

## Padlet

Padlet, version 82.0, is a digital canvas, published by Wallwisher Inc., that allows you to create walls, canvas, streams, grids, shelves, and backchannels. It also allows you to work off templates already created. You can create whatever you like, you can add images, drag in videos, attach drawings, take selfies, write your own texts and titles, and upload other documents. There is a free version of Padlet, but it only included 3 padlets and does not allow you to create folders to put your Padlets in. While we were exploring the app, we realized real quick that 3 Padlets were not enough. After you created 3, if you tried to create another, it popped up a “Pro” option. The Pro included unlimited Padlets, no ads, different folders to organize, and provided priority support. The “Pro” option was \$8.33/month. Aside from the Pro package, they also have a Padlet Jetpack for \$34.99 a year. The Jetpack option provides more themes and backgrounds, extra storage, and allows you to see where others are viewing your Padlet from.

Padlet can be a strong asset to use in the classroom. It could be used to create portfolios, inspiration boards, photo collages, and even mind maps. We do think students need supervision while using this app. While on the app you could search for images on the internet, and there were chat options where students could communicate back and forth while being connected to the same Padlet. This made us believe that students may become distracted by these features. However, a teacher could create Q&A board and share it to her students for feedback.

The layout of the software is very clean and straightforward. As you open the app it lists the options for either a blank Padlet or to pick a template. Once you choose the best Padlet type for your needs, it opens up the new page with a + sign in the bottom right hand corner. This button allows you to add text, images, links, and audio. At the top right of your Padlet there are sharing and privacy options which you will personalize based off your needs. Once you start making Padlets they will appear on your home page. This is where you will also choose to join another Padlet, see the inspiration gallery, or create a new one. We both agree that the Publisher does a good job at describing this app with accuracy. However, you can not get very far without having the Pro version.

## Explain Everything

Explain Everything, version 5.3.6, was created by Explain Everything sp. Z o.o. It is an online interactive whiteboard app that can be very useful in the classroom. You are able to put text, images, voice recordings, and sketches on the canvases for others to see. You are then able to share via images, PDFs, MP4s, or Explain projects. You are able to bring in media from many different resources which will give students a wider range of areas they can connect to. There is a lite version of this app that has a 30 day free trial option. After the 30 days are up, there is also a 12.99 monthly subscription or 107.99 yearly subscription. There are in app purchases listed in the app store, however we did not come across these during our time with the app, but that may have been because we were using the free trial.

When first opening the app there are options for a new project, to invite and collaborate, to join another canvas, or to share your work. After choosing "New Project" you have the option of a blank canvas, a template, or your files. There are a few templates to use but not a large amount of options. The whiteboards provide you with many tools to make your project or collaboration more appealing. Examples of this are text colors, shapes, and different writing tools. A cool thing about this software is that it has an always save option, so your work will automatically be saved when you exit out. This app reminds us a lot of Google Docs due to the saving and collaboration settings.

We do believe that this app has so many bells and whistles that it may take awhile for students to get used to it. We also believe that it may be best used with a stylus, because it was difficult to use your finger and create appealing whiteboards when trying to use a fine tip pencil or marker. So, for these reasons we disagree with the "age 4+" that is listed on the app store. It may be better suited for upper elementary or middle school. Once you have had some time with the app the navigation is easy. Though this app is listed under productivity, it would be very easy to incorporate it into your curriculum. It would be a great way to assess students learning by having them create their own whiteboards about the content and then they could share and collaborate with the teacher. You could easily share whiteboards that have interesting, appealing, information on them for the upcoming unit to help grab the students attention. Overall, we enjoyed this app and think it would be a good asset to any classroom.

## QR'T

QR'T, version 2.0.3, is a QR reader and creator that was created by Catalyst Communications Limited. It is notably fast and allows you do be creative with backgrounds, borders, foregrounds, and images. You are able to share your QR codes through many social media sites, email, or MMS. This app has a very simple, straight forward layout. The app is free to download, but does have premium version for \$.99 and a dragon art pack for \$.99.

When you open the app there are options at the bottom for "Codes," "Scan," and "Settings." You have to click on the "+" in the upper right hand corner to create a code. Then you have many types of codes to choose from. They are, website, phone number, note, location, email, SMS, contact, and clipboard. So, we thought is was very cool that they have you so many options. You just have to choose what you are making a code out of and then put the information in. Then it will create the code and you have the options of colors, styles, and images to enhance your code. If you are on the home page you can click "Scan" at the bottom to open up the camera and scan codes to reveal them. Your codes are saved under the "Codes" tab.

The app is appealing yet plain, it doesn't have to much going on that the user is overwhelmed. We did find issues in the age of the app. It was developed in 2012, so it did not conform to the screen of larger iPads and would not rotate with our screen if we tried to turn it sideways. The text and buttons are very large in size which may become helpful for younger students. Due to the simplicity of the app, we do think the "4+" age rating is pretty accurate. This app could be fit into the curriculum in creative and innovative ways. The teacher could create a scavenger hunt for the students, and have them scan the codes to reach answers in problems that she has wrote out one the note section. The students would enjoy trying to figure out the answers to the codes. The teacher could even have the students create their own codes from websites that they have found that connect to the curriculum.

## Total Recall

Total Recall, version 5.0, is a mind mapping app that was developed by Zyense. The seller is Michel Neuchaus. This app allows you to create innovative mind maps by using various arrows, shapes, sizes and colors. This is a free app but does have a paid version called “ Mind Map Unlock” which costs \$1.99. The free version only consists of three mind maps, so we found pretty quickly that the paid version may be necessary. It is a universal apple product, so you are able to use it on your iPhone.

When you first open this app it opens up a mind map that was created by total recall that gives you information about what the app can do and how to navigate it. There is a “Mind Maps” button in the upper left corner that leads you to creating your own map. You then hit the “+” in the left corner, and type the name of your new map. You add bubbles by tapping the “+” in the bottom left corner. You can tap anywhere on the screen to add the bubble and then type your information in it. You are able to zoom in and out of the mind map. You can change the color, shape, and size by tapping the paint splatter button at the bottom of the screen. You can just hold your bubbles to move them. We had difficulties figuring out how to connect bubbles together and navigating through the mind maps that we were creating. You can push the play button at the bottom and that will create an animation out of your map.

Due to the challenging navigation, we feel as though younger students would get frustrated so it may be more suitable for upper elementary or middle level learners. This app would be useful for any subject area, however we feel like it would be great for having students create maps to help with writing essays. Teachers could have students get their thoughts together on a topic with a map. Science teachers could even use it to create their own food web diagram to give to their students.

## BrainPOP

BrainPOP, version 3.1.9, is sold by BrainPOP. It is an educational app that includes movies, quizzes, educational games, lesson plans, readings, and activity pages. BrainPOP is free to download, but this lite version only comes with three movies for each subject. If you want more movies and activities, you have to subscribe to BrainPOP explorer which is \$2.99. There is also BrainPOP Full Access which is \$6.99/month. The app is easy to navigate! It has large buttons and is very straight forward. You can also see “UNITS” across the side navigation bar, and when you choose a unit, it says “TOPICS” on the side bar. We felt this was very helpful because students will always know where they are in the app. The screens were appealing, there are images for each topic which allow students to have a visual of what they are learning. BrainPOP is easy to learn because everything is categorized by units and topics.

One thing we did not like though, is there was not a “Home” button. Which means if a student clicked on units and then clicked on lots of topics, you would have to click the back button several times before arriving back at the home screen. Parents and teachers can feel good about letting their students loose on BrainPOP because there were no outside sources where student could get inappropriate content. Students also can not access the Frequently Asked Questions; they have to verify that they are a parent. BrainPOP offers a “Movie of the Day” and it changes every day! The movie is picked based on any historical events or actions that took place that day. We also liked that this app is user friendly. When you first open the app it lists all subjects across the bottom of the screen. It also shows the daily video and a quiz that could go along with it. Once you choose your subject, it lists many different units. The units are then broken up even further into specific lessons that include readings and related movies.

There is not strong academic language, so everything is easy to understand. You can also download this app in different languages for your ELL students. Overall, BrainPOP is very educational. It can be used for any subject matter, and all subjects are listed in the navigation bar at the bottom of the screen. The teacher could provide the specific topics and quizzes they want the student to complete, or students may dive in on their own, either way this app does provide for learning new content.

## Flash Cards GO- Drill and Practice

Flash Cards GO, version 1.4.1, is an educational app created by This Century Software. The app is free to download, if students do not have a lot of flash cards to make the lite version may work for them. If you have to make more than 18 flashcards, you will have to upgrade to the full access. Full access is \$5.99/monthly and \$25.99/yearly. Flash Cards GO does not have a “Quiz” section. You can only mark flashcards you need more help with, the app itself does not keep showing you the specific cards like an alternative app like Quizlet. Also on Quizlet, you can not add photos to your cards without paying for their subscription.

When you first open the app, you must tap on the “+” in the upper right corner to create a new study deck. You will then choose “ Edit Text” to add information to the card. Once you have created your deck you simply hit “Done” and it appears on your home screen. You are also able to see them by choosing “Decks” in the upper left corner. This is also where you are able to give your decks titles and folders. On FCG, you can add photos without having to upgrade. The screens are very plain, and there is nothing special about any of the screens or any of the decks. Teachers will need to hold students accountable for putting the correct information on each of the flashcards. The content will be appropriate if all students are putting the correct and appropriate information on their flashcards. Teachers may need to walk around the room to make sure the are on track and have all the right answers or information. This is a straight forward drill and practice app, and will meet every student’s needs. Overall Flash Cards Go is subject matter appropriate. Students can study material they already know, or teachers could provide the information to help them learn new content.

## Global Change- Tutorial

Global Change, version 1.4, is an interactive teaching tool created by AUT Enterprises Ltd. When you open the app it takes you to a homepage where you can click on 3 options: “What are Stomata” “Carbon and Water Cycles” and “Climate Change Connections.” The “What are Stomata” and “Carbon and Water Cycles” tabs have “What,” “How,” and “Why” sections in them that help give the user some guidance. Under the “Climate Change Connections” tab, which allows students to see the connections to all other areas. This tab can be a lot to take in a first sight, but after clicking on the links it is very interesting to see the facts and connections that elements of science have with each other. There are also introductory videos to help students with the navigation. Students can also participate in interactive tutorials and buttons that provide even more information.

The app was free to download, and the lite version did seem to be enough. There were no in-app purchases that we came across. The app is easy to navigate, there is a user guide and a glossary that students can explore to help with vocabulary. It also has a nice background, with easy and large navigation buttons. There are links that take you to internet sites for further information. But, we didn't like this because once you click on the links, it is hard to get back to the app. The software was also inconvenient because even though it did not crash, it was miserably slow. Global Change did meet students needs and abilities. It is easy to follow along with. It provides reading and videos. It also offers English and 20 other languages. Overall the content was appropriate if students were learning about climate/global change. It would also provide for learning new content, if the student did not have any background information before using the app.

## **Experience Science- Simulation**

Experience Science, version 1.1, was developed and sold by The Center for Educational Technology. It is a simulation and interactive app that allows you to do experiments. It allows the students to complete real world phenomena without having to deal with all of the materials and money that comes along with it. There is a lite version, however it only comes with one free simulation. The other ones after that are an additional \$.99. The one simulation that it offers for free is testing the body as a system by allowing you to control a woman on a treadmill and then record her respiration and heart rate. At the end of each experiment there is a quiz to test your knowledge that has immediate feedback.

When you first open the app, there are seven simulations available including the paid ones. Each simulation has a description button to allow you to read on the information about it. You then simply hit the start button on the simulation. At the bottom of the simulation page there is a background, inquiry, and quiz button. The background button gives you facts and information about what the simulation is over. The inquiry button tells you what you should be investigating, and questions to ask yourself during the experiment. Then the quiz button gives you a 10 question quiz. There is a pause and restart button for the simulation to allow yourself to see different outcomes. There are very simple buttons to control the simulation as well.

Though the app is easy to control, it is for upper level students so we do not agree with the "4+" age range that is listed. It is more suitable for students age 12+. The app is very appealing with lifelike animations which allows it to be more relatable. This app allows for students to learn new content in a wide range of science topics, from genetics to photosynthesis. It challenges students with inquiry based learning and problem solving. It would be very easy for a teacher to have her students complete a simulation instead of doing an actual lab. There would be less expense and a more controlled environment. The teacher could either record the students quiz scores as an assessment, or create her own worksheet to go along with the simulation.



## Graphic Organizer-Tools

Graphic Organizer, version 1.50, is an educational app that provides visual aid to help students with learning and instruction. Graphic Organizer was created by Paul Keen. The app was free to download, but the lite version was not enough. With the lite version you can only open certain organizers for up to 115 seconds and then could not save them. There are only 4 free organizers where you can save and share. The in app purchases allow you to save, print, and have unlimited time with the graphic organizers. You can purchase a 12 month subscription for \$3.99 or a bulk purchase with 10 activation codes for \$18.99.

All of the organizers are colorful, but you can not add your own picture or sounds. You simply just have to choose your template, and then click in the text boxes to add your information. You can change the font color and alignment of text.. There is an autocorrect option to help with spelling and you can change the paper size if you are going to print the organizer. Some other apps, allow you to make your own graphic organizers. But, in this app you cannot create your own, you have to choose a template. We did not like how the app only turned one way, it would not rotate with your device. This app is also only compatible with iPad, so if students were using an Google or Android devices they would not be able to participate. This app is easy to navigate, and easy to understand. It does organize all of your previous graphic organizers on the left side of the screen. Overall, we did find the content appropriate but we did not feel like there was enough choice for the lite version. This app could be used for all subjects, but we believe it would be most beneficial in English. This could be used to compare/contrast, plan essays, and help students organize their thoughts.

## Hopscotch- Coding

Hopscotch, version 3.33.3, is an award winning tool for kids aged 9-13. It is an educational app created by Hopscotch Technologies. The first response the app required was to select if you were a teacher or a parent. It then stated that if you were a child/student you needed to ask a parent for permission. Then when you open it, you can choose to start from scratch, get started with a code, or you can build a game. The app was free to download, but the lite version was not enough. You cannot save certain things without subscribing. You can also only play/create two games without having to pay for the subscription. A one month subscription with a free trial is \$7.99, and a one year subscription with a free trial is \$79.99.

The screens are very appealing, there are many color options to choose from. When you first open the app there are options at the bottom that are titled "Me," "Create," and "Play." The "Me" tab shows your saved drafts, your class, notifications, and favorites. The "Create" tab has options for you to start from scratch, build a game, or get started with code. Get started with code has many videos the students can watch. The get started from scratch button it opens a blank canvas. There is a "+" sign at the bottom where you add images, text, and shapes. One thing we found very interesting and appealing is the that the tutorials talk to you while you are going through them. We also felt like that helped with navigation. Hopscotch is easy to navigate as well. The buttons are all in sight, and you do not have to search for things unless you are searching for different coding options. It is easy to learn as well. It offers the tutorials, but it does have a lot to offer so learning this software/app would most likely take some time.

We did not believe that students would need supervision to use this app. There are not any outside sources or chat rooms that could distract the student, and the app itself asked for a parent when logging on. We liked that you could publish products to your students, this would be helpful so they were able to see exactly what they needed to do. Hopscotch sends the teacher an email with your lesson plans, and we also liked that the teacher must create all of the student accounts. We liked that this app was good for creating interactive assignments. It does meet students individual needs and abilities, it also offers 3 different languages. Overall, it does provide for learning new content. If students have never been introduced to coding, this may be a good place to start. The subject matter is going to depend on whatever kind of code you choose to create.

## **Middle School- Discovery Learning**

Middle School, version 6.5.1, was developed and sold by eduPad Inc. It has more than 10,000 exercises to help students practice Math, Language Arts, Health, and Music, from grades 6-8. There is a lite version of this app. However, the lite version only allows you to access three lesson for each unit. There are paid options such as \$1.99 for not ads, \$5.99 to unlock all grade level content, and “All You Can Eat” version which contains all content, is add free, 10 cards, and 9 power ups or \$6.99. When you reach the point where you have to upgrade to see more, the upgrade buttons pop up.

When you first open this app it gives you daily rewards that students would enjoy that they can use towards your quizzes. On the home page it lists all of the subjects and grade levels. You must tap the download button on each subject to get it, but the download is free and does not take long. Then you tap the play button on your desired subject and choose a lesson. Under each lesson are even more sub lessons. This app mostly consists of questions and quizzes for different topics. For example, under the Themes and Ideas lesson under the reading unit, it allows you to read a passage and then answer questions. You simply choose the answer that you think is correct and then it gives you immediate feedback. At the bottom right of the screen there is a drawing and messaging icon. The drawing icon allows you to annotate the questions and make notes. The message icon asks students to install the Monster Messenger app so students can ask for help from each other. For this reason, we believe the students may need to be monitored while using the app. You are able to turn on the test mode so that you are timed and are allowed to use help from the daily coins you have connected.

The app is pretty plain yet still appealing with an orange and black layout. We do wish there was a Home button, because it becomes tedious clicking the back button until you return to the first page. Teachers could use this in many ways by reviewing the quizzes and then having their students do them if they relate to the topic they have been covering. They could also use the Language Arts part as practice for the reading section of standardized tests.

## Mimo- Coding

Mimo, version, 3.20, was developed and sold by Mimohello GmbH. This app teaches students to code while having fun making apps, games, and websites. There is a lite version or 10 different premium versions that range from \$9.00- \$100.00. These give you unlimited access to all tracks. There is also a option for a premium 7 day free trial. We believe you have to have the premium packages to be able to use this app. There are not any coding lessons that we could find that you could do.

When you first open the app it asks you if you are new to coding. The app has a lists of guided tracks that you are able to choose from and download for free. You can then look under the continue learning section to see your tracks. You can click on the one that you want to do and then choose the first lesson that is available. However, when you choose it it then gives you the premium options. So, we were not able to explore the possibilities with this app due to this. At the bottom of the screen there is a learn, challenges, and profile tab. The learn tab is where you find your tracks you are doings. The challenges tab is where you can do challenges, however this also required premium so we were not able to explore it. The profile tab give you a percentage of completion for your tracks you have started.

The presentation of this app is very simple and the different tracks have images and coloring to help guide the user. It is hard to compare this app to other coding apps considering we were not able to really get into the content of it. We are also not able to describe how this could be used in the classroom. However, it seems to have a lot of potential due to the amount of tracks and lessons you can choose from.

## **NASA- Discovery Learning**

NASA, version 4.0.11, is an education space app that is sold by NASA. It was free to download and the lite version was enough. There were no additional costs that we came across. When you first open the app images, videos, mission information news, feature stories, TV and Audio and tweets are listed on the home page. You just have to choose whichever you would like to explore to be exposed to a lot of different information. Each home page tab has many sub tabs that students can select based off what they are looking for. We found it very useful for images. There are over 17,000 images, so the student has access to a lot of content. These images would also be good for classroom use. The apps tweet section has information about Missions and Groups, Different Space Centers, and Astronauts. There are also podcasts available that students can listen to, and they can read up to date news reports. The app is easy to navigate, everything is labeled and laid out in a way that is user friendly. We believe it compared well with other apps. NASA is the most reliable when it comes to everything space. Therefore, we do not believe anything else would compare. We really enjoyed that the app offered interactive planets. Students could explore deeper into the layers and hotspots of each planet. Since this app is user friendly and easy to navigate we do believe that it meets each student's abilities and needs. Overall, this app does provide for learning new content. If the teacher was entering a Space unit, this app would be a wonderful choice to let students roam around on and take choice in their learning. It also provides many resources for them to be able to use in any space projects that they may create.

## **Splice- Movie/Video Creator**

Slice, version 3.6.3, is sold by Bending Spoons Apps IVS. It is a very simple and easy to learn video creator. You are able to trim your videos, make transitions, add effects, and incorporate music. This is a completely free app which makes it ideal for the classroom. Upon opening the app you tap on the “+” in the right hand corner. The app will ask you if it can access your camera and photos. You can then make a video right then or choose you that you have already saved. You can even change the album type at the top of the screen. You can click on different photos to create a collage of photos playing through as well. The app will then ask you to choose audio to fit your video of photos. You are able to choose from iTunes or from their music library. This is where the students are able to get creative with their video by adding different genres that fit with their theme. You are then taken to the video editor area that allows you to edit the photos by changing the duration time, adding text and text color, and zooming options. You can tap on the transition icon in between photos to change the transition type. You are able to change the settings and title of the video by selecting Project at the top of the screen.

You are able to share your videos to Instagram, Facebook, Email, and many more options. The app does not have a lot of color on the homepage or buttons, but we think that is okay considering you will already be editing different colors and you do not want many colors clashing with one another. This app could be incorporated into curriculum in many ways. Students could document experiments, projects, and act out plays and then use this app to help them come to life.

## Swift Playgrounds

Swift Playgrounds, version 2.2, is sold by Apple Inc. It is a fun and interactive app that provides puzzles and games that teach students how to code. This is a free app that does not require any in app purchases. It takes something that could be difficult to understand and lays it out in a fun way that students understand that coding does not have to be as hard as it sounds.

When opening the app you can choose from many different games and lessons. We recommend starting with “Learn to Code 1” This gives you the basics of the app. You are given a character that is names Byte. Your job is to put the codes in correctly to have him complete the levels. For example, you may put in the code for him to move forward, and he will move forward in the game. There are also gems that he likes to collect, so you must put in the code for him to do that was well. Each lesson gives you a goal on the left side of the screen along with instructions. There is space at the bottom of the instructions for you to enter the codes.They are already typed out, which saves a lot of time. So, you just click the code and then choose “Run my Code” at the bottom right of the screen to see if you have done the right combination to get Byte where he needs to go. On the left, where the instructions are, you are able to see the list of lessons in that unit. You can choose the three dots to share your screen through AirDrop, or you can even create a PDF. You then choose the four squares at the top left of the screen to return home. On the home screen there is a “What's Next” section that lists the many games and activities that you can download to practice your coding skills. The app breaks these up between learning to code, challenges, and starting points.

This app did not crash but it was very slow at some points while we were exploring it. However, that could have been due to our internet connection. We also believe that if students try to use this app on smaller iPads, that they may have a hard time navigating it because the lessons half the screen while the imaging is the other half. This app was very user friendly and easy to learn. If your students were having problems learning the app there is also a “Hint” button. It is also only compatible for iPads with iOS 11 or later. Teachers are also able to record themselves using the app and putting the codes in order and then send it to their students as clear directions. If a teacher was doing a coding lesson, this would be a good app to use. However, it could not be used in a wide variety of ways.

## **Khan Academy- Tutorial**

Khan Academy, version 5.2.5, is an educational app sold by Khan Academy. It is great for teaching all grade levels math and science based material. There are a few history and English units but they are not as extensive as the math and science lessons. It even provides SAT, MCAT, and many more standardized test practice. It is a free app with no in app purchases. This would be a great app to use in the classroom, but we also believe college students could use it as well to help them with their studies due to the high levels of math and science that they provide. There are also units at the bottom of the home screen that are titles things such as “College Admissions” and “Careers.”

When you first open this app there many color coded subjects and units listed. One you click on the one you want to explore, there is a course summary listed on the left of the screen and a the lesson headings on the right. When you click the lessons on the right it opens up many videos and articles. There are quizzes strategically placed in the order of the lessons. They say “Practice” in a blue bubble. When you start the quizzes there is a green pencil icon in the bottom left of the screen to allow you to work out your problem. There is also a green hint button right above it. If you choose to use a hint it asks if you are sure that you want to use it because the problem will then not count towards your total progress. Your progress is located at the top of the page that lists all of your lessons. There are icons in the content area that show how many quizzes are in each lesson.

We do wish there was a home button somewhere on the app, otherwise you just have to hit the back button a lot to get to the home page. Overall the app was easy to navigate and would be a great educational app to use in the classroom. The teacher could have the students watch certain videos during class, or even work through an entire unit if it is new information that they are about to learn.