

Title: Sushi Monster

Version: 1.7.4

Publisher: Houghton Mifflin Harcourt

Target Audience: The publisher says 4+ and made for ages 9-11 and we agree.

Curriculum: This would be used with the math curriculum.

Possible Environments and why: This app could be used at home or in the classroom. It could be used at home because it is fun to play. It can be used in the classroom for addition or multiplication practice.

Cost: This app is free.

Describe the software: When you open the app it brings you to the homepage and you push play. Then you choose from addition or multiplication. Next it has a monster in the center of tables with a number on his chest, and there are sushi numbers on the table around him. You pick from the numbers on the table to complete the math equation then the monster eats the sushi if it is correct. For example: If you chose addition and the monster had a 20 on his chest and the numbers on the table were 12, 10, 5, and 8. The child would chose the 12 and the 8 because $12+8=20$ and then the sushi monster would eat the sushi and it would start over with other numbers.

Impression on the software & how it would be used in class: We like this app and think it would be a fun game for the kids to play in their free time or during centers. There aren't many levels on this game so we don't think that we could use it with a lesson unless it was a shorter lesson but we think if a child got finished with an assignment early this would be a fun game to play. Also could be used for a math center where they could work in groups to finish the equations.

Pass or fail: Pass