Ed Software Evaluation

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Title: Mimo: Learn to code

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

Version: Version 3.2

Publisher: Mimohello GmbH

Target Audience: 4+

We think 11+. Students would need to fluently read and have comprehension of many different aspects of life before the comparisons in the instructions make sense.

Curriculum/How it might be used in our class: This app could be used in a science. This app can be used to meet some of our ETS standards. We can use this app when explaining about designing something within certain parameters, testing out prototypes, and generating new solutions to replace ones that aren't working. There are various standards in engineering, technology, and application and most of them can be demonstrated using a coding app. Students can learn about making an app and use this knowledge in design and engineering projects. This could also be used in a computer class or a computer club with ease.

Possible Environments and Why: This app can be used in a mobile environment. Students can log in and out on iPad and the app will auto-save their progress. Students can also use this program as online software if they have internet access as there is a website version of this app. They can use their same username and password.

Cost: Lite Version Free. Premium is $8.99 a month, or a special deal of $29.99 for yearly. We think it's single-use.

Paragraph Describing App: The Mimo app has a home screen with different courses you can take on coding/computers. There are categories to browse on digital security, programming languages, web development, and more. There are various units in each category that you can finish one by one, these units

each have several have lessons in them that take about an hour each to complete. When you click on a unit, it starts keeping track of your progress in your profile. You can fine this on the lower right-hand side of the screen. You can also take daily challenges (also found in the taskbar on the bottom of your screen). The lessons will teach you vocabulary and other things about programming. It's very easy to do and easy to comprehend.

Impressions of Software: We liked Mimo overall. To get full access you'd have to subscribe, but you can do enough to get by with on the Lite Version. It is a little boring. The easy steps in the lessons don't have any animations or cool noises like Playgrounds does. I like how Playgrounds uses Byte (an animated character) to guide your learning and make it into an interactive lesson. This is just like little quizzes with new information on dull screens. We can see how it would be effective for giving new information on coding and it's very easy to navigate. The feedback the app gives you is immediate and detailed. It explains why that's not the answer and gives you a clue to the real answer. It lets you immediately try again. You get a certificate at the end of a unit and we think students will enjoy that. It wasn't our favorite coding app, but it certainly wasn't our least favorite.

Does it pass APPS: Yes. While we may not like it as much as Swift Playground, we can definitely see a purpose and use for it in coding and programming in the classroom.