

Evaluating Apps

Title: Swift Playground

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Questions	Yes	No	Comments/ Notes
Have you played enough to know every aspect? <ul style="list-style-type: none"> • 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? <ul style="list-style-type: none"> • 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)			No response required
Were there bells and whistles? <ul style="list-style-type: none"> • If so, do they enhance instead of detract? • If not, should there be? 		X	
Did you like using the App?	X		
What was the cost? <ul style="list-style-type: none"> • Was there a "lite" version 		X	

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○ If so, was it enough			
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 may be harder for younger students. We haven't come across another app like this, but coding kart.
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 individual's abilities? • Does it meet individual's needs?	X		

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<p>Social/Cultural</p> <ul style="list-style-type: none">• Bias?• Commercialism Comments		X	
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