

**Title:** Hopscotch (Coding 1)

• **Version:** Programing for kids  
Version 3.40.1

• **Publisher or Producer:**  
Hopscotch Technologies

• **Target Audience:**

4+ per publisher... We think that it fits older children better to get to the point of not just clicking actions and not knowing what they mean. Most 4-year-olds can't read. At least 6+

• **Type(s) of software with your justification:**

We believe that this application is a simulation type of software. The user will create a story or game that will have creations role playing. This can also be a problem-solving type of software because the user will come across areas where they are presented with a problem that they will have to work through. Their answer can be what they did wrong when coding a character to go left instead of right or it might be a solution where there are multiple answers and the user has to find what type of movement or sound would go best in a given circumstance.

• **Curriculum(s):**

This programming application for kids has usable teacher resources and lesson plans available for all teachers. There is even a version of Hopscotch specifically designed for teachers that we thought was interesting and cool. This can be used to teach the basics of coding to kids while letting them express their own creativity.

• **Cost:**

\$7.99/month

\$79.99/year

• **Write a paragraph or two describing the software:**

This application is a way for children to be able to use their creativity to create stories, games, or anything that their imagination takes them. The application starts off with a tutorial that walks you through the basics while also giving you hints to help you when you start to make your own creation. The application has all kinds of movement options and you can even specify on the speeds and more on each specific movement. Users can draw within their masterpieces to make it even more individualized. The user can play other games that other children have made and there are templates that are available to get people started on something new.

• **Write a paragraph or two on your impressions of the software and possibly how you**

**see the software being used in your class:**

One thing that bothered us about this app was that their target audience is 4+. At this point in time, more 4-year-olds cannot read all the words that goes into this application. We thought that this application was very interesting, and it would be a lot of fun for children to be able to put together games they have known to have played. We believe that we could use this app within a lesson that talks about technology or maybe even when we are teacher order sequencing in a story that a teacher has already created. While we were playing through one of the games that someone has already created, we found that the game was pretty challenging, and we were surprised by that.

• **Does the software pass APPS:**

We believe that this app passes as an application. It is highly rated and easy to use for many to be able to enjoy what they can create from it.