

## Evaluation Write-Up

**App Title:** Sushi Monster

**Version:** 1.7.4

**Publisher/Producer/Creator:** Houghton Mifflin Harcourt

**Target Audience:** The publisher says that it's appropriate for 4+ but made for ages 9-11. I agree that it's second grade and up for the typical student. It starts with simple double-digit addition and later levels include addition into the thousands. It also has double-digit multiplication and later into the thousands.

**Type(s) of Software:** I labelled this one as a drill and practice app since it is just practicing already learned information. It's not teaching the students how to add and multiply, it's giving problems to solve. It could also be problem solving since the answer is not obvious. It must be figured out and the numbers selected based on later answers. It could even be discovery learning since the user determines whether to practice addition or multiplication and at what difficulty level.

**Curriculum(s):** This would be great for students to practice addition and multiplication. It could be used as a "bell-work" activity, transition activity, and practice after addition and/or multiplication lessons. Since it starts with simple two-digit addition, it's right at a second-grade level.

**Cost:** This is a completely free app with no ads or in-app purchases.

### **Software Evaluation:**

Upon opening the app, the user selects whether they want to practice addition or multiplication. There are seven addition difficulty levels and five multiplication difficulty levels. Initially, only the first level of each is unlocked. As the player wins the levels, the next one is unlocked. Each level is a different difficulty, from simple two-digit math to problems with answers in the thousands. When the user selects a level, a monster appears in the center of two circular tables that surround it with a number around its neck. There are plates of sushi on the outermost table with numbers attached to them. The player must select the correct numbers that add (or multiply) up to the answer around the monster's neck.

There are several rounds per level, and several problems in each round, with 14 problems total in each level.

My favorite part about this app is that the same set of problems is never presented twice. Students can play the same difficulty level over and over and not get bored since they will be solving new problems each time. They don't have to play the harder levels until they are ready. It's also completely free and has no ads. One downside is that subtraction and division are not included. These could easily be added to the app with just a little different format so that students could also practice those skills. I would love to use this app in my classroom to follow up and apply math lessons that I teach in class. After teaching double digit addition, they could play that level. After teaching addition through 100, they could play the next level, and so on.

Does the software pass **Review**? Yes

Does the software pass **Evaluation**? Yes