<u>Title</u> Swift Playground

<u>Evaluators</u>

Lolly and Kori

Questions	Yes	No	Comments/ Notes
 Have you played enough to know every aspect? Did you try things that were wrong and/or unexpected 	×		There were still a ton of playgrounds to play on, we "played" on a bunch of them.
Did the software crash?		×	The software sometimes glitched and had delayed actions after clicking on something. This happened on several different internet connections.
Was the content appropriate? Did it meet the user's needs?	x		
Were the screens appealing?Color, items on screen, sounds	x		
Is it easy to navigate?	×		It starts with a Learn to Code 1, then goes to Learn to Code 2, etc. which made it easy to navigate.
Is it easy to learn?	x		There were step by step instructions

			for each playground.
Does the user need Supervision to use		×	
If the App required a response, was it appropriate? (right or wrong)	x		
 Were there bells and whistles? If so, do they enhance instead of detract? If not, should there be? 	×		There were cute little characters that made it fun to interact with. Bright colors that will be attractive to students.
Did you like using the App?	x		
 What was the cost? Was there a "lite" version If so, was it enough 			Free to download
Were there in-app purchases?If so, what were the additional costs?		×	
How does it compare to other apps that do the same?			This coding app was much easier to understand compared to most. It was interactive with step by step instructions
Additional Comments		X	

Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
Child Development and Learning			

 Subject Matter appropriate? Educational Focus? Provides for Learning New Content? Follows Appropriate Teaching Sequence? 			Yes the subject matter was appropriate and fun for students to learn on. The educational focus was learning to code.
 Individual Does it match individual's abilities? 	×		
 Does it meet individual's needs? Social/Cultural Bias? Commercialism Comments 		x	