

Title: Kodable

Version: 8.5.1

Publisher: SurfScore, Inc

Target Audience: The publisher says 4+ and we agree.

Curriculum: We don't think this could be used in the classroom curriculum.

Possible Environments and why: We think more at home because it is more of a game. You do learn while playing it but it doesn't pertain to any of the four main subjects taught in a classroom.

Cost: The app is free to download but has a parent plan that you can buy for \$29.99.

Describe the software: When you open the app and push play it brings you to a page full of levels you have too complete. When you click on a level it brings you to a page where you have to make the little ball move by using the arrows listed above. Then you push play to see if your little ball makes it to the finish line.

Impression on the software & how it would be used in class: We really like the software, there is a lot of colors and is super easy to work with. We think the little kids would love it but we just don't think it would be an app we would be able to use to enhance any lessons. If the students have a technology class it would work perfectly in there.

Pass or fail: Fail