



Title	Happi Words
Version	2.2
Publisher or Producer	Happi Papi
Target Audience	4+ Emphasizes ages 6-9
Types of Software with your Justification	Happi Words App falls largely into the drill and practice category. The focus of drill and practice is upon information that has already been learned but provides the student additional practice and review. This app is appropriate for 1 st and 2 nd grade since students are learning vocabulary and spelling. The goal of Happi Words is to figure out the missing word. Pictures along with scrambled letters are shown to help decipher the missing word. The students are learning the information at school and this app provides a fun game for students to practice what they have learned and also pushes them to associate pictures and words and use problem solving skills.

<p>Curriculum</p>	<p>A standard or curriculum requirement at this grade level is to know and apply phonics at their grade-level and word analysis skills in decoding. When creating the daily lesson plan this would be a great option to reward students with some Ipad time continuing upon the spelling or vocab lesson from the day. Furthermore, this would be a great app to inform parents about for extra practice at home.</p>
<p>Cost</p>	<p>\$2.99</p>
<p>Description of the Software</p>	<p>When you open the app you are greeted with a start screen able to create your own profile. Happi Word shows three pictures and scrambled letters to help discover the missing word. If you spell the unknown word you are rewarded with stars that can be used to buy funny cards. Help is offered but you want to limit using it so to keep your stars and buy more cards. A goal is to reach for the hard cards at the top of the deck. This encourages students to thoroughly think through the process before immediately reaching for a hint.</p>
<p>Impression of the Software</p>	<p>We like this app and can see using it in my classroom. The pictures are vivid and colorful. Some of the words appear standard while others push boundaries. I like that there is a reward system but also a repercussion if they use their hint. The cards are fun too.</p>
<p>Pass APPS</p>	<p>My partner and I agree this app passes the test. The software is conveniently priced, with attractive visuals. The app is education and can be used to fit a curriculum need or outside the classroom. The program did not crash and ran smoothly.</p>

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Evaluators: Lindsay Lewis and Megan Scott

Questions	Yes	No	Comments/ Notes
<p>Have you played enough to know every aspect?</p> <ul style="list-style-type: none"> • Did you try things that were wrong and/or unexpected 	X		<p>We have been able to play and enjoy this game that appears very basic but useful for students working on vocabulary. I did not experience anything unexpected.</p>
<p>Did the software crash?</p>		X	<p>The software did not crash.</p>
<p>Was the content appropriate? Did it meet the user's needs?</p>	X		
<p>Were the screens appealing?</p> <ul style="list-style-type: none"> • Color, items on the screen, sounds 	X		<p>The app has soft background colors with vivid pictures. Good size of the object pictures.</p> <p>The google eyes in the lower right hand corner are fun.</p>
<p>Is it easy to navigate?</p>	X		
<p>Is it easy to learn?</p>	X		

<p>Does the user need Supervision to use?</p>		X	<p>This app is easy to navigate and learn that supervision is not necessary. The games are focused on phonics and vocabulary. Users shouldn't run into anything inappropriate or difficult</p>
<p>If the App required a response, was it appropriate? (right or wrong)</p>	X		
<p>Were there bells and whistles?</p> <ul style="list-style-type: none"> • If so, do they enhance instead of detract? • If not, should there be? 	X		
<p>Did you like using the App?</p>	X		
<p>What was the cost?</p> <ul style="list-style-type: none"> • Was there a "lite" version • If so, was it enough 		X	<p>Cost is \$2.99 at a version of 2.2</p>

<p>Were there in-app purchases?</p> <ul style="list-style-type: none"> If so, what were the additional costs? 		X	It does not appear to have any additional costs.
<p>How does it compare to other apps that do the same?</p>	X		
<p>Additional Comments</p>			

Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
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<p>Child Development and Learning</p> <ul style="list-style-type: none"> • Is subject Matter appropriate? • Educational Focus? • Provides for Learning New Content? • Follows Appropriate Teaching Sequence? 	<p>X</p>		<p>The app provides an educational focus on phonics and vocabulary. Students in first and second grade can use this app for drill and practice and continuous review.</p>
<p>Individual</p> <ul style="list-style-type: none"> • Does it match an individual's abilities? • Does it meet an individual's needs? 	<p>X</p>		<p>The app is suggested for 6-9-year olds. A simple yet educational game perfect for this age range. The app should be standard but also push an individual's cognitive level.</p>
<p>Social/Cultural</p> <ul style="list-style-type: none"> • Bias? • Commercialism Comments 		<p>X</p>	<p>There does not appear to be a focus on culture. The app is created for English speakers. A good addition would be to add different languages for practice or somehow incorporate an ESL type of component.</p>