

Ed Software Evaluation

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Title: Sushi Monster

Type of Software: Drill and Practice: The student will need to already know how to count and multiply when they play this game. This game will improve students' speeds at solving math problems. There are multiple ways the answer can be given using the numbers on the sushi bar. The student needs to place the numbers they want to use up on the inner bar by the Sushi Monster. The goal is to use all of the sushi to solve every single problem. There could be multiple ways to create the number that the Sushi Monster wants (so this could also be problem solving).

Version: Version 1.7.4

Publisher: Houghton Mifflin Harcourt

Target Audience: 4+, Made for 9-11

Curriculum/How it might be used in our class: This could be used in a math class to increase the fluency of solving math problems. Students could gain speed and accuracy by playing this game. It gives you the answer to the number sequence you type immediately and tells you if that was correct or not for the number Sushi Monster wanted. It also tells you the time for the level at the end of each round. A teacher would use this as practice at certain points in her lesson or even make leveling up to a certain point a goal for the day. You have students play this if they get done with their current assignments as well.

Possible Environments and Why: This would be used in the classroom for individual students on personal tablets. The app won't save progress for multiple players (it WILL save it for one person) and it's a single player game. You don't need Internet after the initial download.

Cost: Free. No in-app purchases.

Paragraph Describing App: This is a great little app for math drill and practice. You go straight into the app and hit play. This takes you to a menu screen where you can see your progress. There are different levels of addition and multiplication. If you don't know what to do, there is a question mark at the lower right-hand corner that gives very thorough instructions. You can see the

trophies that you've earned on the upper right-hand corner. You'll tap on the Sushi Monster that you haven't mastered yet and the app will take you into a Math fluency game. There is a Sushi Monster in the middle of a sushi bar that is asking you for a number. Give the Sushi Monster the correct combination of sushi to make that number and he'll eat it. You can see the future target numbers on the upper left hand side of the screen. You must try to create all these numbers before the level is complete. If you get a number right it changes to yellow, get it wrong and the number plate cracks. You can see the number sentence that you've created in the middle of the top toolbar. Your total score is next to that and so is the timer. At the end of the level, it will tell you your overall score (and past scores if you've played that level before) and how many answers you got right. It will also tell you your overall time (it'll also tell you your best time for that level if you've played it before). You can then choose to go back to the level screen, replay the level, or go to the next level.

Impressions of Software: We like this app. It can be used as a daily 5-minute game to improve math fact fluency or as something students can play when they're finished with their work. You can create free time goals for students to meet (like 15/15 or under a certain time limit). We wish there was more levels and that it included subtraction and division (but we can see how that would be difficult with this particular game). There is background music, audio, and a timer that could distract or stress students out at first. Both of these feature can be removed and the app is overall very easy to adapt to fit the child's needs in that respect. We think that the Sushi Monsters at every level are adorable and like the overall theme of the game. Students should be engaged by this app and it is great for practicing math facts. We really like that it has the number sentence at the top so that the student can see the whole equation that they have just created. Overall, we really like this app!

Does it pass APPS: We think this is a great drill-and-practice math app. We agree that it can be effectively used to improve math fact fluency. It passes!