<u>Title Kodable</u>

<u>Evaluators Sarah Young</u>

Questions	Yes	No	Comments/ Notes
Have you played enough to know every aspect? • Did you try things that were wrong and/or unexpected	yes		
Did the software crash?		no	
Was the content appropriate? Did it meet the user's needs?	Yes		This app is created for children 4-10 and works on the development of coding.
Were the screens appealing? • Color, items on screen, sounds ……	Yes		The app was an outer space theme with fuzz balls as people. it has soft sounds playing, or you can put it on silent mode.
Is it easy to navigate?	Yes		
Is it easy to learn?	Yes		
Does the user need Supervision to use		no	
If the App required a response, was it appropriate? (right or wrong)		no	

Were there bells and whistles? • If so, do they enhance instead of detract? • If not, should there be?			The app has a lot of features that help it be great.
Did you like using the App?	Yes		
What was the cost? • Was there a "lite" version ○ If so, was it enough	Yes		7-day free trial then $6.99 a month
Were there in-app purchases? • If so, what were the additional costs?	Yes		Parent plan… $29.99 Fuzzes to support computer science… $4.99 Kodable monthly plan… $6.99 3-day parent trial (free) Pre-Trial Parent Plan $19.99
How does it compare to other apps that do the same?			This app helps children work on coding skills while creating a fun outer space atmosphere.
Additional Comments			

			Seller: Surfscore, Inc. Size: 230.9 MB Category: Education Compatibility: works on iPhone and iPad Age rating 4+ (4-8)

<u>Developmentally Appropriate</u>

Questions	Yes	No	Comments/ Notes
Child Development and Learning • Subject Matter appropriate? • Educational Focus? • Provides for Learning New Content? • Follows Appropriate Teaching Sequence?	Yes		This app would be an excellent aid when teaching about coding. It is a fun interactive game that students can use to develop and learn how to code.
Individual • Does it match individual's abilities? • Does it meet individual's needs?			This app would be able to match an individual student's needs.
Social/Cultural • Bias? • Commercialism Comments			This app does cost money, so the school would have to provide funding in order to use the app.