

App Evaluations

Title	Geography of the World
Version	6.0
Publisher	Martin Kiss
Target Audience	4+ (After reviewing the app, we agree that this app would be useful in a second to sixth grade class.)
Types of Software	Discovery Learning
How software fits into curriculum and classroom environment	Discovery Learning is when the user gets to decide what they are learning. The app geography of the World, users get to actively click on different content and learn about the geography of the world. this app could be used when learning about places around the world. the students could find facts about different areas.

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<p>Cost</p>	<p>This app is free with in-app purchases All stats (\$1.99) All quizzes (\$2.99) All free quizzes (0) All data (\$0.99)</p>
<p>Software description</p>	<p>Discovery learning is where the user gets to choose what they earn.</p>
<p>Possible Implementations</p>	<p>If we were to implement this app in our classroom, we would choose to focus it during a history lesson when we are learning about places around the world. the students would get to use the app and research specific places found around the globe.</p>
<p>Does the software pass APPS?</p>	<p>This app passes our test. this app is very important to extending educational opportunities with the aid of technology.</p>