Evaluating Apps

<u>Title</u> Swift Playgrounds

Evaluators Kristen Hedge and Gabby Darnell

Questions	Yes	No	Comments/ Notes
 Have you played enough to know every aspect? Did you try things that were wrong and/or unexpected 	×		
Did the software crash?		X	
Was the content appropriate? Did it meet the user's needs?	×		Great for older students.
Were the screens appealing? • Color, items on screen, sounds	x		Eye-catching. 3D effect. Sound effects and great graphics.
Is it easy to navigate?	X		
Is it easy to learn?	X		
Does the user need Supervision to use		x	Students under the age of 10 may need more assistance from teacher.
If the App required a response, was it appropriate? (right or wrong)	×		Students had to complete each puzzle before moving on to the next one.
 Were there bells and whistles? If so, do they enhance instead of detract? If not, should there be? 	X		Not over the top. Very attracting and made coding fun.
Did you like using the App?	X		

Evaluating Apps

What was the cost? • Was there a "lite" version ○ If so, was it enough	X	Free
Were there in-app purchases? • If so, what were the additional costs?	X	
How does it compare to other apps that do the same?		Doesn't require prior knowledge of coding. Teaches through fun puzzles.
Additional Comments		

Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
 Child Development and Learning Subject Matter appropriate? Educational Focus? Provides for Learning New Content? Follows Appropriate Teaching Sequence? 	×		Focuses on beginning basics of coding. Each puzzle gets more challenging as students progress.
IndividualDoes it match individual's abilities?Does it meet individual's needs?	x		
Social/Cultural Bias? Commercialism Comments		×	