

**Evaluators:** Danielle Hunkins, Miranda Wyatt, Kaitlin Ponder

**Title:** ABC Mouse

**Version:** 8.3.0

**Publisher or Producer:** Age of Learning Inc

**Target Audience (if your opinion differ from the publisher, state that):** Ages 2-8

**Types of software with your justification:** Simulation and Discovery Learning: Real life classroom but students can also choose what they want to do.

**Curriculum – How does it (or can it) fit into the curriculum –Possible environments and why:**  
Can be used for indoor recess. It is educational but students are also playing games while learning. It could also be used as a reward for the students.

**Cost:** Free download. First month free. \$9.99/month or \$79.99/year

**Write a paragraph or two describing the software:** First you set up your child's profile. You can pick between teachers' gender and races. You can also pick how your character looks and the grade they are in, pre-school to second grade. Once the profile is set up, the homepage has 8 different categories, this includes map, classroom, and farm, just to name a few. If you click on the classroom, you can select different areas within the classroom, and it opens different games and activities. These include number, shapes, reading, and math. The classroom also has a header with the different subjects like, art, songs, puzzles, game, and math, that have different games as well. Each place on the map has multiple categories with a variety of different games and activities the students can choose from.

**Write a paragraph or two on your impressions of the software and possibly how you see the software being used in your class:** We all liked this app well. We believe it offers the most to students because they can learn new material, be tested on that material and play games. It has an easy navigation and it well organized. It is brightly colored and has kid friendly graphics. It simulates fun things that kids would want to go or go to, like decorating their room or having a pet to take care of. We can see this software being used in the classroom during indoor recess because the students can still play games and have fun while learning new material. It can also be used as a reward for the class. For example, if the students behave during or after completing assignments, they can play on it during breaks.

**Does the software pass APPS:** yes