Kids World Atlas

Amari Turner and Lauren Perkey

Publisher: Planet Factory Interactive S.L.
Version: 1.8

Target Audience

The age rating for this app is 4+ but it also says that this app is made for ages 9 to 11. We agree with the statement of this app being good for ages 9 to 11; however, we also think that this app could be used for ages even younger (i.e., 6+). This app is a discovery learning type of app because students have the opportunity to get on the app and use it however they would like. The students could choose what they wanted to learn from that app for the day.

Curriculum

This app could fit into a general education classroom curriculum by the teacher doing a lesson over a science standard such as climates and then having the students do an assignment over the different climates from around the world using the information from this app. This app would be best used as a single user app or one computer classroom app in which the teacher projects it onto the board. The students could use this app and do a worksheet over it at the same time. The teacher could teach a lesson about climates and then bring the app onto the big screen. The teacher could then ask questions such as "What is the climate like in North America?".

Cost

There is a free/lite version in which the user can only learn about animals from around the world. There is a paid version in which the user can learn about different things from around the world such as animals, rivers, mountains, oceans, ecosystems, climates, and heritage. The paid version costs a one-time fee of $4.99 for all of the content or a one-time fee of $1.99 for each of the categories. This app offers only a single user license. We believe that the paid version would be best for older students but for younger students the free version would be fine.

Software

When the user opens the app, it asks the user if they want to buy the extra content. It also runs the user through what the app offers. For example for the animal category, the user can click on all of the animals from around the world and learn about them. It gives paragraphs with descriptions and pictures of each animal. The user can also take a test to see if they retained that knowledge. The user can also play games such as ordering the animals by their size, matching the animal to its location in the world, and classifying animals as carnivores, omnivores, or herbivores.

This app could be used as a discovery learning type of app because students can choose what they want to learn. It could also be classified as a discovery learning type app if students were given the opportunity to choose a country on the map and to inspect their climate, so while the students are limited to only looking at climates, they get to choose the country's climate that they learn.

Impressions

At first glance, this app seems like it would be perfect for teaching science standards. The app looks very cartoonish but also has real pictures of animals. This app has a great color scheme for kids. The design of the app is wonderful because it has everything organized to where the user does not have to search for stuff. In other words, the navigation is very easy. The only bad aspect of this app would be the background music; it has an obvious loop in it and gets annoying. Other than that, this app is great. The sound effects for the buttons are very childish which is exactly what this app needs. The feedback was immediate and effective. The games and test also make it very easy to learn about the information on this app.

Does the software pass?

This app passes our evaluation because it provides students a chance to choose what they learn and how they learn it whether it be through reading the paragraphs or playing the games.