<u>Title</u> Swift Playgrounds

Evaluators: Katy King, Anya Dickey

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?		×	
Was the content appropriate? Did it meet the user's needs?	×		Content addressed the basics and no prior knowledge would be necessary.
Were the screens appealing? • Color, items on screen, sounds	×		Yes, the sound effects and graphics were very appealing.
Is it easy to navigate?	×		
Is it easy to learn?	×		Yes, it is relatively easy to learn.
Does the user need Supervision to use		×	Direct constant student supervision would not be necessary, but it could be useful to have an adult present to answer any questions.

Evaluating Apps

Evaluating Apps				
If the App required a response, was it appropriate? (right or wrong)	×		The app has the students complete each puzzle before they can move on.	
Were there bells and whistles? • If so, do they enhance instead of detract? • If not, should there be?	×		Yes, it is a very interactive app that grabs students' attention.	
Did you like using the App?	×		Yes it seems fun and almost like a game.	
What was the cost? • Was there a "lite" version o If so, was it enough		×		
Were there in-app purchases?If so, what were the additional costs?				
How does it compare to other apps that do the same?		×	This app seems fun andeffective for younger elementary schoolers.	
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? 	×		Subject matter was coding basics and increases in difficulty.
Individual • Does it match individual's abilities? • Does it meet individual's needs?	×		Yes, this is a great way for students to learn coding.
Social/Cultural • Bias? • Commercialism Comments		×	No bias.