builds that**

**Version:**

* **3.0.1**

**Publisher, producer, creator:**

* **PBS Kids**

**Target Audience:**

* **Lower Elementary school students**

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

* **Problem solving because students are presented with different types of stem questions and they get to work through at their pace.**

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

* **Fits in stem lessons as there are various games geared towards science and math.**

**Cost:**

* **Free**

**Paragraph Description of App:**

* **This app starts you off in the world of The Cat in the Hat. Students go through and they participate in the different STEM activities. Students can pick a “friend” to play with on the app. Each app corresponds to a different minigame topic within the app. As they play each minigame, they unlock it for a freeplay session. As students play the minigame, they earn different little collectables in the game. They can earn trophies to decorate their treehouse, or they earn seeds that they plant in their garden and watch grow. Students can also interact with the characters and the environment on the homepage of the app. This makes it more immersive for the students. The app also includes a section that gives different at home activities that students can complete that go along with the different minigames included in the app. There is also a section included that corresponds with the minigames that allow students to draw and come up with plans that they can create within the apps.**

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

* **We think that this could be a great app to use in a lower elementary classroom. This walks students through different mini games that relate back to STEM topics. This allows students to early on develop some of the critical thinking skills that come along with STEM. This could easily be implemented in a classroom. You could allow students self-discovery time with this app. Allowing them to work through the mini games at their own pace.**
* **We both agreed that this app would be one that students would be engaged in. It’s another one where students are learning without feeling like they are having some type of direct instruction that’s not as engaging for them. This allows for them to explore these topics at their own pace, and play the games as many times as they would like.**

**Does this pass review?**

* **Yes**

**Does this pass Evaluation?**

* **Yes**