

## Evaluation Write-Up

**App Title:** CodeSpark Academy

**Version:** 2.41.00

**Publisher/Producer/Creator:** Developer: CodeSpark Seller: codespark Inc.

**Target Audience:** The target audience for this app is ages 4+ but after using the app would recommend ages 6+.

**Type(s) of Software:** This is a coding and STEM app that could easily also fit into Problem Solving as they solve problems as they come about.

**Curriculum(s):** This app could easily be embedded into a curriculum for grades 1 and up as part of the computer and technology curriculum.

**Cost:** Free Version Premium Version: \$9.99/Month. Free to educators.

**Software Evaluation:** Upon logging onto the app, you create your account and are offered a free account as a teacher (which is what I chose). As the teacher you are able to set up your classroom and add students. The app generates a code to share with students so that they can download the app and connect to your classroom. As the teacher I can see my students progress within the app. This app is so much fun, even for me as adult. I allowed my 6-year-old son to play and he easily caught on. He could have played with this app for hours. I could easily see this being implemented into a classroom during center times and or during the student's computer or technology period.

Does the software pass **Review?** Yes

Does the software pass **Evaluation?** Yes