

Ed Software Evaluation

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Title: AR Coding Kodabl

Type of Software: Tutorial: this app is explaining/teaching how to code and students are learning a new skill.

Version: 1 .0. 2

Publisher: Valeriy Danyuk

Target Audience: Ages 4+, Made for Ages 6-8

Curriculum/How it might be used in our class: We could see this being beneficial in a technology class setting, but not necessarily normal classrooms. The educational focus is primarily coding and problem solving, but is not content specific. We feel that if we were to use it in our class, we might have students only play with that app when they finish their assignments. That way, it is not necessarily part of our class, but students are still getting to learn a little bit about coding and seeing how it works. We do feel that students should have an appreciation for coding.

Possible Environments and Why: This app would be considered single user. This app turns coding into a game and would be best for students to use individually. There is no real way to make an assignment or a group project for this app because it is really just a game.

Cost: \$2.99 for the Full Version, and a \$2.00 monthly subscription

Paragraph Describing App: This app is designed for students to learn basic programming. Students play through twenty "levels" of programming on the app, and at the end, the student receives a certificate stating that they completed "the online course 'Basic programming for children. The initial level'". In the app, the student creates their own games to solve. During this process, they are learning how to code and improving their problem-solving skills. There are two ways to play the game: students can download and print cards to use as "instructions" to move their character where they need it to go, or they can tap on the cards in the boxes until it shows the command they would like to use. To use the cards, students use a QR code scanner within the app. Students can

also make their own games where they move the character to the desired location.

Impressions of Software: We can see how this game might be beneficial to students. This game seems to have some potential, but it was so difficult to figure out that we decided that as a group, we do not like it. We especially do not feel that it is worth spending money on. Coding is becoming an increasingly important topic in today's society, and we feel it is important for students to have some understanding of it. This app was way too difficult to use, and we do not feel it would be good for students.

Does it pass APPS: We do not think this app passed. We would not suggest using it in a classroom. It was too difficult to use, and we could not see any real value in incorporating it into the classroom.