

Evaluating Apps – Mini Checklist

Title: Sushi Monster

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Questions	Yes	No	Comments/ Notes
Have you played enough to know every aspect? <ul style="list-style-type: none"> • Did you try things that were wrong and/or unexpected 	X		We've played this game enough to know everything about this game. You can make the wrong choices of sushi combos and not get the right answers or are eventually unable to make the right combos.
Did the software crash?		X	
Was the content appropriate? Did it meet the user's needs?	X		It was easy and it teaches math fluency. The student can restart the level until they get a score or a time that they want.
Were the screens appealing? <ul style="list-style-type: none"> • Color, items on screen, sounds 	X		The colors and animations were eye catching and the sounds went along with the sushi theme.
Is it easy to navigate?	X		It was extremely easy to navigate, there isn't much chance of getting lost.

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Is it easy to learn?	X	There are instructions, but it's almost common sense.
Does the user need Supervision to use		X Students can easily do this on their own.
If the App required a response, was it appropriate? (right or wrong)	X	It'll tell you right away if you're right or wrong. It'll show you the number you created and the number it wanted.
<p>Were there bells and whistles?</p> <ul style="list-style-type: none"> • If so, do they enhance instead of detract? • If not, should there be? 		X There weren't really bells and whistles other than the obvious graphics and background sounds. It's a simple drill and practice app.
Did you like using the App?	X	It was amusing and easy to use. We can see how this would help our students in math practice.
<p>What was the cost?</p> <ul style="list-style-type: none"> • Was there a "lite" version <ul style="list-style-type: none"> ○ If so, was it enough 		X It was free and there isn't another version.
<p>Were there in-app purchases?</p> <ul style="list-style-type: none"> • If so, what were the additional costs? 		X

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How does it compare to other apps that do the same?	X		From what we've seen, it does compare or is better than other similar apps.
Additional Comments		X	

Developmentally Appropriate

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Child Development and Learning <ul style="list-style-type: none"> • Subject Matter appropriate? • Educational Focus? • Provides for Learning New Content? • Follows Appropriate Teaching Sequence? 	X		This app will help with fluency in math and has an educational focus. It doesn't provide new content, but does act as a practice tool for math that students already know how to do.
Individual <ul style="list-style-type: none"> • Does it match individual's abilities? • Does it meet individual's needs? 	X		Children from 9+ should be able to play this game. Time and accuracy may differ, but every student should benefit from playing this game.
Social/Cultural <ul style="list-style-type: none"> • Bias? • Commercialism Comments 	X		It doesn't seem to have bias. The overall theme is an Asian Sushi restaurant. There is a commercial for Fast Math Next Generation games, designed to help math fluency.

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