Title ATM Simulator

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Questions	Yes	No	Comments/ Notes
Have you played enough to know every aspect?			
 Did you try things that were wrong and/or unexpected 	X		
Did the software crash?		×	
Was the content appropriate? Did it meet the user's needs?	x		
Were the screens appealing?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		х	
If the App required a response, was it appropriate? (right or wrong)	x		
Were there bells and whistles?			App was self
 If so, do they enhance instead of detract? If not, should there be?		Х	explanatory
Did you like using the App?	x		Very fun and challenging
What was the cost?			Free
 Was there a "lite" version 			
\circ 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?			Very similar in nature. All involve counting out money.

Additional Comments	Very fun game that makes counting fun and can help students become more efficient in counting money and adding. I wish there was a way to slow down the timer to accommodate for those that struggle.
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Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
Child Development and Learning			
 Subject Matter appropriate? 			
Educational Focus?			
 Provides for Learning New 	X		
Content?			
Follows Appropriate Teaching			
Sequence?			
Individual			Can be a little fast for some students
• Does it match individual's abilities?		Х	at times. I would suggest slowing down
 Does it meet individual's needs? 			the timer.
Social/Cultural			
• Bias?		Х	
Commercialism Comments			