

Evaluating Apps

Title *Grades K-5 Math Learning Games*

Evaluators Joy and Kristen

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		Good graphics
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		Yes and they were very appropriate
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		Constant ads though
What was the cost? <ul style="list-style-type: none"> • Was there a "lite" version <ul style="list-style-type: none"> ○ If so, was it enough 			

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<p>Were there in-app purchases?</p> <ul style="list-style-type: none"> If so, what were the additional costs? 			<p>Monthly Plan-\$7.99 Yearly-\$4.99 a month Quarterly-\$7.99 a month</p>
<p>How does it compare to other apps that do the same?</p>			
<p>Additional Comments</p>			<p>Signing in to the app was very lengthy and had a bunch of steps so it would be difficult for a child to do</p>

Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
<p>Child Development and Learning</p> <ul style="list-style-type: none"> Subject Matter appropriate? Educational Focus? Provides for Learning New Content? Follows Appropriate Teaching Sequence? 	X		
<p>Individual</p> <ul style="list-style-type: none"> Does it match individual's abilities? Does it meet individual's needs? 	X		
<p>Social/Cultural</p> <ul style="list-style-type: none"> Bias? Commercialism Comments 		X	

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