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Title: Homer - iPad

Version (if there is one or if it is one of a series): 9.0

Publisher or Producer: Home Learning, Inc.

Target Audience (if your opinion differ from the publisher, state that): Ages 0-5.

Type(s) of software with your justification: Tutorial because it teaches new information in subjects like reading and math using practice and games.

Curriculum(s) - How does it (or can it) fit into the curriculum -Possible environment(s) and Why: This app does fit into the curriculum because it makes learning more fun and exciting than just using pencil and paper. It is very easy to use for young students, and it could also be used at home.

Cost: The app itself is free, but the subscription to use the app costs \$9.99 a month or \$59.99 annually.

Write a paragraph or two describing the software: When first signing up for the app, questions for the parent are asked to assess the abilities of the child that will be using the app. Things like if the child can read, knows letter sounds, can add, etc. are included in the assessment. Content is then based off of the results from the assessment. The homepage has seven categories to choose from including stories, creativity, reading, math, practice, games, and songs. When each category is clicked on, many different activities come up that relate to each subject. For example, when you click on math, you can add, subtract, identify shapes and patterns, and count numbers. Users can receive awards for successfully completing certain activities, but there is not limit on attempts.

Write a paragraph or two on your impressions of the software and possibly how you see the software being used in your class: We thought that the app was very useful and well done. We loved the setup because it was easy to navigate, use, and understand. Very young children could easily use the software on their own. The sound effects are clear and fun as well. One idea that we had was to use the app as a reward for students. This could be possible because the app seems more like a game than learning. We would allow students to use this app for a certain

amount of time as a reward for doing things correctly throughout the day. The app could also be projected onto a SmartBoard and be used by the teacher in their lesson. The class could collectively participate in the activities by answering aloud.

Does the software pass APPS: Yes.