

# Evaluation

**Title:** ABC Mouse

**Version:** 8.3.0

**Publisher/Producer:** Age of Learning, Inc.

**Target Audience:** 4+, Made for Ages 0-5

**Type of software:** Drill and practice

**Justification:** This app is a drill and practice app because oftentimes I would think it would not be used to teach but to review what they may be having trouble with or just need to continue practicing. Although, you have a set learning path so it could be used to introduce letters before they have been taught.

**How does it fit into curriculum:** This app could really be used to enhance a lesson in that you can go into the website and pick certain assignments for individual kids? You can pick lessons for them to complete that they are struggling with.

**Possible environment and why:** Single user, one computer classroom, and mobile environment.

**Cost:** \$9.99 Per month, or \$79.99 for the year. There is an option to do a free trial.

**Software description:** This app is designed to supplement learning in reading for lower elementary. When you open the website you are directed to the home screen. On the home screen you have certain tiles that the child can select. My learning path takes you to that child's predetermined lessons. These are built into the app depending on what grade and level was selected for the child. They are on a journey and have multiple stops along the way in which they must do some sort of activity for each stop. Once the activity is complete they receive tickets to use later. The "my lessons" tile takes them to lessons that their teacher has assigned them to complete. It keeps track of what is left to complete and what has been completed. The students also get tickets for completing these activities. The math tiles take them to various different math activities that are broken down into categories of books, games, puzzles, and art/music. There is a library with various books that children can select. Some of the stories read aloud to the kids. They can create their own bookshelf of favorites. They also have a tile for their classroom. When selecting this they enter into an animated classroom where they can click different things to interact with. If they click on their own avatar they can see their stats, tickets, their pet park, aquarium and hamster. They can use their tickets to purchase various things for their pet, aquarium and hamster.

**Software impression:** Overall, this was a solid app for lower elementary students. I would use this as something for kids to use to practice skills either as homework or on the school device during a time where I am working with small groups or one on one. They can be busy working on ABC Mouse to practice. The only issue I had with it was that I would like to be able to adjust the learning path. Even though you can assign certain lessons it is in a separate spot from their actual learning path.