Title: Who Was? Adventure - iPhone

Version (if there is one or if it is one of a series): 1.2.0

Publisher or Producer: Penguin Group USA

Target Audience (if your opinion differ from the publisher, state that): 4+. I think that the target audience needs to be for children who are a bit older. The questions and facts presented are a bit advanced and require some reading and comprehension.

Type(s) of software with your justification: Tutorial. This app presents all new information in the form of quick facts and timelines. Users then have the opportunity to test their knowledge through games.

Curriculum(s) - How does it (or can it) fit into the curriculum -Possible environment(s) and Why: This app fits into the Social Studies curriculum. It could be used in a lesson involving historical figures. After a section on historical figures or leaders, this app could be used to introduce a multitude of well-known historical figures to students. Students would learn that people go down in history for all kinds of different reasons and that people from different backgrounds can all become historically significant.

Cost: Free

Write a paragraph or two describing the software: This app goes through levels, which are each named after a specific historical figure. Once a level is begun, a timeline of the life and importance of that particular figure is shown. A matching game then takes place. In the game, faces of historical figures fall to the bottom of the screen. A fact about one historical figure is then displayed. The user is to click the face of the figure that the fact was about. If you choose correctly, that face disappears and a new fact is displayed. Wrong answers make more faces come down quicker. As more faces fall, the goal is to not let the screen fill up. Once all the faces are gone, the level is complete and a new level is unlocked.

Write a paragraph or two on your impressions of the software and possibly how you see the software being used in your class: I was not extremely impressed with this software, but I do think that it has learning protential. The game is not too exciting and can be confusing at times. While the app may not be useful in teaching students about specific historical figures due to its random

questions, I think that it could teach students about what it means to be a leader and what it takes to go down in history.